

PARABURDOO YOUTH FACILITY

PROJECT NO. 13812
DRAFT CONCEPT REPORT
JANUARY 2014

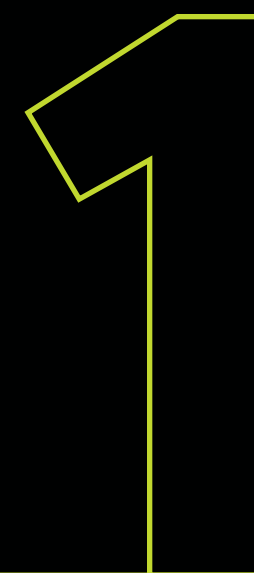
PREPARED BY CONVIC FOR THE SHIRE OF ASHBURTON

CONVIC
CREATE COMMUNITY



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PROJECT BACKGROUND



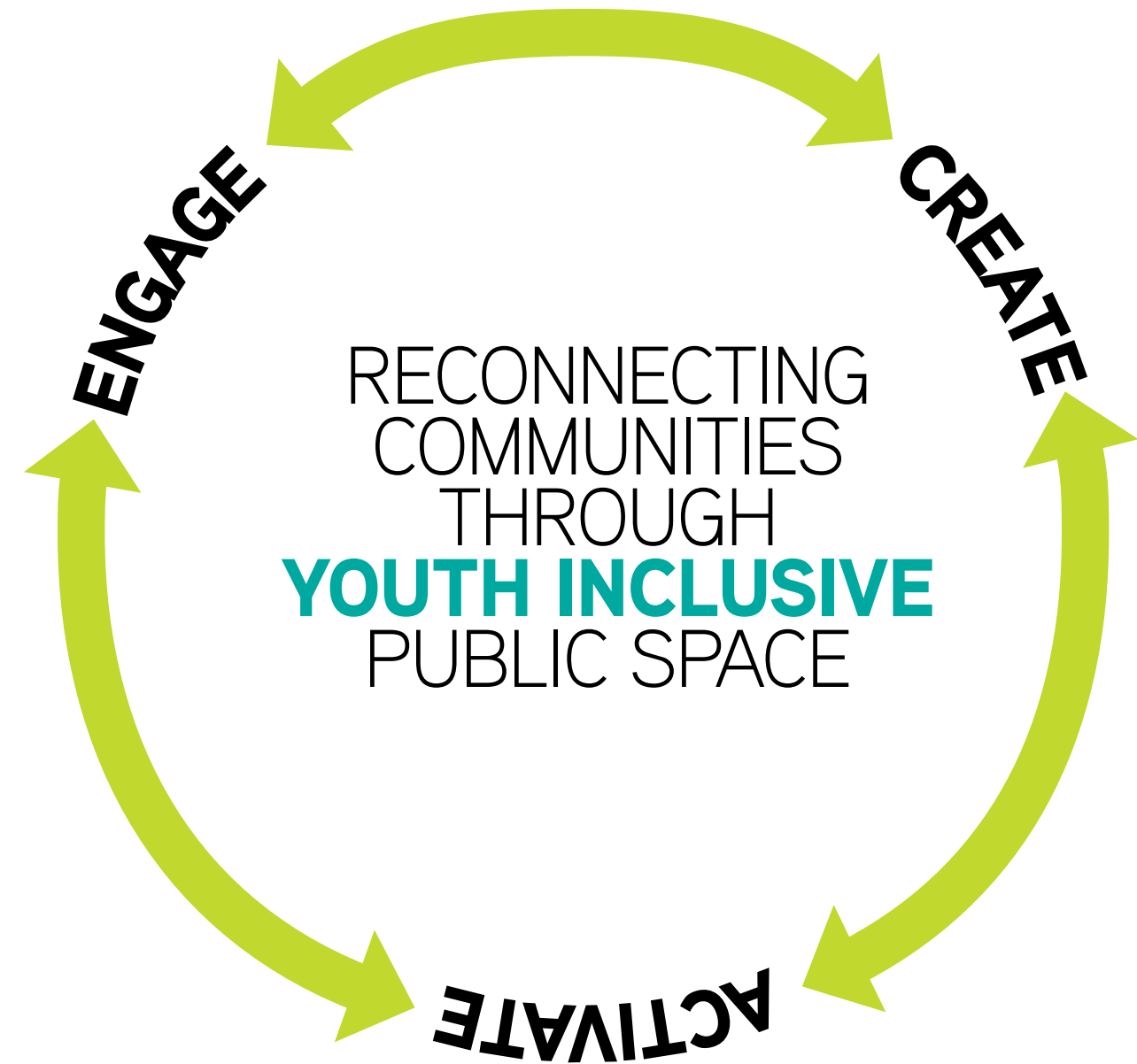
INTRODUCTION

The Paraburadoo Youth Facility is being designed as a unique, iconic and site responsive multipurpose, multigenerational facility that aims to complement the existing uses and facilities of the Paraburadoo recreational precinct. This iconic facility will be the central hub for the youth and wider community of Paraburadoo.

In November of 2013, CONVIC were engaged by the Shire of Ashburton to undertake a site appraisal of possible site locations within the Paraburadoo Masterplan. This was followed by the community consultation phase of the concept design stage.

The following report outlines the site selection process and spatial analysis of the proposed site of the Paraburadoo Youth Facility. It also summarises the results and comments of the community consultation, makes recommendations on the typology of the facility and creates a design vision for the Paraburadoo Youth Facility.

The report concludes with the development of the preliminary concept design presented to council and the development of the draft concept design for the space.



EXISTING SKATE

UNDERSTANDING THE EXISTING SKATE

SKATE CONTEXT

The existing Paraburdoo skate park is inadequate to cater for the needs of the current skate community. Consisting of a number of obsolete “bolt on” steel skate features. The facility does not allow for a number of different users to utilise the skate park at one time and lacks a diversity of skateable elements and flow lines.

The existing facility is showing signs of significant wear due to its age. Overall wear and tear, and poor junctions between steel and concrete impact on the safety and presents a hazard to participants utilising the facility. The overall layout and scale of the features do not allow for progressive multifunctional safe use.

The current location is poorly defined with the park being set within tight proximity to the primary school, it’s associated sporting facilities and the adjacent youth facility; culminating in various issues with overlapping use of space. It lacks connectivity within the current community layout as well as the proposed masterplan.

The Shire currently has one other skate park approximately one hour and fifteen minutes away from Paraburdoo in Tom Price. This is a combination of Street and Transition elements arranged in a square track formation including: ledges, banks, rails, half pipe, moguls and quarter pipes. It is popular within the Tom Price community with many frequent users including BMX, Scooters and Skateboarders.



Existing Paraburdoo Skate park - CONVIC site photos



Tom Price Skate park - CONVIC site photos



Existing Paraburdoo Skate park - CONVIC site photos



Tom Price Skate park - CONVIC site photos

SITE ASSESSMENT



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SITE ASSESSMENT

SELECTING THE RIGHT SITE

INTRODUCTION

The location of the Youth Facility is critical in ensuring the future success of this important community asset. In particular the site should have the capability to:

- Create a centralised hub for young people.
- Allow users of different ages to interact with each other.
- Allow users of different abilities to learn from each other.
- Create strong links with other existing community facilities and amenities.

It has been identified that the Youth Facility must cater for all ages, abilities and types of action sports. The design of the park should create clear areas for beginners to safely learn and progress, and areas for the more experienced to use the space without worrying about colliding into other users.

The Paraburdoo Youth Facility site presents an opportunity for the Shire of Ashburton to develop the precinct and create a dynamic and activated community hub, offering recreational and social experiences for all members of the community, from day to day usage to community centred activities and events.

The following section outlines the key criteria used to assess suggested sites, and then nominate a preferred site recommendation.



Galah's perched in Flame Tree - CONVIC site photos



View towards southern mountain range - CONVIC site photos



Cow's roaming freely in town - CONVIC site photos

SITE ASSESSMENT

SELECTING THE RIGHT SITE

SITE ASSESSMENT CRITERIA

1. PHYSICAL SITE CONDITIONS & TECHNICAL CONSIDERATIONS

This first broad criterion is based on the physicality of the various sites and whether they can accommodate a facility of the required scale and type required by the Shire. It also considers technical implications such as drainage and soil conditions. Questions asked at each site include;

- Is the proposed site capable to cater for the various different applicable facility types defined previously? (ie: large enough to cater for events if we are looking for a regional scale park)
- Is the proposed site free of existing land use implications, covenants, easements, service access requirements and/or underground/overhead power lines, water and gas?
- What are the implications of geotech conditions, ground water, drainage?
- What are the physical terrain implications of the site?

2. ACCESS/TRANSPORT

This second criterion looks at how easily accessible the site is for users, parents and those viewing the skate park or events. Questions asked of each site on this criterion include;

- Are there pedestrian/footpath connections from transport nodes to the proposed site?
- Is there a safe drop off area or adequate car parking if applicable?
- Is there access to public transport at the proposed site?

3. NATURAL SURVEILLANCE, SECURITY AND SAFETY

As the consideration is to create a public sporting facility with the main users being below the age of 18 it is critical to ensure the facility is usually open and safe and easily accessed in the case of an emergency. Questions asked for this criterion include;

- Is the site visually prominent with good public surveillance for safety and for the promotion of the facility and skate activity?

- Is the site a short distance from police response calls and does it provide ease of police access on scheduled routes?
- Can the site provide adequate emergency vehicle access (fire and ambulance)?
- Can vehicular access be restricted at the proposed site to prevent skating at night by car light if applicable?
- Can the proposed site provide safe entry to and from the site and safe setbacks from busy roads and intersections?

4. PROXIMITY TO AMENITIES (WATER, TOILETS, SHADE, FOOD & DRINK)

An active public sporting facility such as a skate park should have appropriate ancillary amenities. This includes shade for viewing and resting, drink fountains and nearby toilets given users can spend many hours using a skate park in a single session.

Questions therefore asked for this criterion are;

- Are associated amenities such as public telephone, toilets, water, shelter and shade existing and available or cost effective to install at the site?
- Is the site close to shops selling food and drink and is there potential for seasonal, peak time and/or event day food and drink outlets?

5. IMPACT ON EXISTING FACILITIES, ADJOINING USES AND USERS

To assess the suitability of a site, one of the main considerations is what impact will a new facility have on the existing users and use of the space. This can be a contentious community issue and so the following questions have been asked for this criterion;

- Can the site facilitate minimal loss of green space?
- Can the site facilitate minimal impact on ecological systems eg. wetlands, foreshore and bushland?
- Can the site facilitate minimal loss of mature or significant trees?
- Can the site facilitate minimal impact on pedestrian or road network and access including existing desire lines?
- Will the location of a skate facility on the site not substantially displace existing recreational or other site users?

SITE ASSESSMENT

SELECTING THE RIGHT SITE

- Are there any existing heritage items or indigenous people's claims for land title or cultural significance at the site?
- Is there a history of 'anti-social' activity of behaviour at the site?

6. DISTANCE FROM HOUSING & INCOMPATIBLE LAND USE

Another major consideration for any new public sporting facility is the potential impact of noise and light to nearby housing. It is important that the new skate facility is placed to minimise impact to surrounding residential areas. We have undertaken acoustic assessments of a number of existing skate parks to ascertain an appropriate distance from residential areas and as a guide 50m is considered an acceptable distance for a purpose built skate park. Please note that this is subject to a more detailed acoustic assessment as each location has different factors such as surrounding noise, landform, prevailing winds etc. This is also only for facilities and not incidental skate moments which due to their scale and level of potential use are not considered major creators of noise or loss of amenity.

Questions therefore include;

- Is the site location an adequate distance (50m) from residential dwellings and incompatible land uses to avoid potential noise and light intrusions?
- Has the site the capacity to place a skate park in a location to maximise noise attenuation (eg: sunk into the ground)

7. EVENT SPACE OPPORTUNITIES

With centrally located facilities presenting the opportunity to become a major community activity node, not just for skating/BMX and scooter users but also community events, clinics and competitions; sites must be assessed for their suitability to play that role. Questions therefore include;

- Is the proposed site adjacent to like/complimentary activities to create a greater recreational experience?
- Does the site have the ability to cater for larger crowds and temporary infrastructure during peak use and events?

8. MAINTENANCE

Maintenance is important to ensure the park can be cleaned easily and regularly. Questions therefore asked for this criterion are;

- How readily accessible is the site to regular cleaning for existing council cleaning and maintenance team?

9. CONTEXT & AMENITY

The criteria is most applicable to the socialisation that occurs at skate parks and the importance of providing facilities that are where young people want to be and provide important amenity (sun protection, wind etc..)

The following questions will be asked for each of the sites regarding context and amenity;

- Is the site location where young people want to be or adjacent to where they currently congregate?
- Is the site in close proximity to existing shopping centres, sports or recreation facilities or interested schools?
- Is the site within or adjacent to a major community hub or central area?

10. CONSISTENCY WITH STRATEGIC OBJECTIVES

Sites for consideration need to conform to local planning schemes, embody strategic planning and reflect the current land use zones. Therefore for this criterion the following questions needs to be asked;

- Is the location consistent with the strategic land use, masterplanning, planning schemes and zoning?

SITE ASSESSMENT

SELECTING THE RIGHT SITE

SUGGESTED SITES

Based on direction from the Shire of Ashburton, four sites were assessed for their potential to accommodate a new facility:

- Site 1: Corner of Anzac Pl and De Grey Rd
- Site 2: Existing Skate park location
- Site 3: Lions Park / Peter Sutherland Reserve
- Site 4: Corner of Fortescue Rd and Ashburton Ave adjacent to IGA



CONSIDERATION / CRITERIA	Importance of Criteria (5 highest, 1 lowest)	Assessment of criteria (2 fully meets, 1 partially meets, 0 does not meet)				WEIGHTING MULTIPLIED BY ASSESSMENT			
		S1: Corner Anzac Pl & De Grey Rd	S2: Existing Skatepark	S3: Peter Sutherland Reserve	S4: Corner of Fortescue Rd & Ashburton Ave	S1: Corner Anzac Pl & De Grey Rd	S2: Existing Skatepark	S3: Peter Sutherland Reserve	S4: Corner of Fortescue Rd & Ashburton Ave
1. Physical site conditions & technical considerations									
Is the proposed site capable to cater for the various different applicable skatepark types defined previously? (ie: large enough to cater for events if we are looking for a regional scale park)	5	1	0	1	2	5	0	5	10
Is the proposed site free of existing land use implications, covenants, easements, service access requirements and/or underground/overhead powerlines, water and gas?	3	2	1	1	2	6	3	3	6
What are the implications of geo tech conditions, ground water, drainage?	3	1	1	1	1	3	3	3	3
2. Access/transport									
Is there access to public transport at the proposed site?	5	1	1	1	1	5	5	5	5
Are there pedestrian/footpath connections from transport nodes to the proposed site?	4	2	2	2	1	8	8	8	4
Is there a safe drop off area or adequate car parking if applicable?	4	1	1	0	2	4	4	0	8
3. Natural surveillance, security and safety									
Is the site visually prominent with good public surveillance for safety and for the promotion of the facility and skate activity?	5	1	1	1	2	5	5	5	10
Is the site a short distance from police response calls and does it provide ease of police access on schedules routes?	3	1	1	1	2	3	3	3	6
Can the site provide adequate emergency vehicle access (fire and ambulance)?	4	2	2	2	2	8	8	8	8
Can vehicular access be restricted at the proposed site to prevent skating at night by car light if applicable?	1	1	2	1	1	1	2	1	1
Can the proposed site provide safe entry to and from the site and safe setbacks from busy roads and intersections	3	2	2	2	2	6	6	6	6
4. Proximity to amenities (water, toilets, Shade, food & drink)									
Are associated amenities such as public telephone, toilets, water, shelter and shade existing and available or cost effective to install at the site?	5	2	1	1	2	10	5	5	10
Is the site close to shops selling food and drink and is there potential for seasonal, peak time and/or event day food and drink outlets?	3	1	0	0	2	3	0	0	6
5. Impact on existing facilities, adjoining uses and users									
Can the site facilitate minimal loss of green space?	2	2	2	2	2	4	4	4	4
Can the site facilitate minimal impact on existing ecological systems eg. wetlands, foreshore and bushland	3	2	2	2	2	6	6	6	6
Can the site facilitate minimal loss of significant trees	3	2	2	0	2	6	6	0	6
Can the site facilitate minimal impact on pedestrian or road network and access including existing desire lines?	2	2	1	2	2	4	2	4	4
Will the location of a skate facility on the site not substantially displace existing recreational or other site users?	2	2	2	1	2	4	4	2	4
Are there no existing heritage items or indigenous people's claims for land title or sites cultural significance at the site?	3	2	2	2	2	6	6	6	6
Is there a history of 'anti-social' activity of behaviour at the site?	4	0	1	2	2	0	4	8	8
6. Distance from housing & incompatible land use									
Is the site location an adequate distance (50m) from residential dwellings and incompatible land uses to avoid potential noise and light intrusions?	5	1	1	1	1	5	5	5	5
Has the site the capacity to place a skatepark in a location to maximise noise attenuation (eg: sunk into the ground)	2	1	1	1	1	2	2	2	2
7. Event space opportunities (multiplicity of use)									
Is the proposed site adjacent to other like/complimentary activities to create a greater recreational experience	4	1	1	2	2	4	4	8	8
Does the site have the ability to cater for larger crowds and temporary infrastructure during peak use and events?	4	0	0	2	2	0	0	8	8
8. Maintenance issues									
How readily accessible is the site to regular cleaning for existing council cleaning and maintenance teams.	4	1	1	1	2	4	4	4	8
9. Context & Amenity									
Is the site location where young people want to be or adjacent to where they currently congregate?	5	1	1	1	2	5	5	5	10
Is the site in close proximity to existing shopping centres, sports or recreation facilities or interested schools?	4	1	1	1	2	4	4	4	8
Is the site within or adjacent to a major community hub or central area?	4	1	1	1	2	4	4	4	8
10. Consistency with Strategic Objectives									
Is the location consistent with the strategic land use, masterplanning, planning scheme and zoning.	4	1	1	1	2	4	4	4	8
TOTAL	206	38	35	36	52	129	116	126	186
TOTAL PERCENTAGE		66%	60%	62%	90%	63%	56%	61%	90%

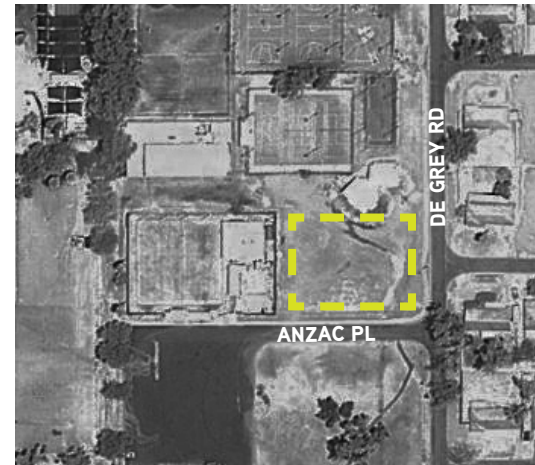
Assessment Criteria Matrix

SITE 1

Corner of Anzac Place and De Grey Road

SITE DESCRIPTION:

- Located on a vacant block adjacent to the Paraburadoo Youth Centre and the bowling club.
- Opposite to the Anzac Memorial Park and existing residential.
- Land currently owned by Rio Tinto
- Rectangular gravel flat site bordered by footpaths with no existing shade.



Site 1 - CONVIC site photos

OPPORTUNITIES:

- The site on the corner of Anzac Place and De Grey Street provides the opportunity to connect a green link through the Anzac Memorial Park north, on the eastern side of the Paraburadoo town centre; enclosing the town centre within a strong landscape framework.
- It is in close proximity to other facilities such as the Youth Centre and the Bowling club allowing the proposed facility to key into associated amenities.
- As the topography is generally flat, with no existing trees the site would require minimal landscape treatment and removal of vegetation.

CONSTRAINTS:

- There is minimal shade with no existing trees or shelter. This could have major cost implications providing shade structures and will take time to establish significant shade trees / green retreat.
- The current land ownership is held by Rio Tinto. It is possible this could be reassigned to Shire land as confirmed by Sean Riply but has implications on timing and funding applications.
- The site has less potential as a youth / community activation space as it is bordered on two sides by roads and the other adjacent facilities are less conducive to this type of development.

RATING OVERVIEW:

The site rated highly in terms of its central location, access for both users and services and has a low impact on existing facilities , adjoining uses and users. It received a total rating of **63%**.

Although the assessment process identified that the site was the second most appropriate for a new skate facility, due to pre-existing private land zoning, lack of shade amenity and surrounding comparable recreational based spaces it is not recommended to be the prime location for a skate facility.



Site 1 - CONVIC site photos



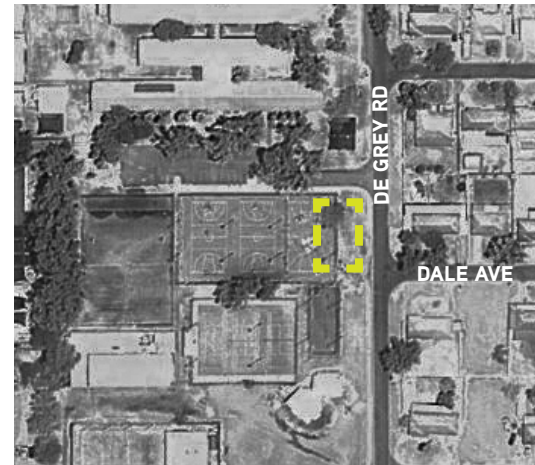
Site 1 - CONVIC site photos

SITE 2

Existing Skate Park Location

SITE DESCRIPTION:

- The existing skate park consists of a number of prefabricated steel bolt on skate elements on a concrete basketball court base slab.
- Located adjacent to the Paraburdoo primary school and its associated sporting facilities (basketball / tennis courts).
- Closed in by existing 2m high fence.
- Existing sporting amenities including lighting, bins and seating.



Existing Paraburdoo Skate park Looking South on De Grey Rd - CONVIC site photos

OPPORTUNITIES:

- The existing skate park is in close proximity to other similar recreational spaces such as the youth centre, cricket training ground, basketball and tennis courts allowing the proposed facility to key into associated amenities.
- There is already existing services available including lighting, rubbish bins and seating.

CONSTRAINTS:

- The site is in close proximity to the primary school and the primary school facilities. There are currently issues with the space being poorly defined as a separate entity to the primary school as identified by principal Troy Withers.
- The space is relatively small and strictly confined by its surrounding existing uses, thus restricting possible expansion and various opportunities of community engagement / youth activation.
- Due to the function of the surrounding land use the location does not promote passive surveillance and or monitoring.

RATING OVERVIEW:

Of the four sites assessed, the existing skate park received the lowest score at **56%**, making it the most unsuitable for the new Youth Space.

The current location is poorly defined with the skate park being set within tight proximity to the primary school, its associated sporting facilities and the adjacent youth facility. This culminates in various issues with overlapping use of space. It lacks connectivity within the current community layout as well as the proposed masterplan. Although the site allows easy access and low impact on existing community facilities it is restricted by its size, opportunities of community engagement and youth activation will be significantly limited.



Prefabricated Steel Features - CONVIC site photos



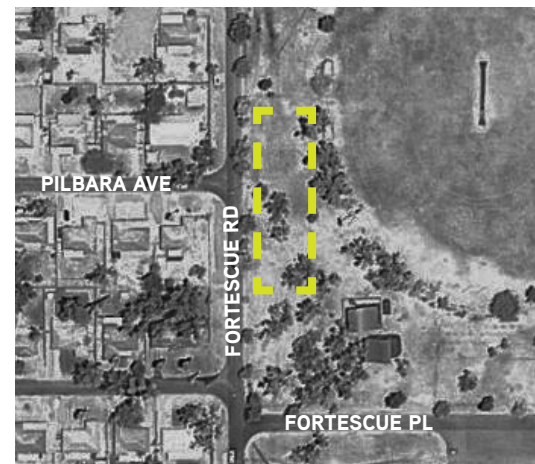
Fenced in Space with Primary School Facilities Adjacent - CONVIC site photos

SITE 3

Lions Park / Peter Sutherland Reserve

SITE DESCRIPTION:

- Located within Peter Sutherland Reserve area alongside play ground and picnic precinct.
- Adjacent to the existing football oval.
- Many established shade trees and amenities.



Site 3 Existing Fence and Established Shade Trees looking North on Fortescue Rd - CONVIC site photos

OPPORTUNITIES:

- The site on Fortescue Road is in close proximity to other similar active recreational spaces such as the football oval and the existing play area allowing the proposed facility to key into comparable associated amenities.
- There are existing services and amenities available including fencing, shade trees, shelters, car parks and picnic areas.

CONSTRAINTS:

- The site has various existing community uses tied with it, such as the play area and the football oval. It also has other future uses such as the Neighbourhood Centre, Day Care buildings and a water park programmed for the space. There is concern the space will become too cramped to allow all of the existing and future uses to coexist in a socially and functionally beneficial way.
- The size of the site is restricted due to adjacent land use thus restricting possible expansion and various opportunities of community engagement / youth activation without having to impact on adjacent spaces.
- The site itself, with a significant amount of mature native trees would require a substantial amount of landscape work, and the potential removal of these trees if a suitably sized skate/BMX facility was to be developed.



Existing Picnic setting - CONVIC site photos



Existing Shelter and Play Area - CONVIC site photos

RATING OVERVIEW:

Of the four sites assessed, the Peter Sutherland Reserve site ranked third in its suitability for a new skate space, or **61%**. The site rated highly in terms of its multiplicity of use, with many like / complimentary activities to create a greater recreational experience. However the location is not consistent with the strategic master planning of the Paraburdoo town centre and also may impinge on current land use of the site.

SITE 4

Corner of Fortescue Rd and Ashburton Ave adjacent to IGA

SITE DESCRIPTION:

- Triangular space located on a vacant grassland block adjacent to the IGA on Fortescue Rd and Ashburton Ave.
- Several established shade trees and existing footpath



OPPORTUNITIES:

- The site location is in visual proximity to similar sports and recreational facilities for example the Play area, picnic ground and football oval to the north linking through to the Paraburadoo swimming pool and primary school. It is also situated adjacent to the IGA shopping centre and the council offices linking in directly to the hub of the community.
- The site is visually prominent with excellent passive and active surveillance from the main roads and the IGA car park with the Police station directly across the road. It is one of the first site locations one sees as they enter the Paraburadoo town centre, promoting an iconic element of life and vibrancy as you enter the town.
- It is highly accessible for vehicles and pedestrians with the existing IGA car park within 50m away and the site being fringed by two main roads and existing footpaths.
- The site is a large open green space with the ability to cater for larger crowds and temporary infrastructure during peak use and events; promoting a space for youth activation and community engagement.
- The site is bordered to the north by established trees providing highly important shade to the facility to extend usage time through the day in hotter periods.
- The site does not impact on existing use or on the proposed revitalisation master plan strategy. Tying into the 'recreational corridor' along the western perimeter of the town centre.

CONSTRAINTS:

- There is concern from council with respect to traffic on the two main roads bordering the site. Traffic management treatment will need to be considered.
- There are issues with drainage in the area which will need to be assessed (Paraburadoo has had several unresolved drainage issues throughout the town centre throughout the wet season).

RATING OVERVIEW:

Of the four sites assessed, the site on the corner of Fortescue Road and Ashburton Ave was ranked first as the most suitable space for the Paraburadoo Youth Space at **90%**.



Looking North on Fortescue Road with the IGA to the East - CONVIC site photos



Existing Shade Trees and Footpath - CONVIC site photos



The View South Encapsulating the mountain range - CONVIC site photos

Locating the Youth Space in this area allows the park to key into the 'Green Band' landscape framework that borders the Paraburadoo town centre. This creates a recreational corridor connecting the space with a possible future bike education path to the north, the play area and picnic space in Peter Sutherland Reserve and the football oval; culminating in a passive / active recreation hub on the western side of the Town Centre.

With this landscape framework in mind the space represents the most suitable location for the new Paraburadoo Youth Space. A visually prominent site with adequate area for a District Level Facility together with existing supporting amenities, and the pre-existing community and recreational facility at Peter Sutherland Park, mean the new Skate Space will only further amplify the Paraburadoo Community and celebrate the local youth culture, in an inclusive setting. The Paraburadoo Youth Space can also act as an iconic gateway to the Town's Centre, with the proposed park being strategically located upon entry into town.

The site also presents the greatest opportunity out of the four to host events and workshops, with the IGA providing car parking, as well as overflow areas for the potential of excess users at the Youth Space.

SITE ASSESSMENT

PREFERRED SITE RECOMMENDATION

The evolving definition of skate parks today no longer restricts facilities to develop as an out of sight concrete park with little community interaction. Rather, a centrally located facility that allows easy site access, encouraging participation from the general community, is essential in creating a well used and maintained facility. Community acceptance and the increase of users, both skate and recreational, increases the opportunity for passive surveillance and the minimisation of anti-social behaviour.

The site on the corner of Fortescue Road and Ashburton Ave presents such an opportunity for the Shire of Ashburton to develop a Youth Facility in the heart of the community that lifts the public profile of youth and is close to the town centre and existing amenities. The site offers a unique design opportunity to tie into the Peter Sutherland recreational precinct, and create a dynamic and activated community hub, that can offer recreational and social experiences for all members of the community, from day to day usage to community events.

Based on the outcomes of the site assessment process and the five community consultations, Convic recommends the corner of Fortescue Road and Ashburton Ave site as the most appropriate and preferred location for the new Paraburdoo Youth Facility.



Proposed Site Looking North Towards Peter Sutherland Reserve - CONVIC site photos



Flame Tree from Town Centre - CONVIC site photos



Local Rocks Used in Landscaping of Pathway Network - CONVIC site photos

FURTHER RECOMMENDATIONS

Another topic raised and discussed during the workshops was the idea of a bike education zone. This space would tie into the Paraburdoon Youth Facility to the north of the proposed site location. This presents a fantastic opportunity to further strengthen the recreation corridor to the West of the town centre.

The potential to develop a bike education zone through this green zone gives youth a space where they can learn alongside a 'live' traffic zone and see how the importance of the road rules apply in a true to life situation. There is also the potential to tie the bike education path into the skate space through fun incidental features that provide progression into a more advanced space. On the northern side of the space the path can link into the existing community recreation hub in the Peter Sutherland Reserve.



Looking North Through Proposed Site to Possible Future Bike Education Zone and Peter Sutherland Reserve - CONVIC site photos

CONSULTATION



3

INTRODUCTION

This section summarises the public opinion regarding the consultation about the skate facility for the Paraburdoo Town Centre. The consultation was conducted on behalf of the Shire of Ashburton Council to inform the community and users about the development of the skate park, and have the opportunity to input into the design.

The consultation involved four community workshop sessions on the 18th and 19th of November 2013, with a total of 57 participants:

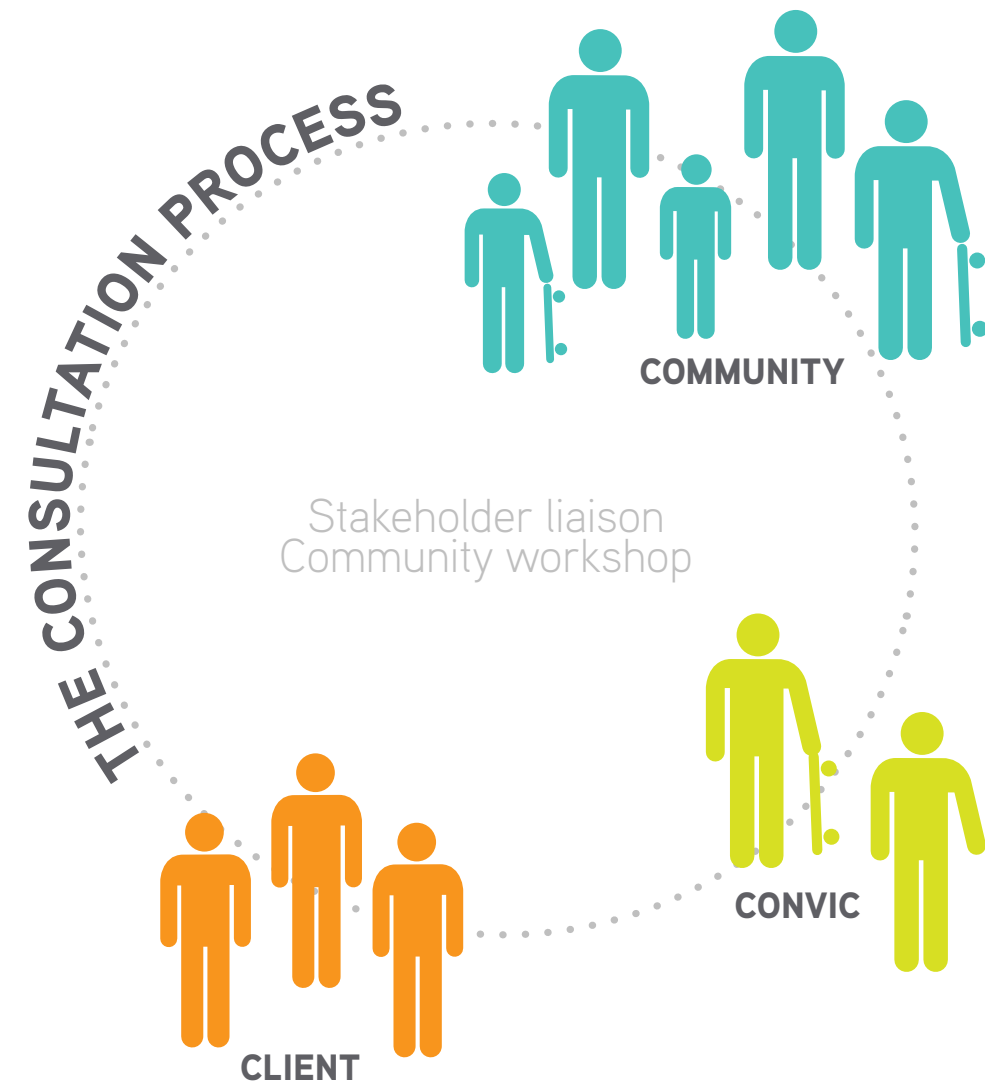
- SESSION 1 - Paraburdoo Primary School 12.50 - 1.20pm on the 18.11.13 with 32 participants.
- SESSION 2 - Paraburdoo Youth Centre 4.00 - 5.00pm on the 18.11.13 with 10 participants.
- SESSION 3 - Paraburdoo Library with the Mothers Reading Group 10.00 - 11.00am on the 19.11.13 with 3 participants.
- SESSION 4 - Lesser Hall with Council Members and the general community 7.00 - 8.30pm with 12 participants

Participants were keen to discuss the details about the proposal for the skate facility, including the proposed location and possible design themes. Discussions revealed the community's want for a transition / flow style skate park and a high demand for shade shelters and lighting of the facility during the evening.

Community members heard from Convic skate park designers and council staff and then discussed their specific requirements for the skate park project.

The consultation was informative and deliberative, open to rigorous discussion. The excellent attendance heightened community interest which will lead to better outcomes for the proposal vision and skate park potentials.

The information contained in this report is structured to guide an experienced qualified designer towards creating a responsive design that is informed by community aspirations.



“SOMEWHERE SAFE FOR THE KIDS TO RIDE”

CONSULTATION AIMS

AIMS

The consultation process is an essential and integral component of the development of youth spaces and skate park facilities. In order to ensure the success and longevity of these key community assets it is crucial to engage with the future users of the space.

The Design Workshop Consultation aimed to:

- Engage with key stakeholders before the design and construction of the new skate space.
- Inform participants about the project's progress so far.
- View previous exemplar designs from skate park designer, Convic to inform and inspire the participants.
- Gather user information and build user profiles.
- Discuss user requirements to aid the future design.
- Highlight other facilities in the area to indicate the vision for the new facility.
- Have community and users take ownership of the consultation process outcomes.

PROMOTIONAL SCOPE

The Consultation aimed to increase the community awareness of the proposed skate space in Paraburdoo and to do so in a public, open and transparent way. Promotional tools to encourage involvement and comments included, posters (right image) and promotion on the Shire of Ashburton website. Posters were delivered to youth services, Paraburdoo Primary School and local businesses around town.

DATA HANDLING AND ANALYSIS

The data handling and analysis was carried out by Convic. The workshop's were designed to increase inclusiveness and generate data for analysis into themes.

All participants were initially informed of workshop objectives and how the information provided will then be used. All responses are treated in confidence, to ensure the anonymity of respondents. No identifying information is included with any responses for this report.

REPRESENTATION

The views collected in this report are not statistically valid, however they represent the views of some high user groups and nearby residents. Themes presented in this report are derived from workshop contributions and the reliability and validity of these interpretations can be assessed.



Design Workshop Poster

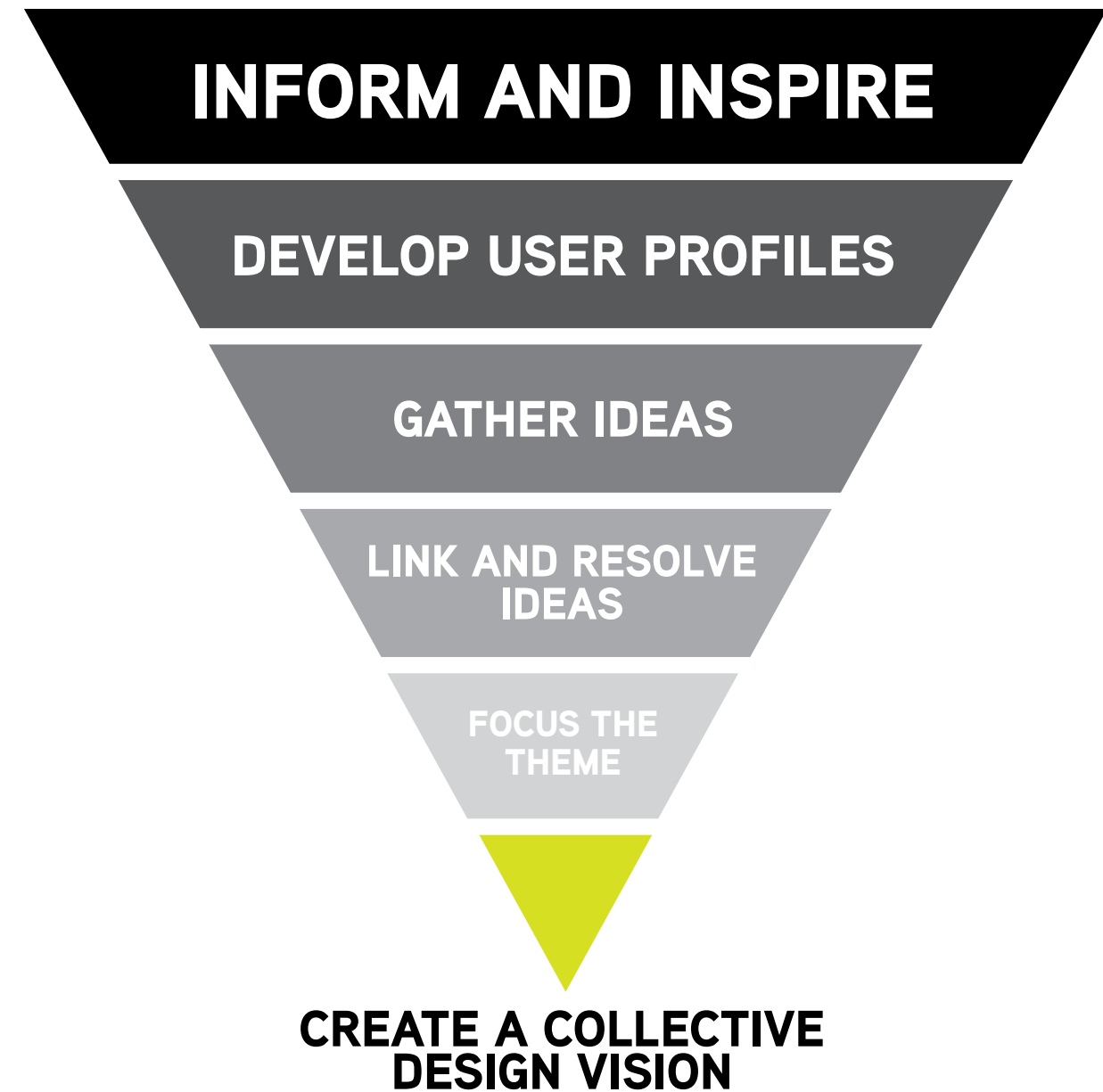
METHODOLOGY

Workshop sessions can build a sense of community amongst users, stakeholders and residents, and are a useful tool to seek the opinions of a small group, allowing varying contributions and ideas to come together. Unlike a survey, they enable the discussion of complex issues and any possible underlying concerns the community of Parabadoo may have with regards to design, location and function of the youth facility.

The workshop was semi-structured to allow the process to unfold freely and invite users to make commitments, suggestions and comments towards a common and collective design vision. The workshop was structured as follows:



Community Consultation Design Workshop at the Lesser Hall: Nov 2013



CONSULTATION PROCESS

PRESENTATION (INFORM AND INSPIRE)

- Inform residents and stakeholders of what is included in the project.
- View and assess local parks in order to not replicate existing facilities within the area. Each design should be responsive to its location, taking its specific geography into account.
- Present an overview of other skate facilities constructed over the past few years, in a variety of locations, similar to the Paraburdoo location.
- Present a selection of skate obstacles and features in order to inspire and inform the potential options and capabilities that are possible within in the youth facility.
- Illustrate the nature of contemporary skate parks with a variety of integrated, broader community usage options, opposed to skater-only facilities. Including a variety of elements such as, social gathering spaces, additional recreational opportunities, potential of activation and iconic and sculptural elements.

QUESTIONNAIRE (DEVELOPING USER PROFILES)

- Collate an understanding of the participants demographic.
- Understand user skill level, facility type and frequency of usage.
- Understand local park usage and user location preferences to understand user needs and requirements based on their current habits.

PICTURE VOTING (GATHER IDEAS)

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

DESIGN WORKSHOP (LINK AND RESOLVE IDEAS)

- Commemoratively explore and resolve individual ideas through group discussion and creativity. This results in collective group theming, by developing spatially located, site specific, design responses.
- Workshop participation and presenting the results to an open forum and wider group discussion.

PRIORITY VOTING BOX (FOCUS THE THEME)

- Participants individually vote on the main or common themes, highlighted from the group work, in order to create a group and collective focused design vision shared by all.

By utilising this method it ensures the evolution of a highly resolved and informed design outcome that is unique to the community. The consultation process also encourages the local community to take an active role upon completion to become guardians of the space and most importantly activate the facility.



Community Consultation Design Workshop at the Lesser Hall: Nov 2013

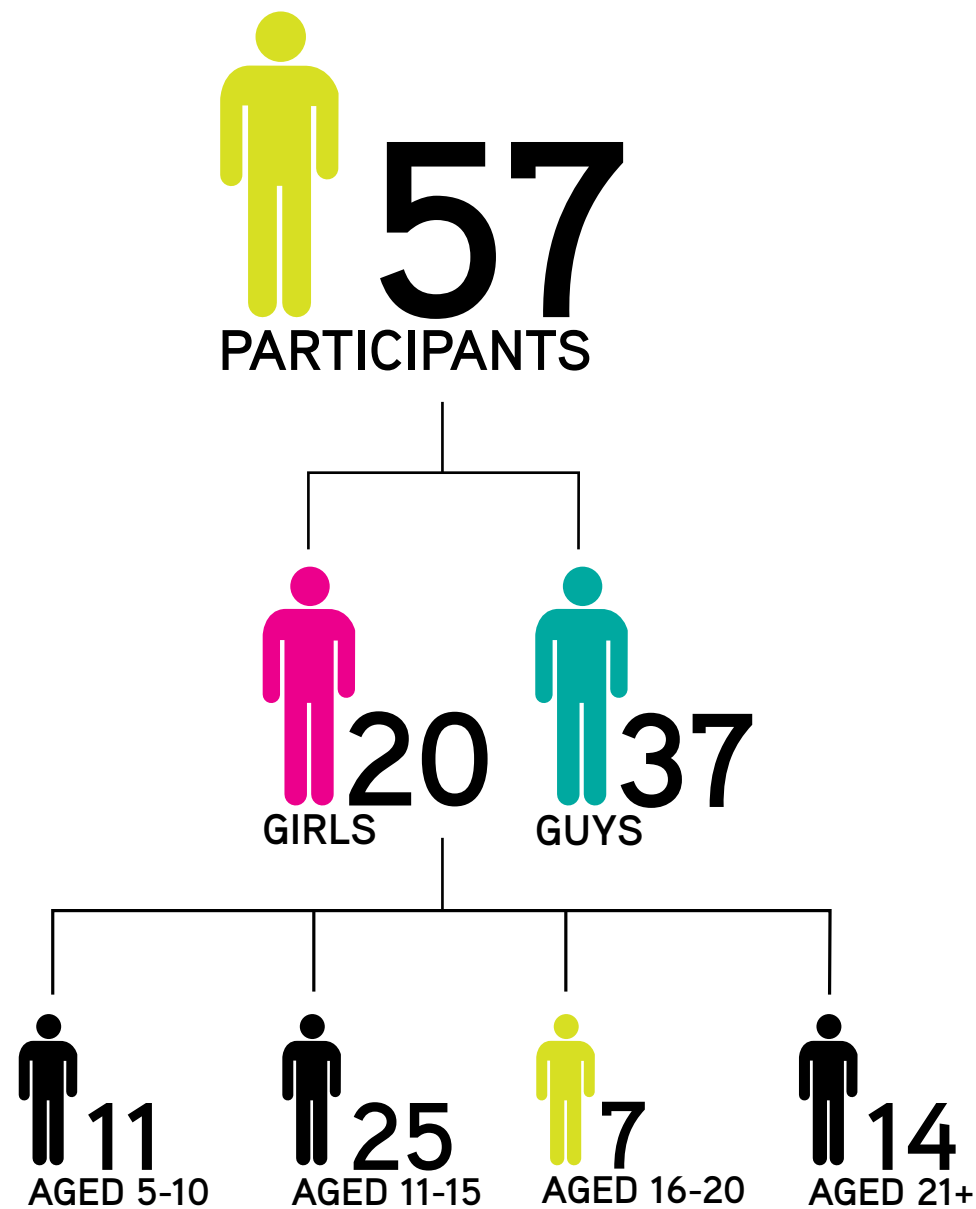
DEVELOPING USER PROFILES

QUESTIONNAIRE SURVEY RESULTS

The following pages outline the key results from the questionnaire survey undertaken as a part of the pre-design workshop.

The results below illustrate the overview of the community profile of participation. Understanding the demographic patterns and trends within the community via the analysis of this data helps to inform the design vision for the proposed youth facility.

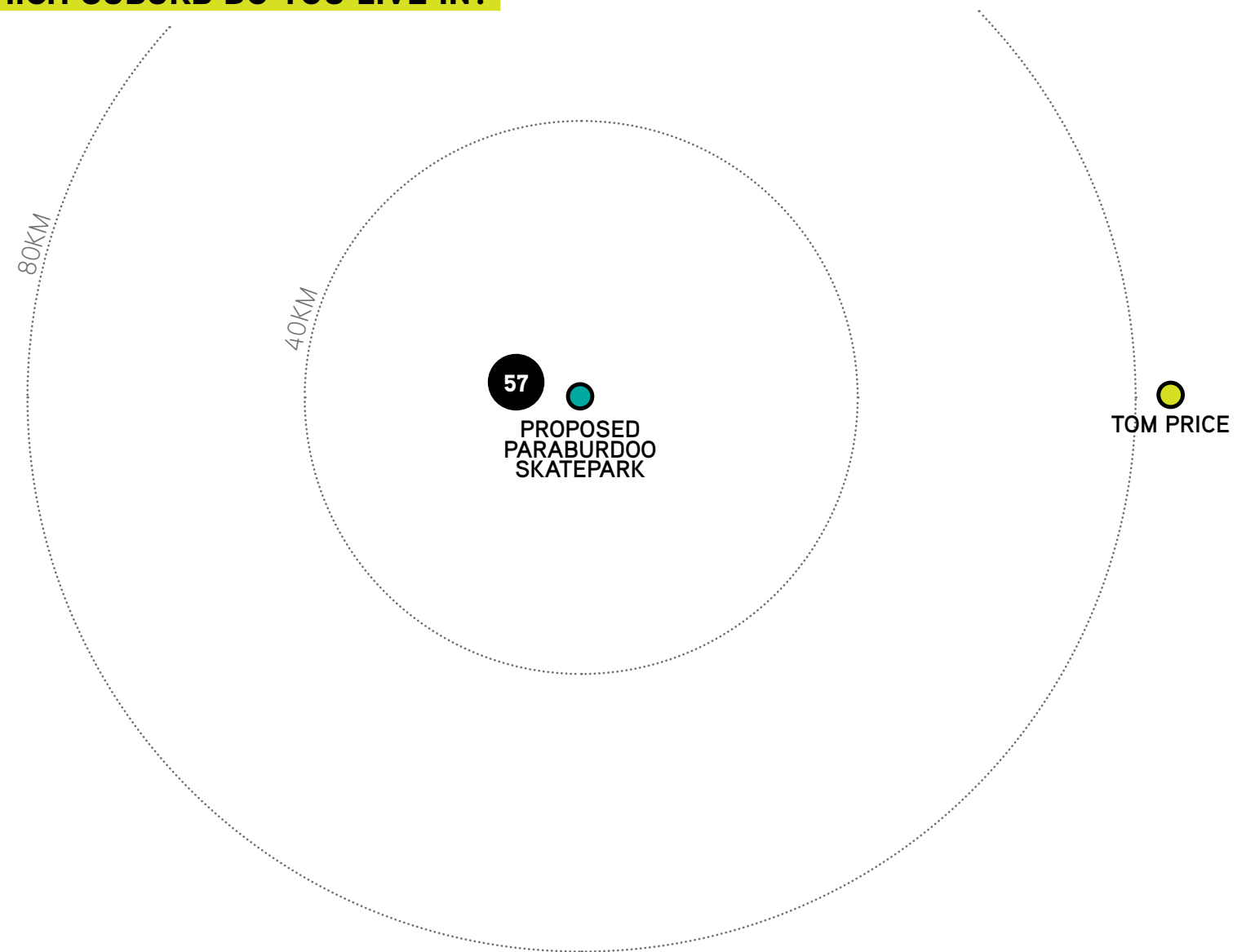
WHO WAS INVOLVED?



SUMMARY:

The workshops had a good turn out with a mix of male and female participants of all ages, the majority being young males between 11 and 15.

WHICH SUBURB DO YOU LIVE IN?

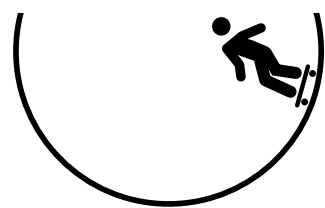


SUMMARY:

All participants live in and around the Paraburdoo area and live within a close enough distance to the proposed site for it to become a space that will be utilised on a regular basis. The new space will become Paraburdoo's primary facility with Tom Price being 81km away (an hour and 15 minutes).

DEVELOPING USER PROFILES

ARE YOU A...



28

SKATEBOARDER



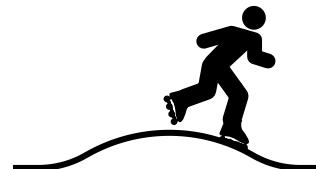
36

BMX



32

SCOOTER RIDER



6

INLINE SKATER



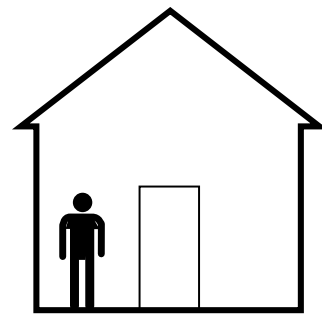
6

SPECTATOR



5

PARENT/
GUARDIAN



0

LOCAL RESIDENT



4

OTHER

Please consider that participants voted for more than one answer.

SUMMARY:

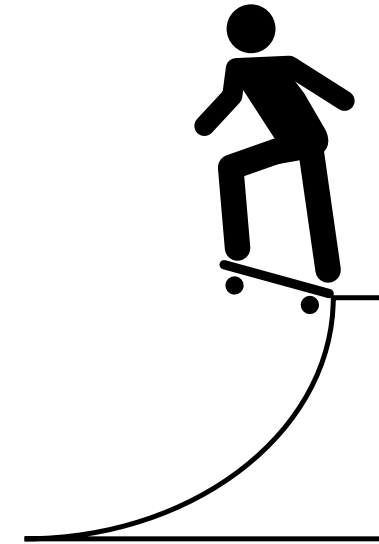
Different parks can favour different style users, for example jumps boxes and transition more often appeal to scooter and BMX riders, whereas ledges and rails often appeal more so to skateboarders. With this understanding, the questionnaire identified a high level of BMX / Scooter riders, indicating the park should take on a style that appeals to and meets their needs. Many participants indicated they liked to partake in multiple style's of wheeled sports not being limited to one typology.

WHAT WOULD YOU SAY YOUR SKILL LEVEL IS?



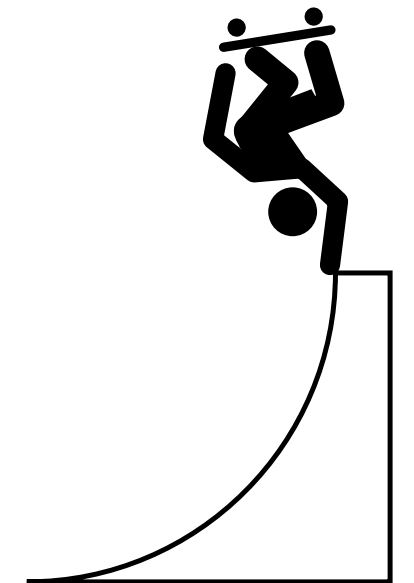
24

BEGINNER



27

INTERMEDIATE



3

ADVANCED

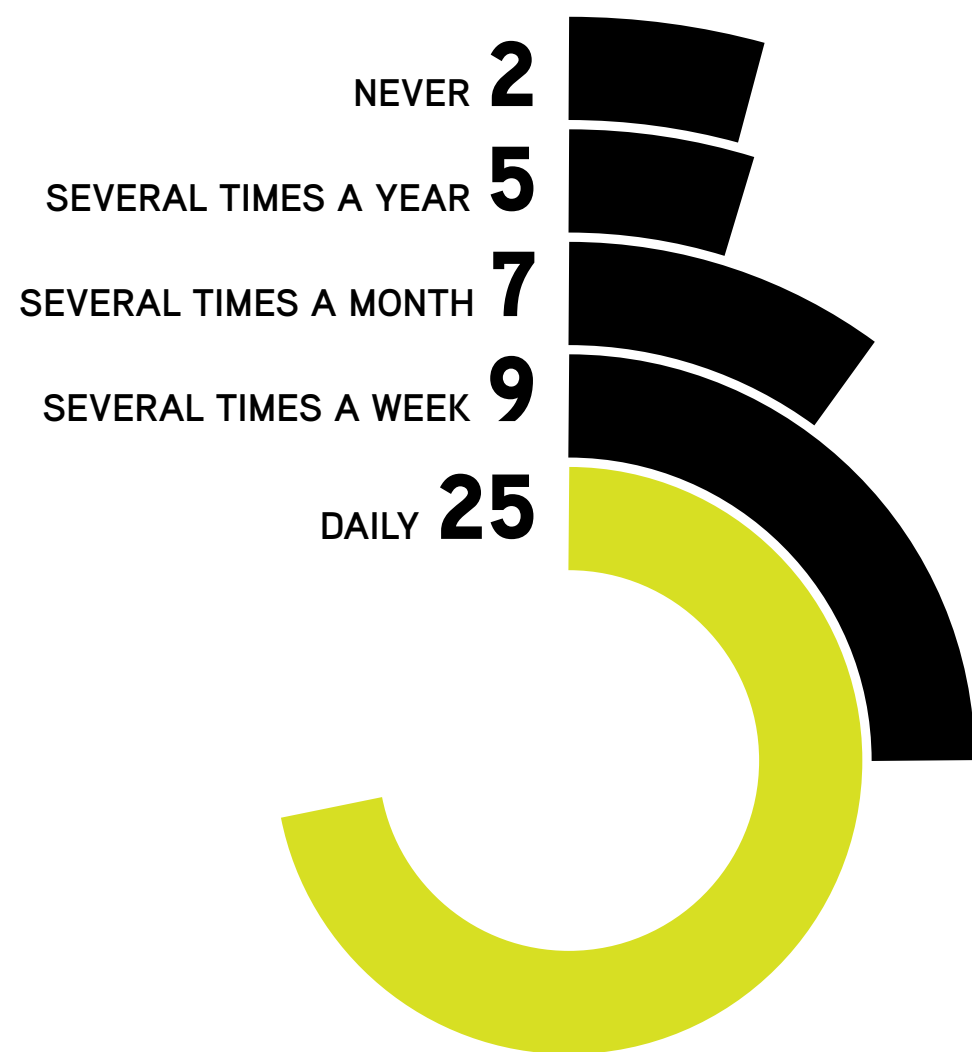
SUMMARY:

The majority of the participants are of an intermediate skill level, with an abundance of beginners also making up the group. This is a consideration for the design of the new youth facility and manifest as responses in obstacles that appeal to the identified user groups. For example low to mid height transitions, 3-5 stair sets, etc. would be more appropriate for the new park, to cater to the existing user group.

It is however key to provide for skill progression within the park. This is to allow the identified intermediate level users to progress to advanced skill level users, by providing some features and obstacles that cater for this skill level. An integrated approach should be taken to appeal to all skill levels to ensure skill progression .

DEVELOPING USER PROFILES

HOW OFTEN DO YOU RIDE?



SUMMARY:

The majority of participants have been identified as direct active users, with many riding on a daily basis. This illustrates a high number of participants that will directly utilise the proposed youth facility.

The active user participants will have a direct understanding of user requirements and an understanding of existing facilities within the region. This results in a knowledge of the current facility provision and the gaps amongst the users.



DEVELOPING USER PROFILES

WHERE IS YOUR FAVOURITE PLACE TO RIDE AND WHY?

EXMOUTH
SWEET RAMP & ROLL IN

TOM PRICE

BECAUSE IT'S GOT A BIT OF EVERYTHING

TRANSITION

BECAUSE THEY ARE GOOD FOR BMX FLOW AND RHYTHM

MARGARET RIVER RAMPAGE INDOOR PARK

ELENBROOK

BECAUSE IT HAS A BOWL

GERALDTON
FUN BOWL AND STREET

BELMONT

ITS REALLY FLOWY AND IS EASY TO RIDE



Tom Price Skate park - CONVIC site photos



Ellenbrook Skate park - www.skateboard.com.au photos



Belmont Skate park - www.skateboard.com.au photos

SUMMARY:

This "word cloud" gives greater prominence to the words that appeared most frequently within the participants answers. Most answers included:

- Tom Price which consists of a transition / square street skate track.
- Elenbrook which has a 5 ft bowl and a street course. Most comments related to the bowl and BMX flow.

Many comments were aimed towards transitions and bowls as there are none within the region.

All of the above parks point toward a facility of a transition / bowl style, which should be considered within the Youth Facility design.

GATHERING IDEAS

PICTURE VOTING RESULTS

Following on from the workshop presentation, the participants voted on a range of visual choices (as seen in the workshop presentation) of inspirational images. This allows participants the opportunity to vote on their favourite ideas, features and elements.

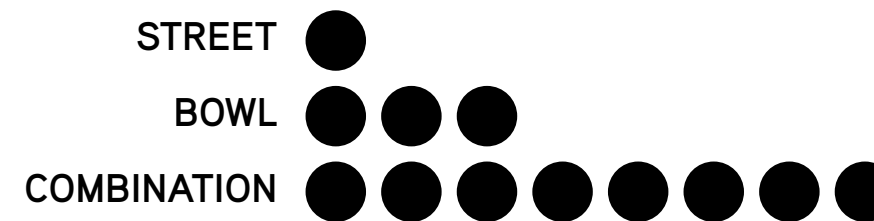
The participants were given multiple images to choose from and coloured pens to circle their preferred skate elements / features. To ensure that participants were not restricted to the images provided, an empty space was offered to enable them to draw or write a new element to be introduced into the options.

The following tables show the results of the participant selections and which items were highlighted. The results start to build a pattern of elements that maybe included in the new Youth Facility. As a guide, items with over 20 votes are to be given serious consideration for inclusion as part of the new facility. Any other significant patterns are commented upon beneath each tally.



Community Consultation Questionnaires: Nov 2013

STYLE OF FACILITY



TOTAL VOTES: 55

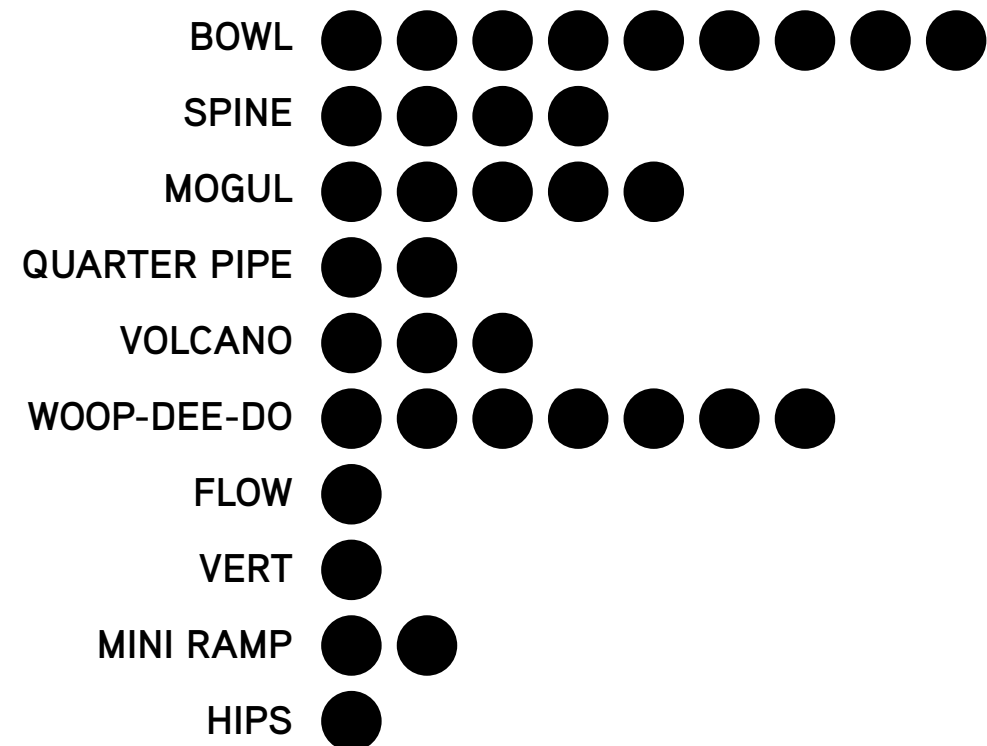
COMMENTS:

A combination style skate facility with both bowl and street style skateboarding incorporated into the design was preferred. However participants favoured a bowl and transition style park over a heavily street designed facility.

GATHERING IDEAS

Please consider that participants voted for more than one answer.

TRANSITION SKATE OBSTACLES

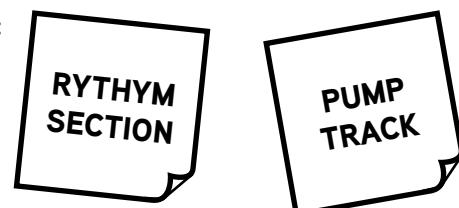


TOTAL VOTES: 142

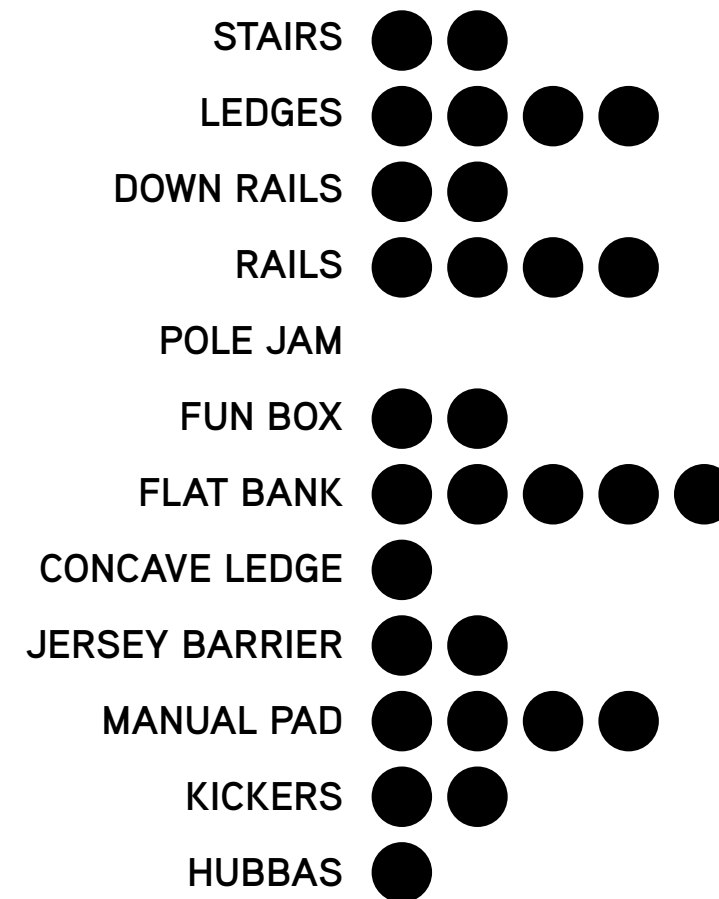
COMMENTS:

Transition obstacles have received a much higher vote count in total than street skate obstacles. This indicates a higher demand for a transition style skate park. There was also many votes for a bowl within the facility.

NEW "TRADE IN" IDEAS:



STREET SKATE OBSTACLES

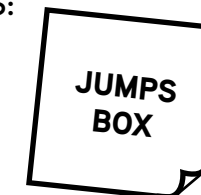


TOTAL VOTES: 118

COMMENTS:

Although many participants voted higher for transition elements, a considerable number favoured street elements within the park.

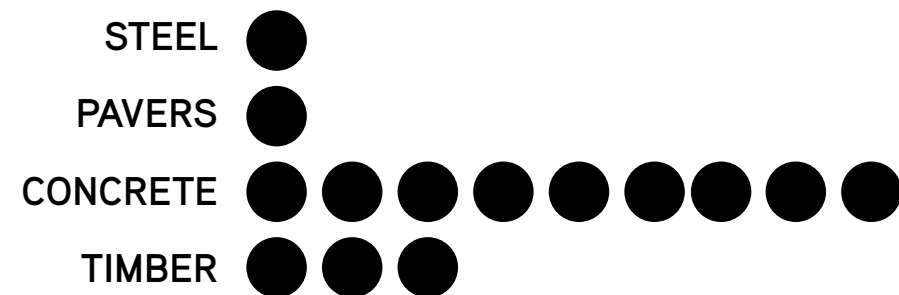
NEW "TRADE IN" IDEAS:



GATHERING IDEAS

Please consider that participants voted for more than one answer.

MATERIALS

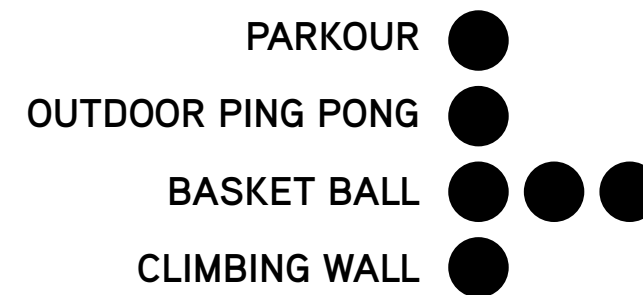


TOTAL VOTES: 67

COMMENTS:

A significant amount of votes were made in this area especially with regards to concrete and timber. Participants were keen on a smooth quality concrete finish to rideable surfaces.

RECREATIONAL

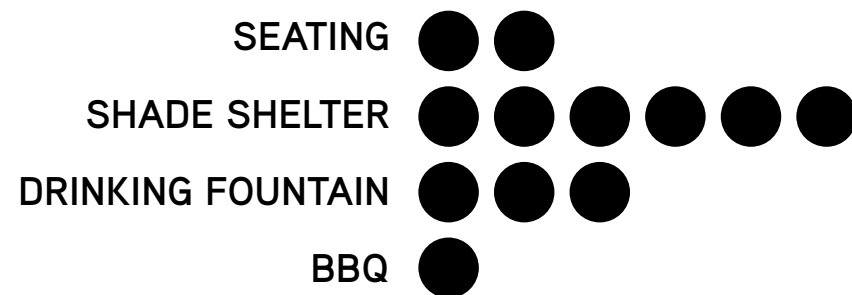


TOTAL VOTES: 35

COMMENTS:

A low number of votes in this category indicate that the participants were focussed more towards the skate than other recreational features.

AMENITIES



TOTAL VOTES: 37

COMMENTS:

This identified a strong bias to keep cool, hydrated and in shade for respite and refuge. Typically the items such as seating and bin enclosures are inherent in basic facility design.

ACTIVATION



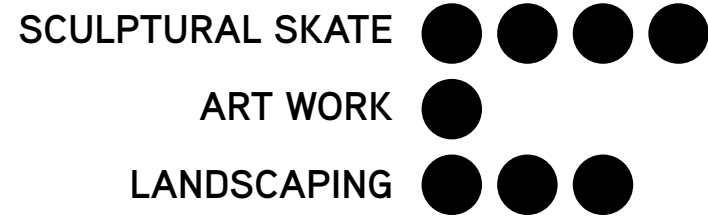
TOTAL VOTES: 68

COMMENTS:

There was a relatively even spread of votes across the activation options indicating participants want to see an integrated / holistic Youth Facility with flexibility in its spaces.

GATHERING IDEAS

ICONIC



TOTAL VOTES: 36

COMMENTS:

The response indicated that an integrated facility that is designed creatively and sculpturally, with potential landscaped areas was the approach needed for the Paraburdoo Youth Facility

SUMMARY

The picture voting workshop highlighted the following top five considerations in order of priority:

1. Transition / bowl style elements were preferred over street / plaza.
2. Provision of amenity refuge, including shelter and drinking fountain
3. The inclusion of lighting for night activation and various other forms of activation.
4. Adopting a sculptural and integrated landscape approach.
5. The introduction of concrete material.



1. Transition / Bowls



2. Shelter / Refuge Amenity



3. Night Activation / Lighting



4. Sculptural Integrated Landscape Approach

LINK AND RESOLVE THE IDEAS

DESIGN WORKSHOP

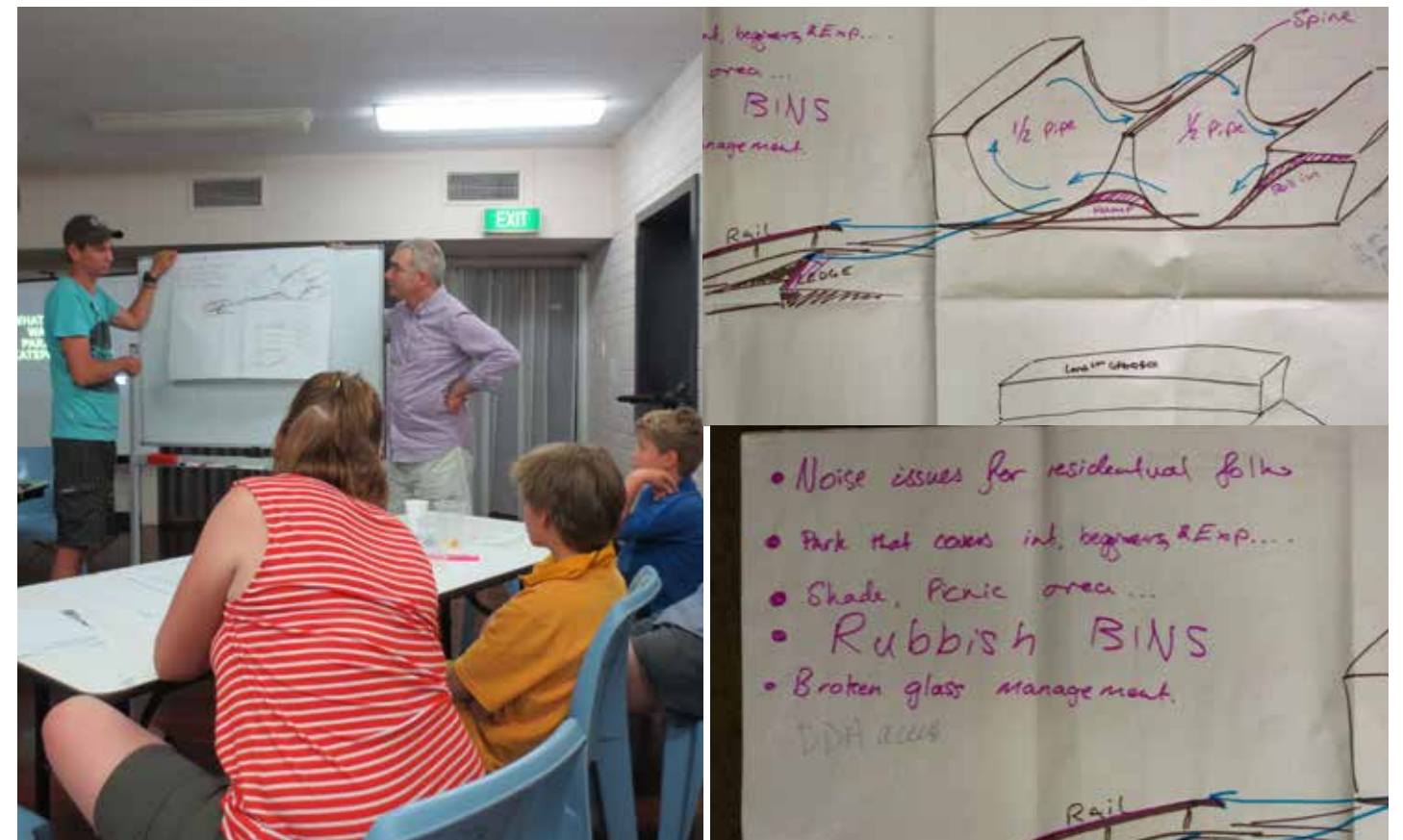
The design workshop is an integral component of the community consultation and engagement process, at this point, participants are immersed in the consultation process and directly involved in creating ideas, and presenting them. This builds a community based response to the process and develops a sense of value in their ideas, opinions and feedback that engenders ownership of the process.

Participants were split into three groups of four or five and asked to work corroboratively together to create their new Youth Facility. The design workshops centred around the question, 'What do you want the Paraburdoo Youth Space to be?' The aim was for participants to take the selected items and obstacles from the picture voting session and develop creative design ideas and solutions by creating a space and linking obstacles together to form a collective thoughtful response.

The results saw an extensive range of creative and innovative responses, whether written, drawn or using reference images. Each group then presented their site plan / ideas to the room. After the completion of all presentations everyone then had the opportunity to discuss their favourite idea(s).



Community Consultation Design Workshop at the Lesser Hall: Nov 2013



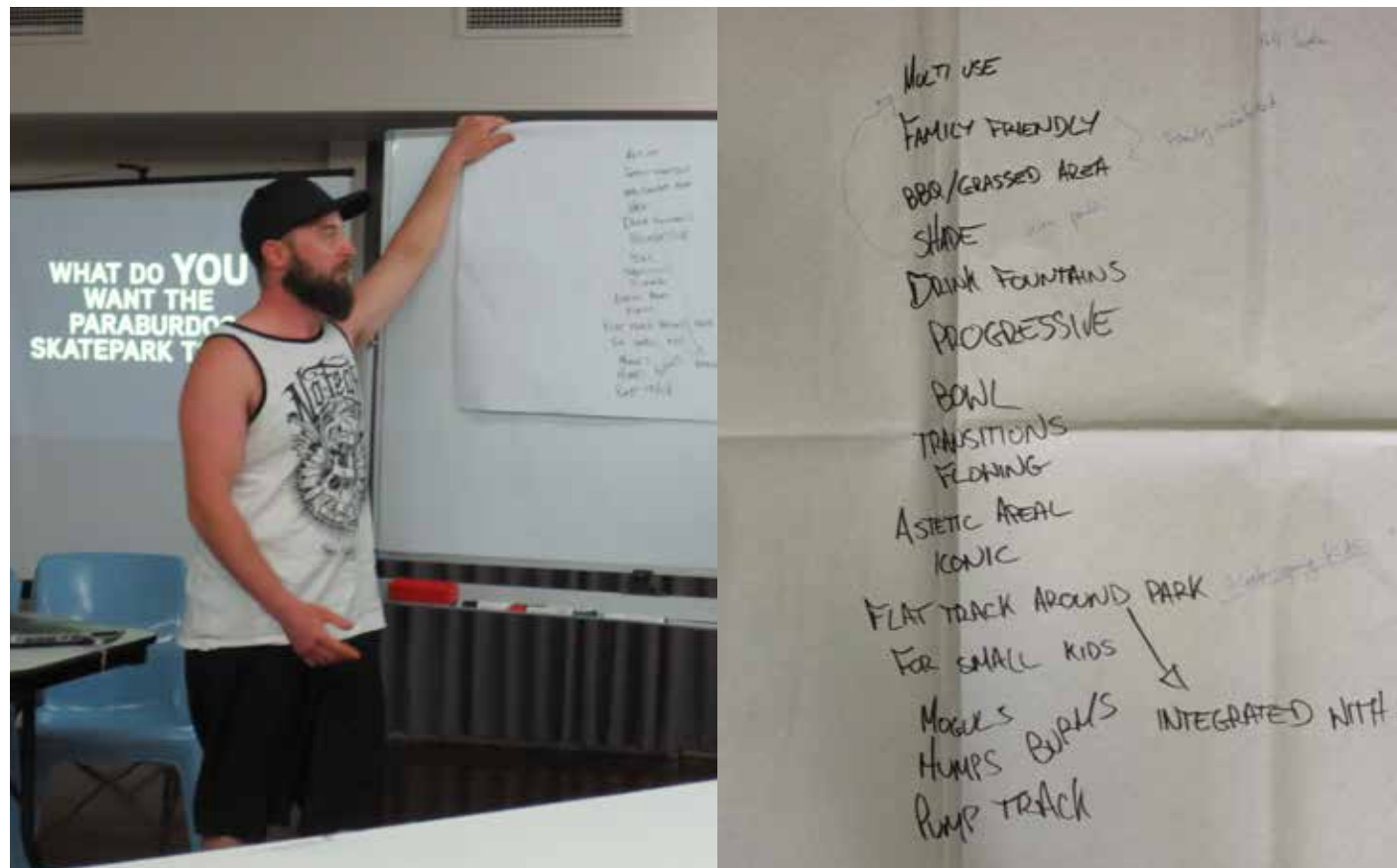
Community Consultation Design Workshop at the Lesser Hall: Nov 2013

GROUP 1

Group 1 created a park that had a mix of transition and street elements. They had a mini ramp with a spine and a rollover and also had roll-ins on the transition. They drew rails, ledges and manual pads as a couple of members of Group 1 were heavily into street skating. They were focused on the idea of a park that catered for beginners to intermediate skill levels.

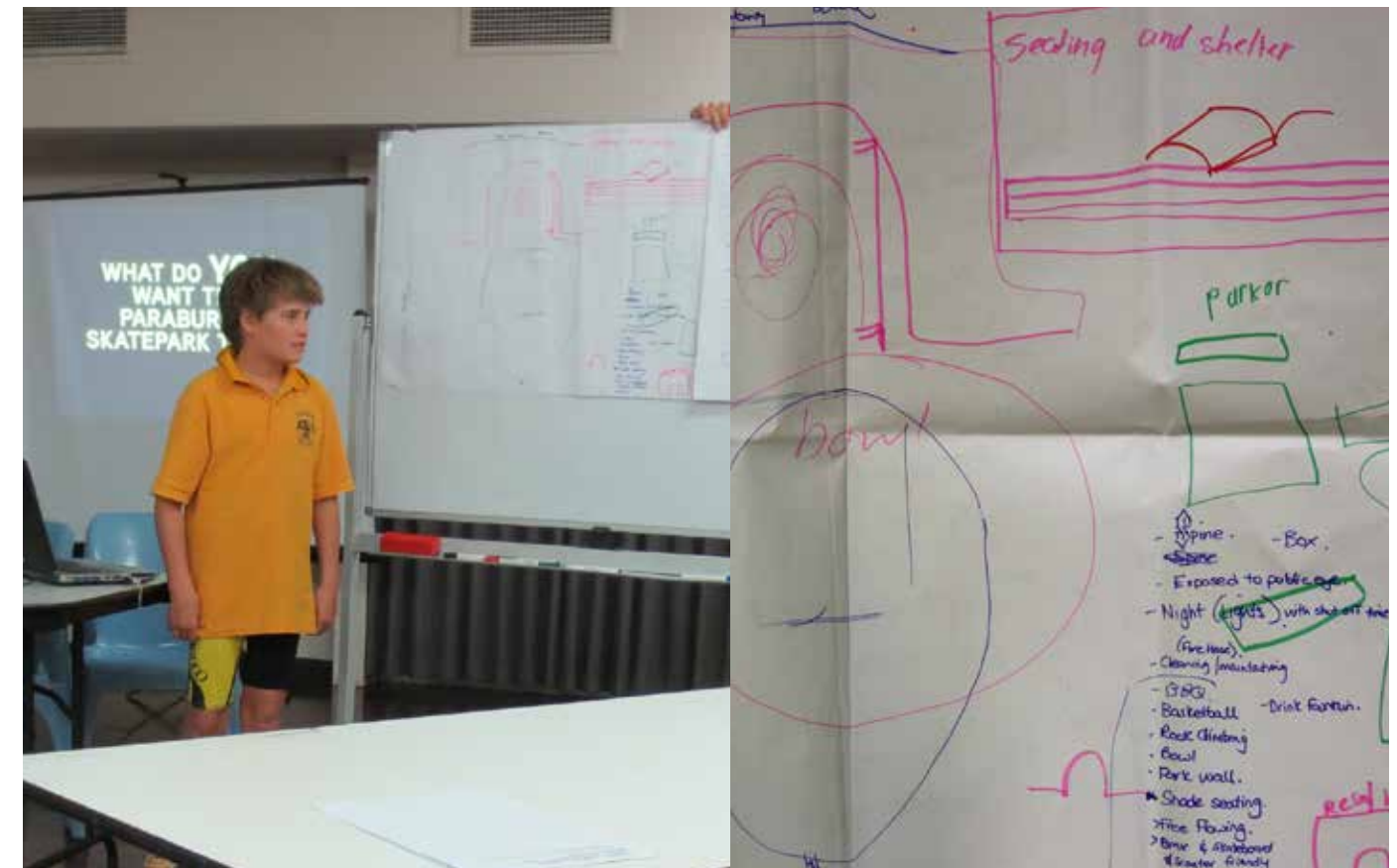
A number of amenity features were noted; including shade, picnic areas and rubbish bins. The design was a simple but effective design response, with significant consideration to transition / flow and contemporary plaza obstacles.

LINK AND RESOLVE THE IDEAS



GROUP 2

Group 2 listed various features that they wanted to see within the Paraburadoo Youth Facility design with an emphasis on it being a progressive, multifunctional space. Their skate focus was on a beginner level park that catered for kids with moguls and a pump track progressing into transitions and a bowl. They were interested in making the facility a creative space that is iconic and has aesthetic appeal for the 'small town of Paraburadoo'.



GROUP 3

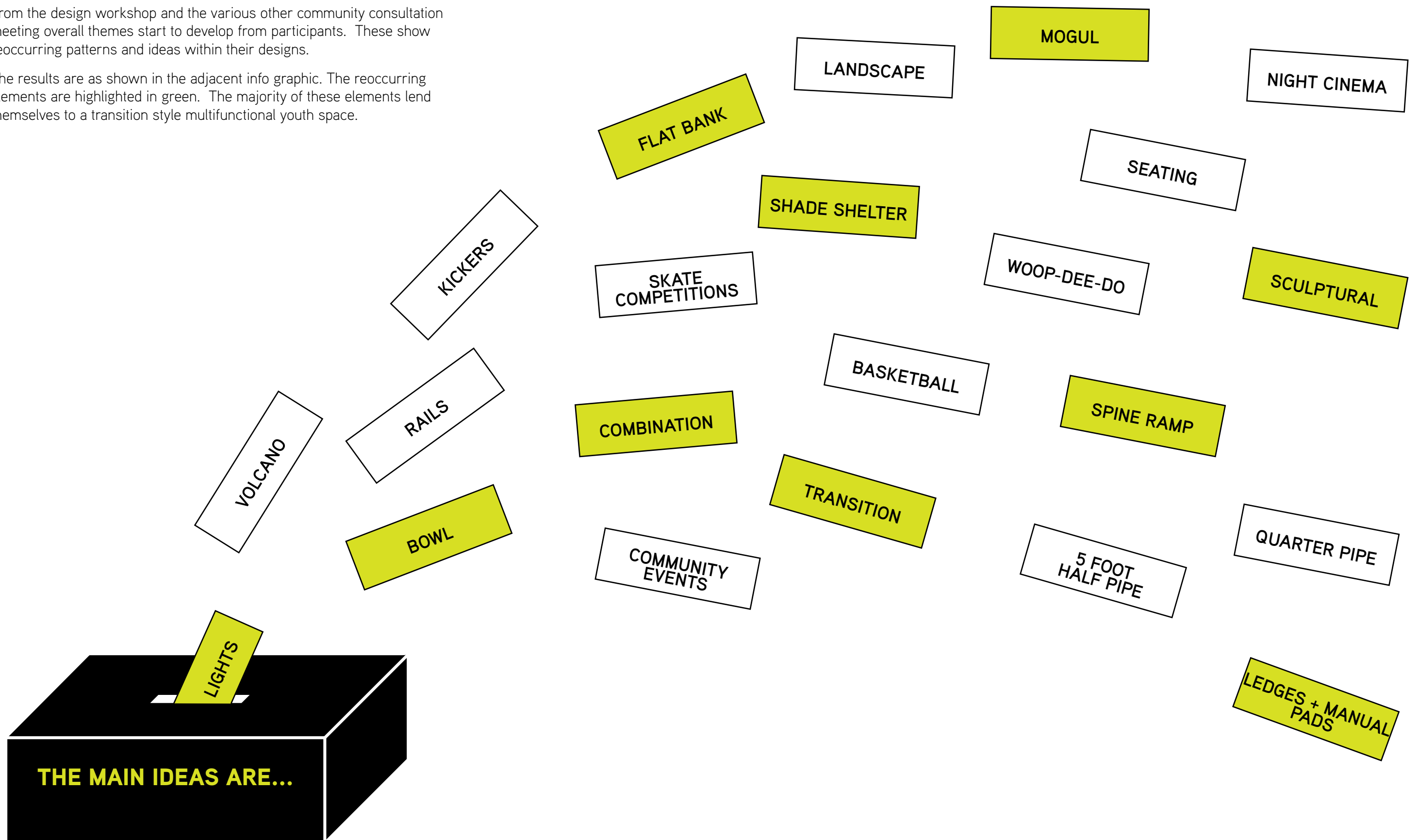
Group 3 created a park heavily dominated with transition style elements that included a bowl and spine ramp. This created a park focused towards BMX and scooters. They wanted to see a space that has a multiplicity of uses such as; light activation, BBQ's, basketball, rock climbing, parkour, shaded seating and drinking fountains.

This response highlighted the need for a space that cater's for Paraburadoo's community need rather than a one dimensional skate park.

KEY CONSULTATION OUTCOMES

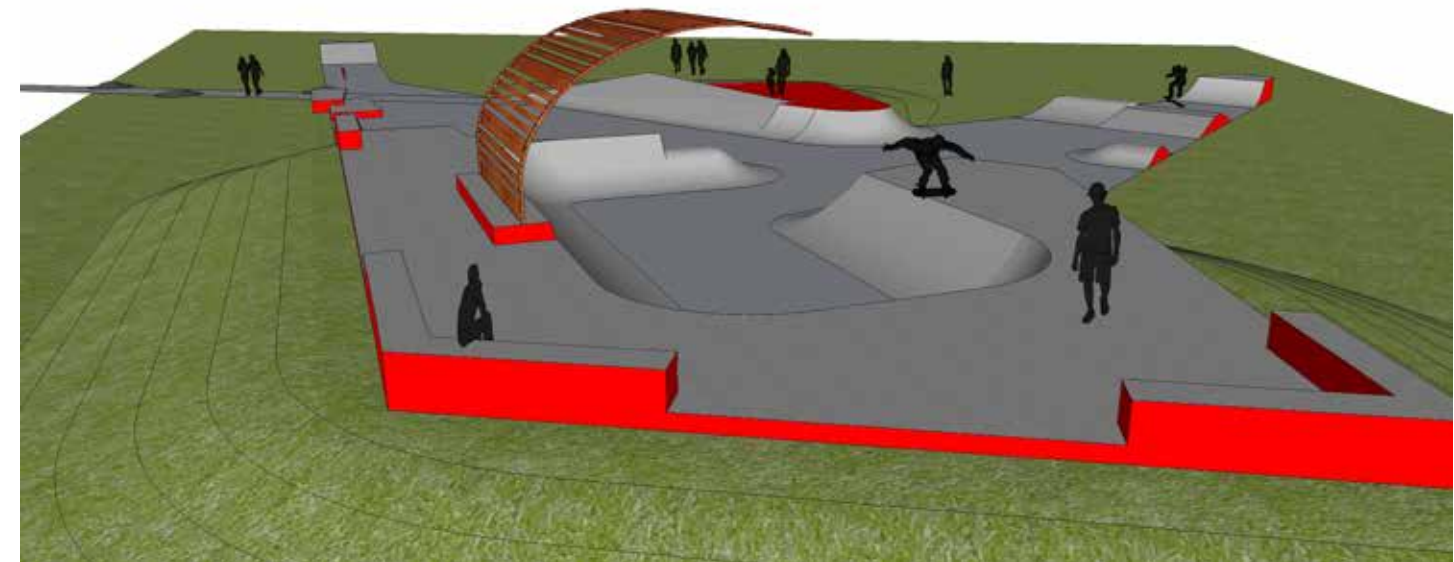
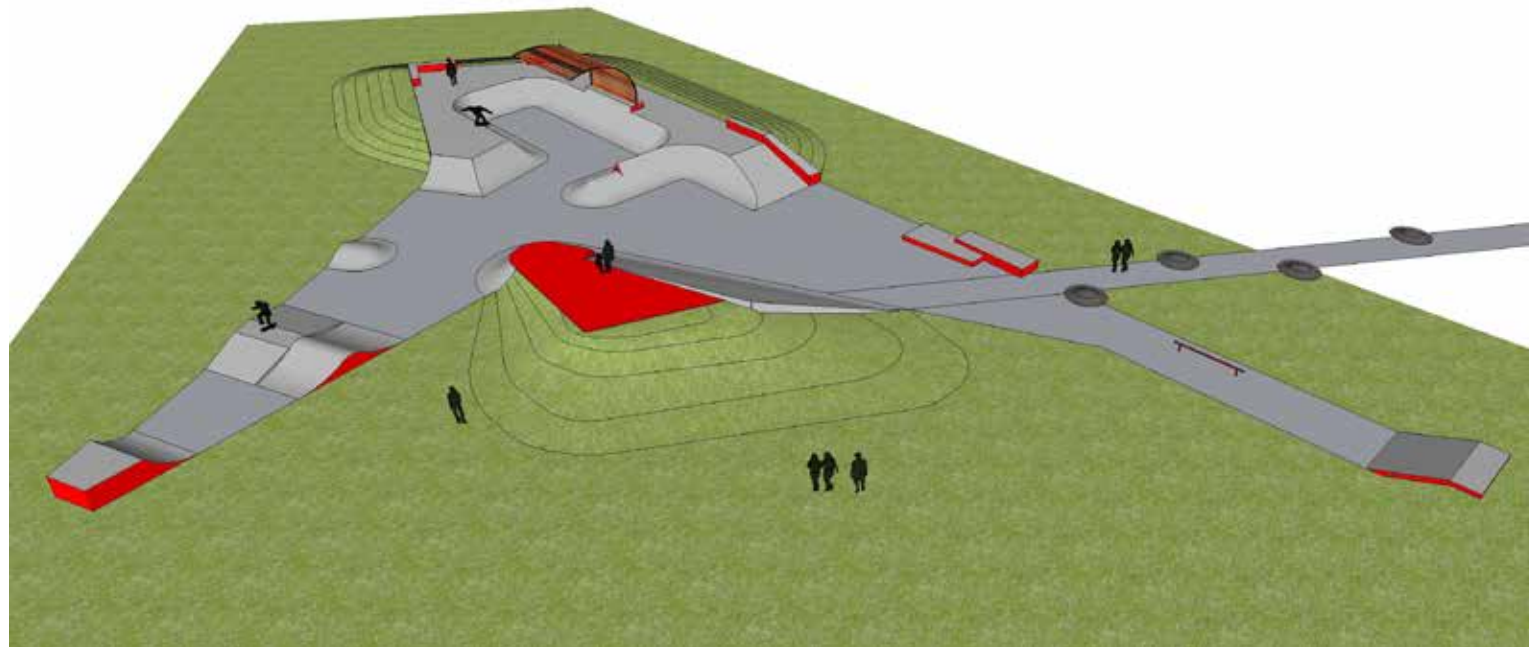
From the design workshop and the various other community consultation meeting overall themes start to develop from participants. These show reoccurring patterns and ideas within their designs.

The results are as shown in the adjacent info graphic. The reoccurring elements are highlighted in green. The majority of these elements lend themselves to a transition style multifunctional youth space.



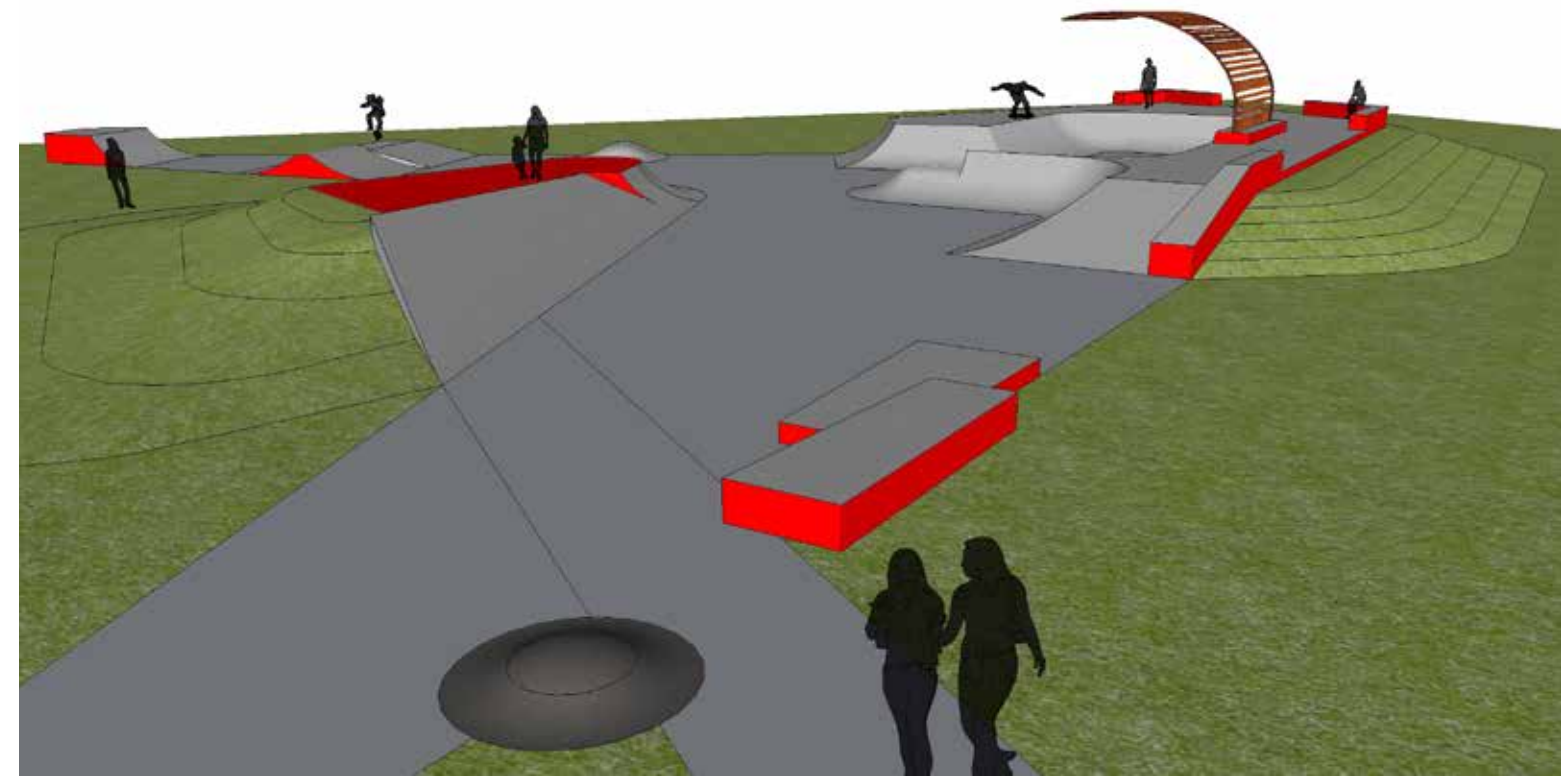
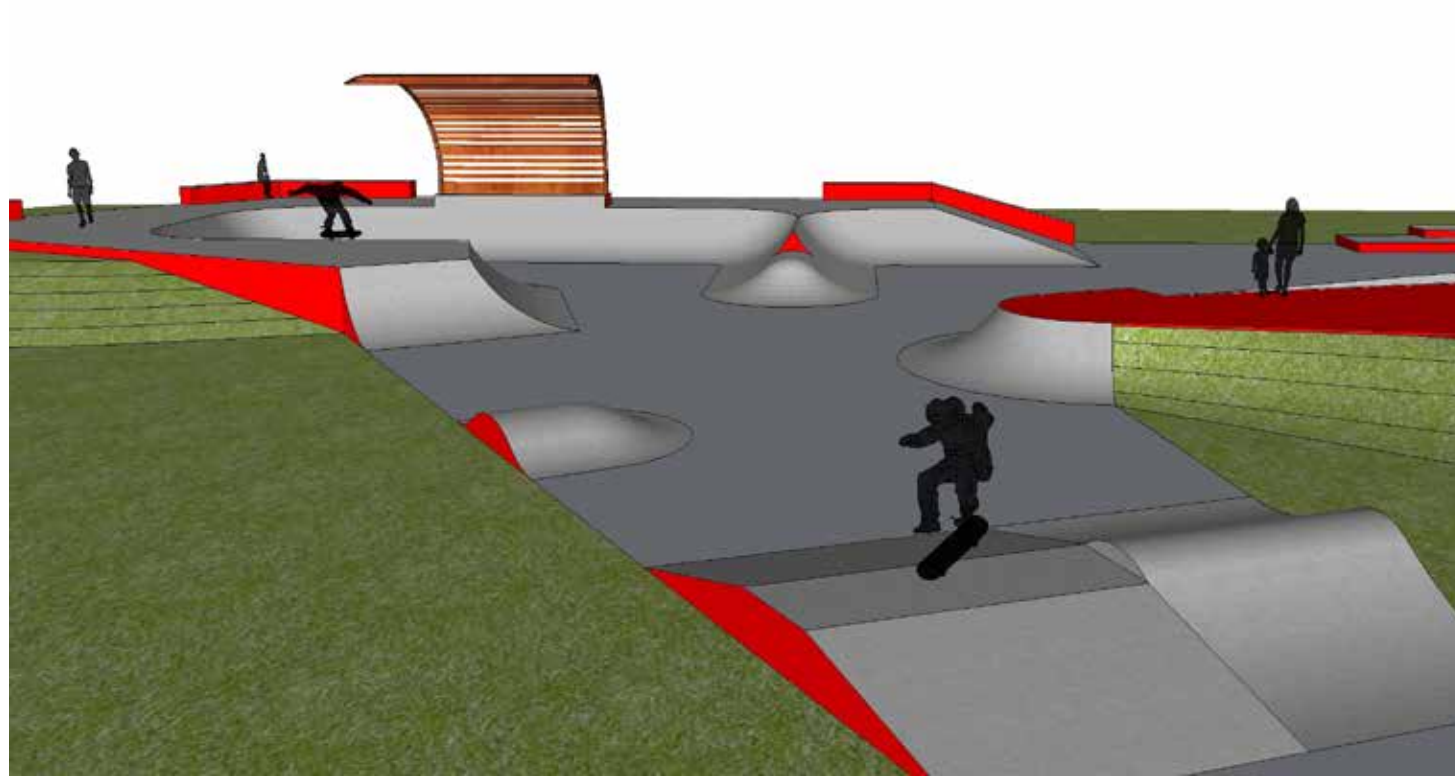
PRELIMINARY CONCEPT DESIGN

From the previous site appraisal and community consultation process the preliminary concept design was developed. This was a direct response formed during the trip carried out in November 2013 and was presented to council on Wednesday the 20th of November for initial comment and feedback. The initial feedback was supportive and favourable to the site selection and design direction.



PRELIMINARY CONCEPT DESIGN

The premise of the preliminary concept design and community consultation outcomes have led to the ongoing development of the draft concept phase. The preliminary design response directly reflected the topography of the site and inherent landscape setting and qualities. It directly responded to the feedback and outcomes of the community pre-design consultation and includes the elements and components of most consensus. It included the idea of an iconic shelter reflecting the rock formation of the area. This preliminary design has been developed to form the draft concept design.





DESIGN VISION



DESIGN VISION

THE DESIGN VISION

The Paraburdoo Youth Space is to become a unique, iconic and site responsive multipurpose, multigenerational facility that aims to complement the proposed uses and facilities identified within the Paraburdoo Precinct Masterplan. The skate space will become the central hub for the youth and broader community of Paraburdoo.

UNIQUE, INTERESTING TRANSITION ELEMENTS

Acknowledging the current user style, the design of the facility looks to incorporate a number of flow/transition skate elements. The aesthetic and materiality of obstacles will appeal to a sculptural style, with consideration given to unique rideable pieces. Particular transition elements will include a bowl, spine and flow elements with possible inclusion of moguls and flat banks.

A small amount of street/plaza will be included within the design, such as a ledge and manual pad, in order to expand the use for all users.

The facility will be designed to cater for a range of abilities, allowing users to progress, in the facility by developing their skills from a beginner to an advanced level user in a safe and creative manner.

SUPPORTING AMENITIES

To ensure a central community space with comfort for users, the facility will offer a number of social opportunities. This includes the provision of areas of shade and refuge for use throughout the day. The spaces will enable ongoing activation potential for community events, competitions and workshops.

The inclusion of timed lights should be a consideration for the facility. This will assist in activating the space at night, particularly during the summer, in order to avoid the heat of the day and to maximise potential activation and events during the winter months.

INTEGRATION

The youth facility design will be integrated into the existing landscape context of the Paraburdoo Precinct, considering the physical and aesthetic links made between the youth facility and the landscape design in order to create a holistically integrated facility for the use of the whole community.



Port Augusta skatepark - CONVIC 2010

A COMMUNITY HUB



Activation for all skill levels - CONVIC 2012

AN ALL LEVELS PARK



Geelong Youth Plaza - CONVIC 2009

A MODERN SKATESCAPE



SITE ANALYSIS





5


CONTEXT PLAN


LEGEND


- 1 PRIMARY SCHOOL
- 2 PRIMARY SCHOOL SPORTS FACILITIES
- 3 YOUTH CENTRE
- 4 SWIMMING POOL
- 5 LIONS PARK PLAY GROUND AND FOOTY OVAL
- 6 COUNCIL OFFICES, LIBRARY AND HALL
- 7 IGA SHOPPING CENTRE
- 8 ANZAC MEMORIAL PARK
- 9 CAR PARK
- 10 POLICE STATION

RECREATIONAL LANDSCAPE CORRIDOR


TRAFFIC SCHOOL DESIGN BOUNDARY


SKATE PARK DESIGN BOUNDARY


PEDESTRIAN SITE ACCESS


VEHICULAR MOVEMENT



REGIONAL DESTINATIONS





PHOTO ANALYSIS



CONVIC NOVEMBER 2013

LEGEND

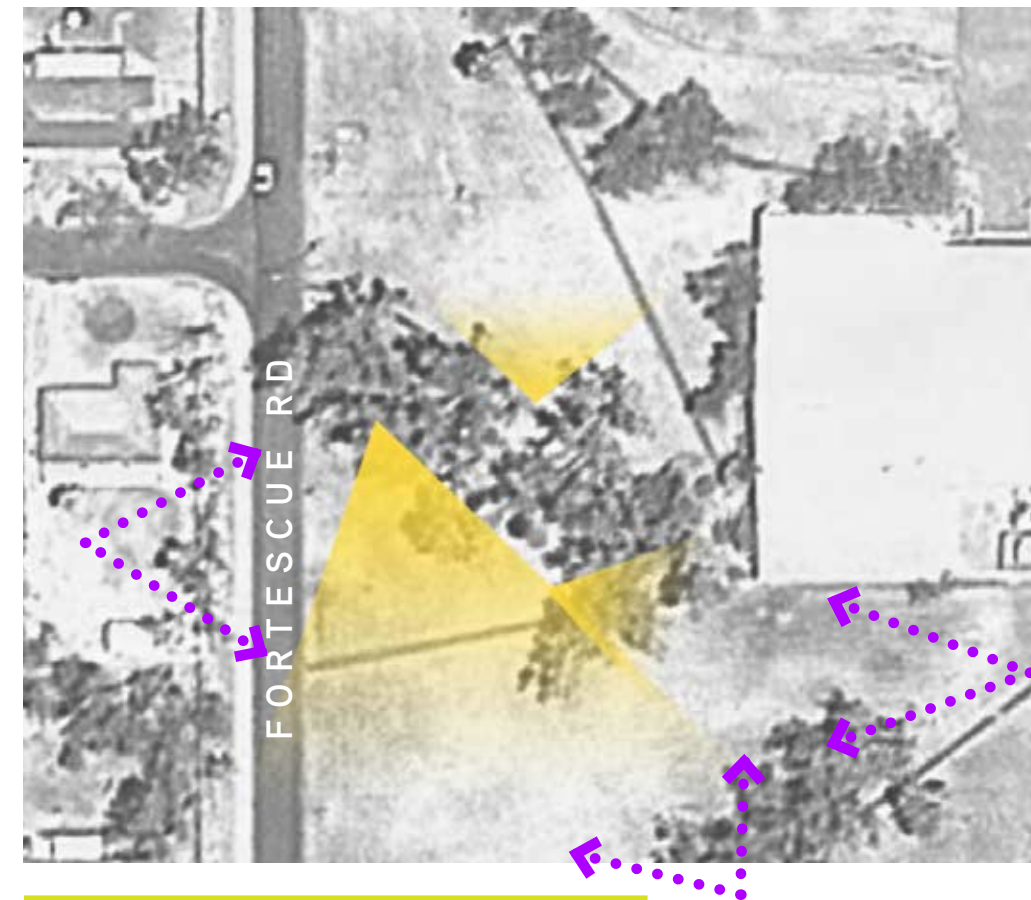


EXISTING VEGETATION



VEGETATION

There are a large number of established native trees located within and around the perimeter of the site, predominantly along the northern boundary of the site. These trees help to frame the proposed site of the Paraburdoo Youth Facility while providing a number of informal shade and passive recreation opportunities and iconic landscape aesthetic. These trees will maintain high importance during the development of the concept design.




EXTERNAL + INTERNAL VIEWS


The site is visually prominent with excellent passive and active surveillance from the main roads and the IGA car park the police station directly across the road. External views and vistas allow for users to observe the ranges across Ashburton Ave and also connect visually with the adjacent Lions Park recreational facilities.

It is essential for the design of any youth facility to allow for and encourage clear views into, across and through the site. This creates passive and natural surveillance and discourages anti-social behaviour. There are a number of vantage points into the site that allow these effects to take place. These views are to be maintained and enhanced through the concept development phase.

LEGEND

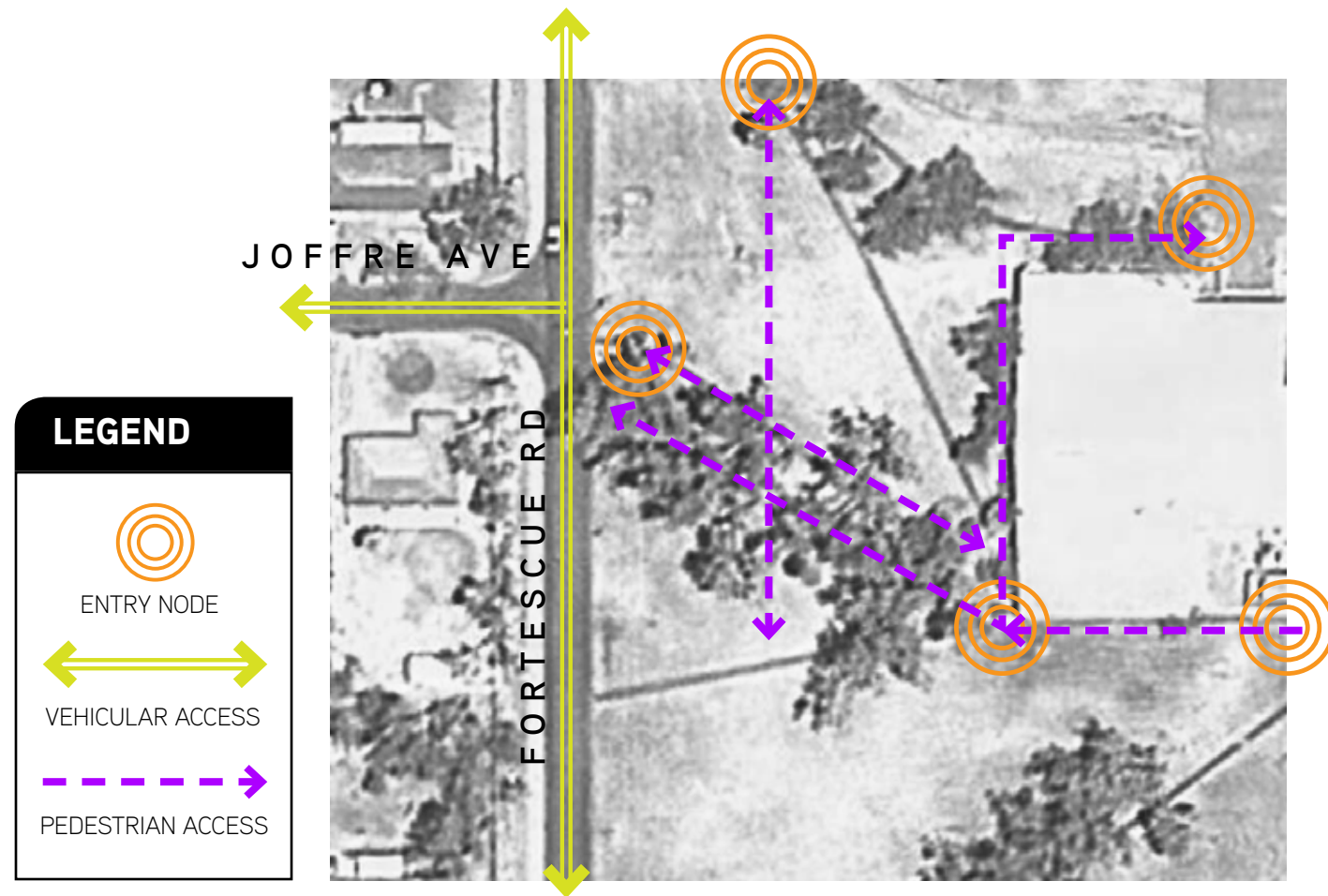


EXTERNAL VIEWS



INTERNAL VIEWS

SITE ANALYSIS



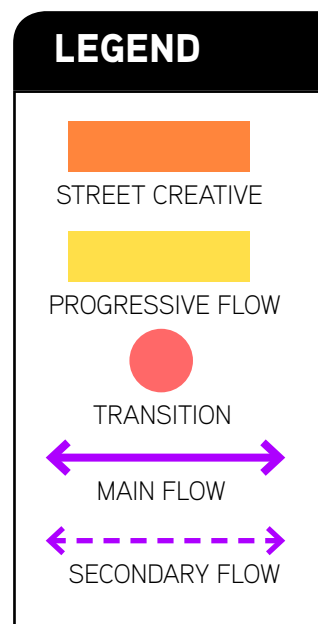
ACCESS AND CIRCULATION

The proposed youth facility is one of the key open spaces and recreational reserves for the town of Paraburdoo. Due to its proximity to sports fields, existing youth spaces and schools, the site will begin to have a high level of activity. There are several key entry nodes to the site. These are derived from the intersections of main pedestrian movements. These key circulation pathways through and around the site are considered when designing the space, form and functionality of the skate space.

DESIGN



DESIGN PRINCIPLES

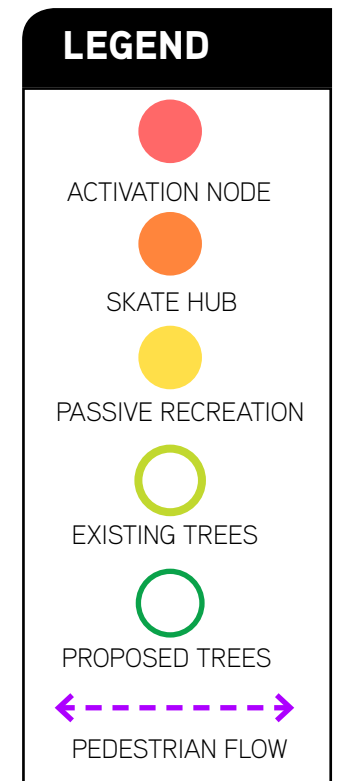
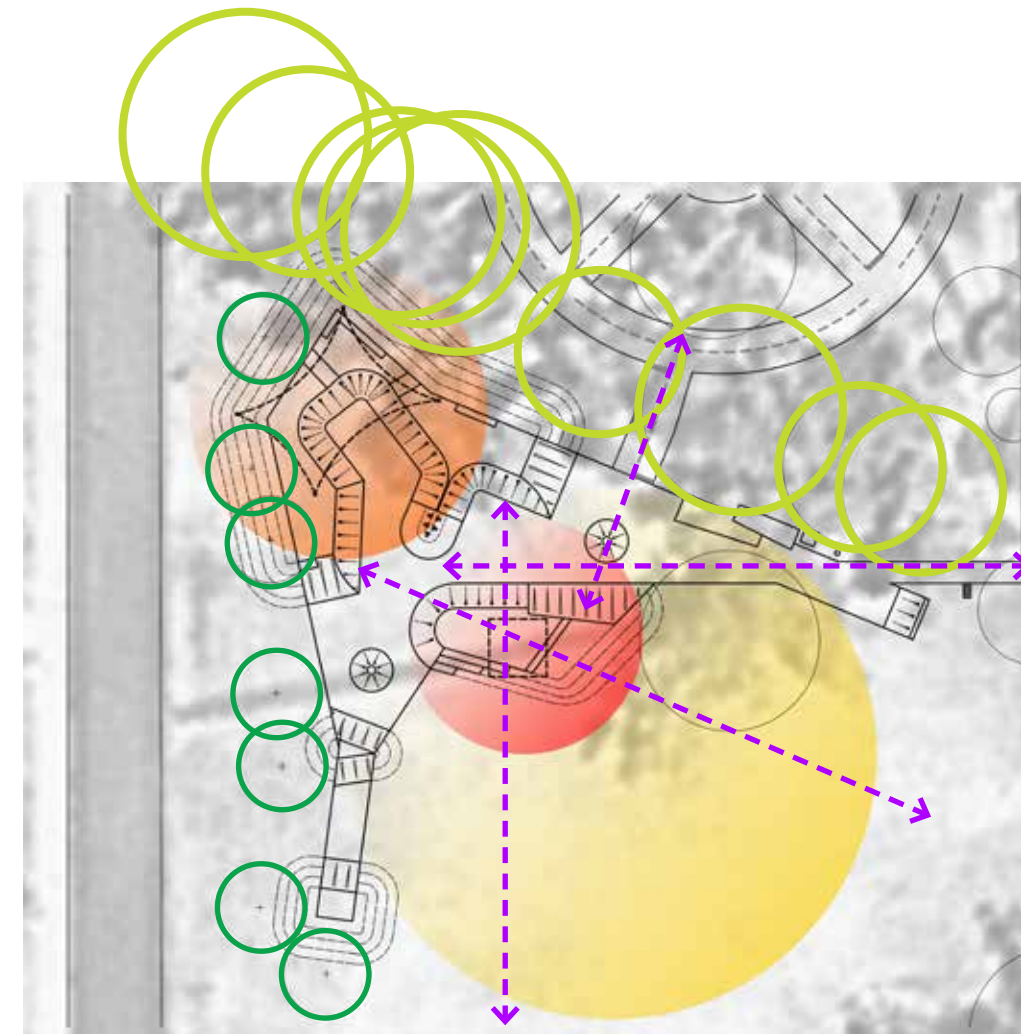


SKATE PRINCIPLES

Three main 'Skate Zones' have been developed to best activate the space in a way that responds to the landscape character and the community consultation feedback: **'Progressive Flow'**, **'Transition'**, and **'Street Creative'**.

Main flow is directed back and forth allowing minimal pushing and access to multiple skate elements. Secondary flow permeates through the three main skate zones and opens up a more selective creative path.

The facility is designed to cater for a range of abilities, allowing users to progress in the space by developing their skills from a beginner to an advanced level in a safe and creative manner across a variety of features and elements.



LANDSCAPE PRINCIPLES

The youth facility is integrated into a landscape framework, set within the existing established native trees to the north and proposed trees to the west to maximise shade and form an iconic visual aesthetic.

The facility layout is based around a central 'Activation Node'. This forms a multifunctional hub that can be readily utilised as a stage area for community events or a rest area for users and parents to view the whole facility. A 'Passive Recreation' zone responds to this with terraced seating and turf mounding and an informal recreation area to view the stage. A skate hub located at the north western extent of the site sits nestled under the existing trees with a shade sail, providing a viewing area and resting point for users.

DRAFT LAYOUT PLAN

1:200 @ A3

LEGEND

SKATE ELEMENTS

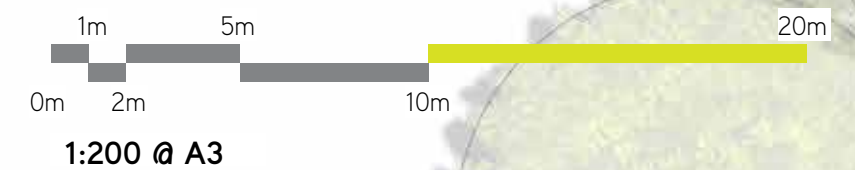
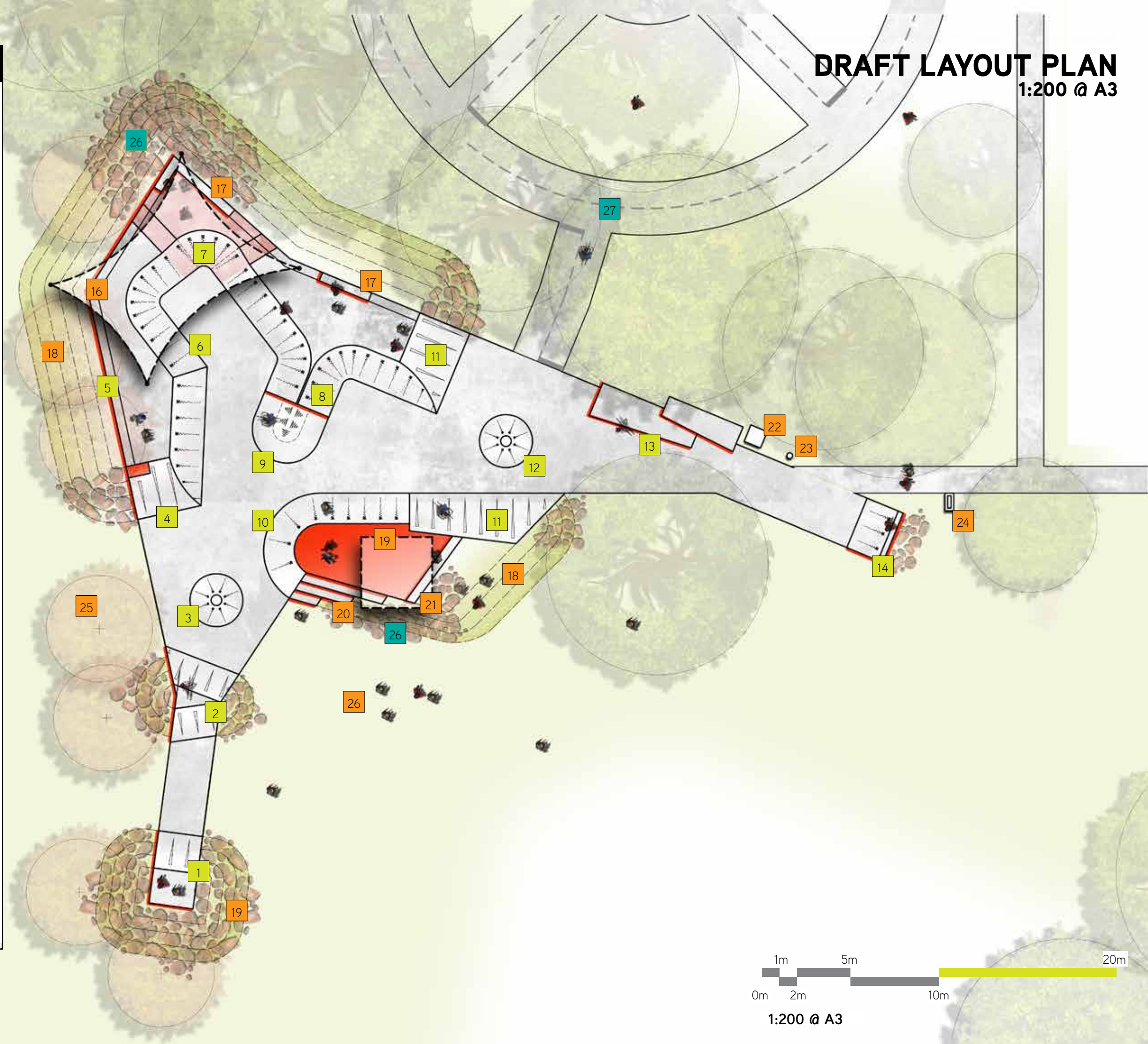
- 1 900H BANK
- 2 350H KICKER TO KICKER
- 3 450H MOGUL
- 4 1200H BANK WITH 300H EURO GAP
- 5 1200H PLATFORM
- 6 1200H BOWL
- 7 1500H EXTENSION
- 8 1200H SPINE
- 9 550H MOGUL
- 10 900H QUARTER PIPE / VOLCANO
- 11 1200H BANK
- 12 450H MOGUL
- 13 150H MANUAL PAD + 450H LEDGE
- 14 1200H CANTILEVERED QUARTER PIPE

AMENITY ELEMENTS

- 16 SHADE SAIL OVER BOWL
- 17 BENCH SEATS
- 18 TURF MOUNDING
- 19 STAGE AREA
- 20 TERRACE SEATING
- 21 SHADE SHELTER (BY OTHERS)
- 22 RUBBISH BIN
- 23 DRINKING FOUNTAIN
- 24 SIGN
- 25 SPECIMEN TREE PLANTING
- 26 TURFED PARK RECREATION AREA

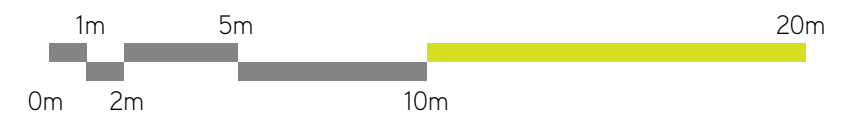
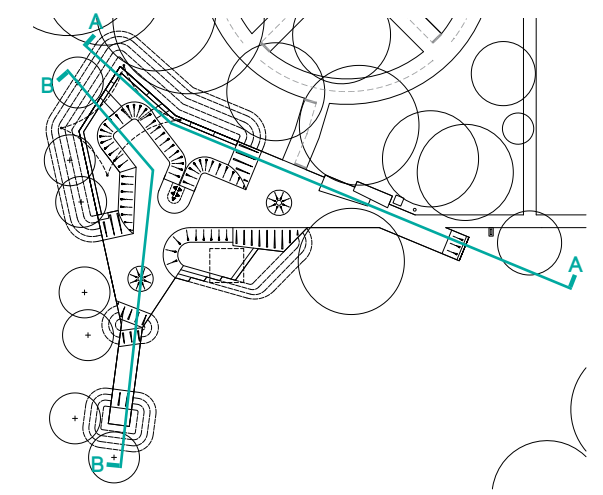
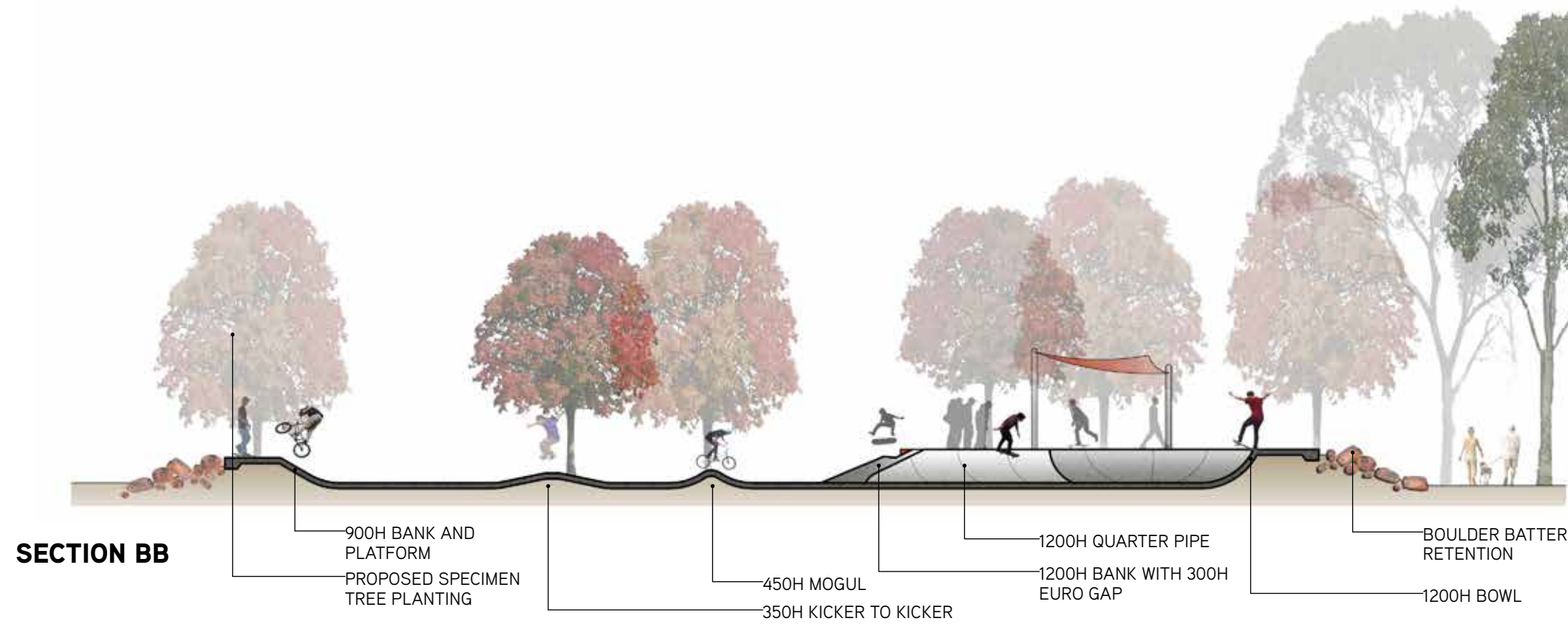
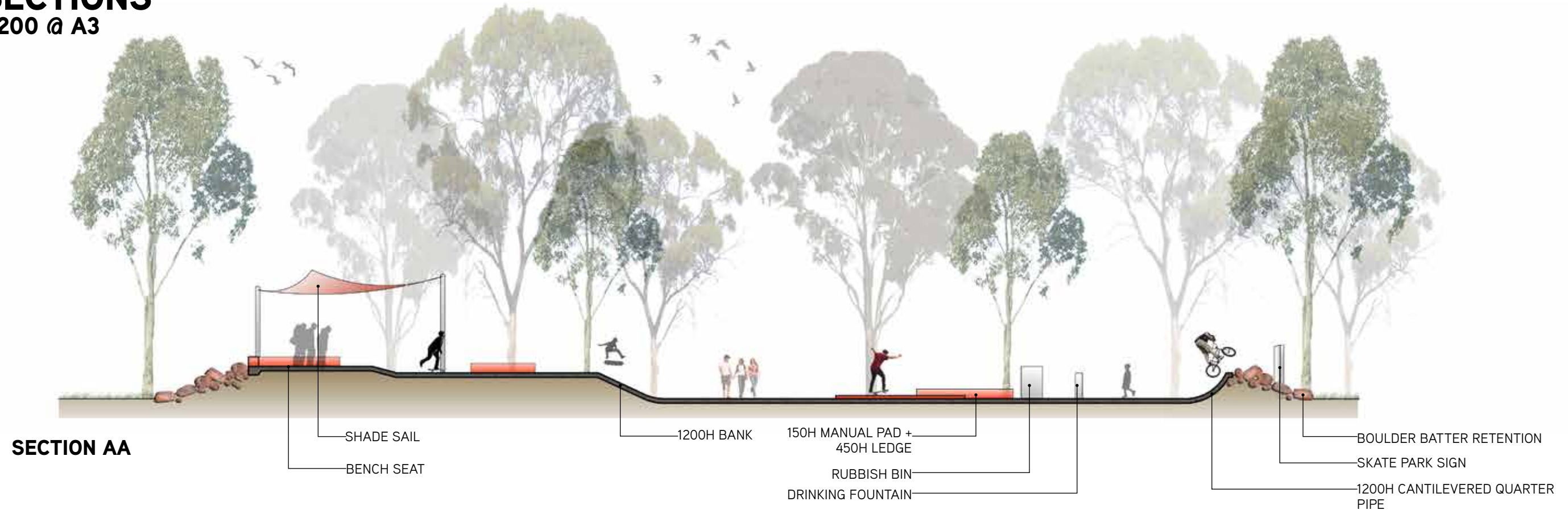
FUTURE POTENTIAL ADDITIONAL WORKS

- 26 BOULDER BATTER RETENTION
- 27 CONNECTION PATH TO TRAFFIC EDUCATION ZONE



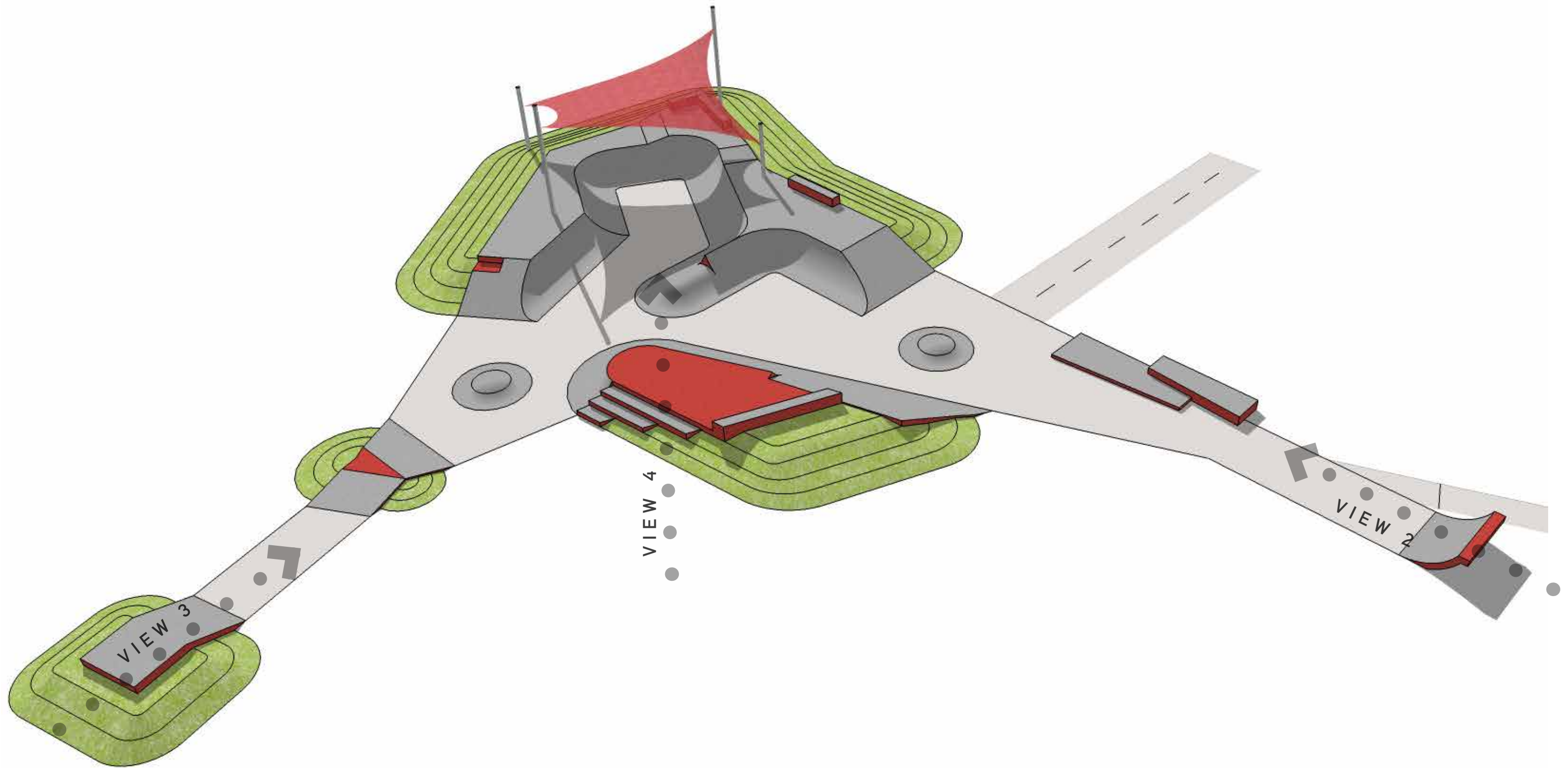
SECTIONS

1:200 @ A3



1:200 @ A3

PERSPECTIVE VIEW 1 OVER ALL LAYOUT



PERSPECTIVE VIEW 2

STREET CREATIVE



PERSPECTIVE VIEW 3

PROGRESSIVE FLOW



PERSPECTIVE VIEW 4

TRANSITION



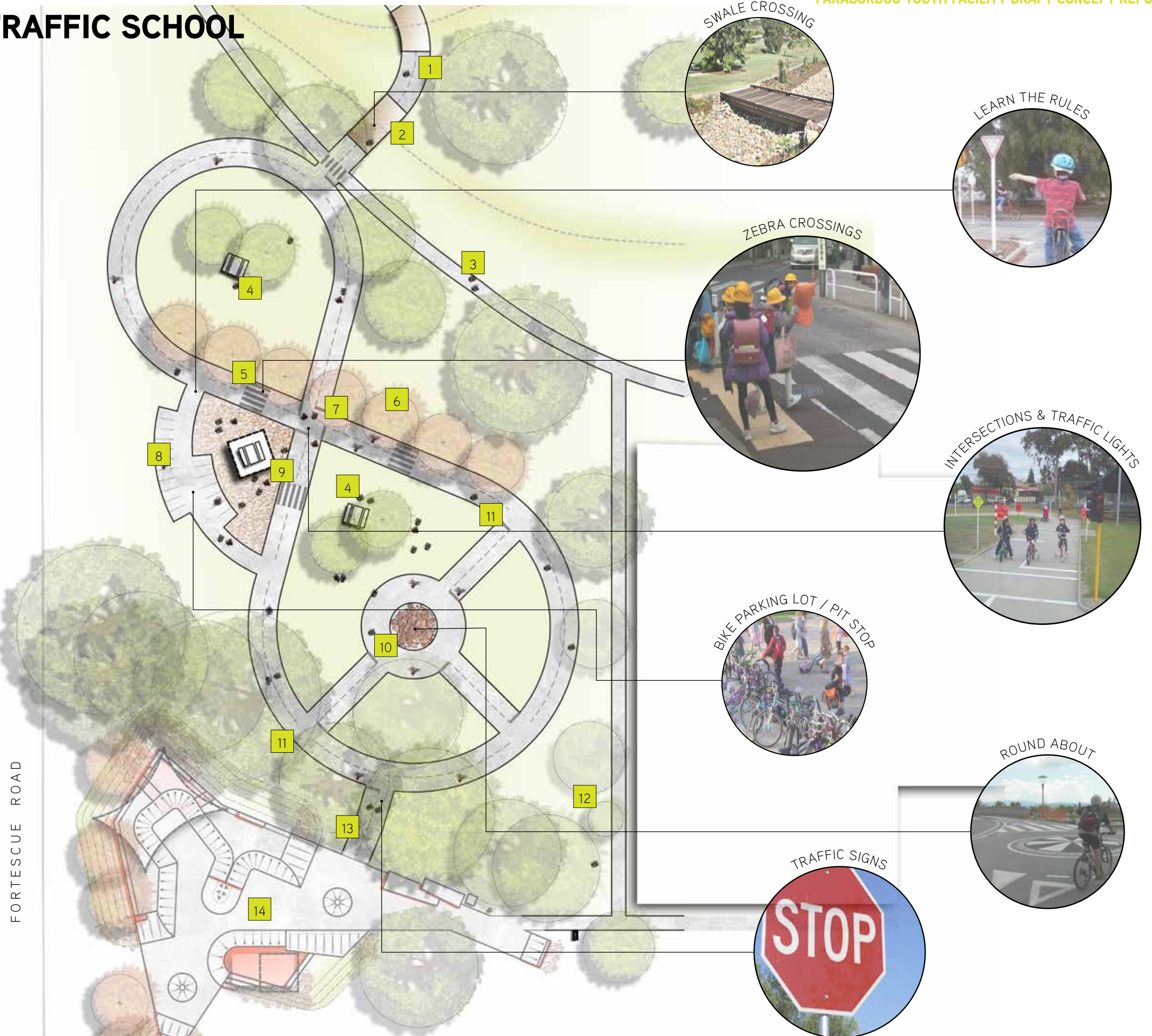
FUTURE POTENTIAL TRAFFIC SCHOOL

1:400 @ A3

LEGEND

TRAFFIC SCHOOL INCLUDING...

- 1 LINK TO PETER SUTHERLAND RESERVE
- 2 SWALE CROSSING
- 3 EXISTING FOOTPATH LINK TO CAR PARK
- 4 PICNIC TABLE AND SHADE TREES
- 5 ZEBRA CROSSING
- 6 FEATURE TREE HEDGE ROW
- 7 MAIN CROSS ROAD INTERSECTION
- 8 BIKE PARKING LOT / PIT STOP
- 9 SHADE SHELTER AND PICNIC TABLE
- 10 ROUND ABOUT
- 11 T - INTERSECTION
- 12 FOOTPATH LINK TO IGA
- 13 LINK TO SKATE PARK
- 14 PROPOSED SKATE PARK



CONCLUSION



7

CONCLUSION

The draft concept design looks to form a unique youth facility and greater community space that aids to connect the surrounding landscape areas into a cohesive green framework. The space design is be tailored to the different range of users allowing for the integration of different skill levels within the same skate space. It contains a diversity of features, elements and components to enable skills progression and active flow.

The draft concept design responds to the strong local and natural character of the region to create a unique space for the town of Paraburdo. It overlays passive refuge areas, an integrated landscape response and diverse and events space for what will become an iconic, integrated and activated community hub.

The concept design responds to the CPTED and safety by design principles. It allows for seem less connectivity with other major precincts such as the play space to the north and the ANZAC memorial park to the east. The facility utilises the existing features, views and surrounding aspects to have a wholly integrated community space

The concept creates a unique, iconic, creative and contextually responsive, multi-generational, all ability and skill levels facility that is activated through the use of its spaces for community organised social events.

NEXT PHASE

The draft concept will be presented to the Shire of Ashburton. Upon approval of the draft concept design for the Paraburdo Youth Facility, community consultation will be arranged in collaboration with the Shire of Ashburton.

Convic will summarize the draft concept feedback from the community and develop the draft concept to Final Concept Design for final community presentation and Shire of Ashburton approval.

CONVIC

CREATE COMMUNITY

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