



GRANDE PRAIRIE SKATEPARK MASTER PLAN

JULY 31, 2018

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+ associates

landscape architecture
parks + recreation
urban design
civil engineering



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Acknowledgments

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New Line Skateparks Inc.

1. BACKGROUND

1.1 Grande Prairie Skatepark Master Plan

The Grande Prairie Skatepark Master Plan is a Council directed strategy to assess the existing skatepark infrastructure within the City of Grande Prairie. The intention of this process is to provide recommendations for future skatepark growth, both in size and location, to meet the needs of the community and region now and over the next ten years.

Skateboarding is an unstructured activity that offers affordable access, and is likened to both art and sport. Skateboarders note several benefits of their craft including: comradery, independence, and opportunity for creative expression. Skateparks are not only for skateboarders, but are places for BMX, inline skaters, and scooters. These activities bridge gender, age and skill levels.

The Skatepark Master Plan is a supplement to the 2016 Grande Prairie Joint Recreation Master Plan with its commitment to providing a variety of recreational opportunities to foster the development and active lifestyle of its citizens within Grande Prairie and the surrounding area.

1.2 Grande Prairie's Existing Skateparks

1.2.A. Muskoseepi Skatepark

Located within the heart of Muskoseepi Park on the north side of the Ernie Radbourne Pavillion, the Muskoseepi skatepark, built in the 1990's, is Grande Prairie's first and largest, with an area of approximately 10,000sqft. The park contains one main flow section that includes a variety of bank, transition and funbox style features, complimented by a few ledges and rails. The terrain at Muskoseepi caters largely to intermediate/advanced skateboarders and BMX riders of all ability levels. Although the park is still in reasonably good shape, the surface has weathered and roughened over the years - a change that is more adaptable for the BMX riders who have larger, softer wheels than skateboarders. This factor, along with the terrain style, is why this park tends to be predominantly used by BMX riders.

As the centre of the City's park system, this is the primary site selected for expansion. See Section 4.3 for the final concept.

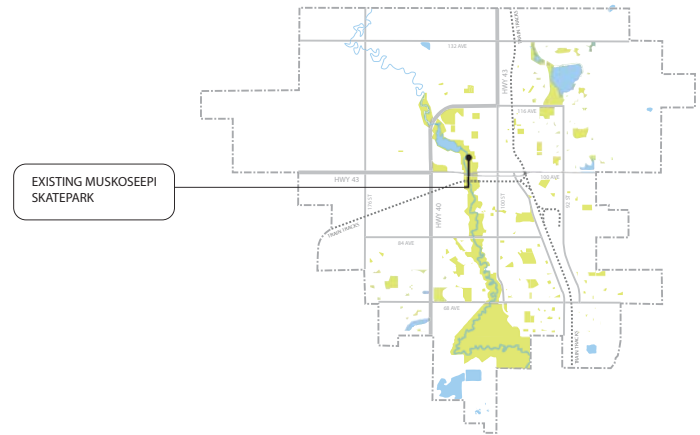


Figure 2. Map of Existing Muskoseepi Skatepark



Figure 1. Images of Existing Muskoseepi Skatepark

1.2.B. Eastlink Skatepark

The Eastlink Skatepark, built in 2012, is located across from the Eastlink Centre. This 5,000sqft. park follows a linear form and contains a variety of street-style terrain including ledges, rails, manual pads and a small stair set, with turnarounds at each end. The style and size of features at Eastlink are appropriate for all wheeled sports, but tend to be preferred more by skateboarders – the most predominant user group found at this location. Although the park is small in size, it contains a good mix of beginner, intermediate and advanced features.

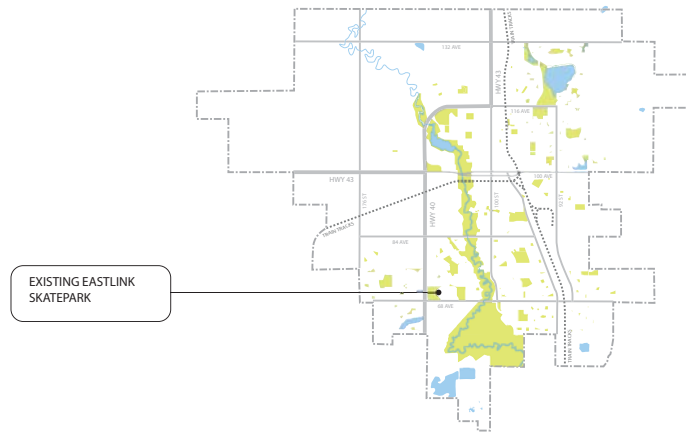


Figure 4. Map of Existing Eastlink Skatepark

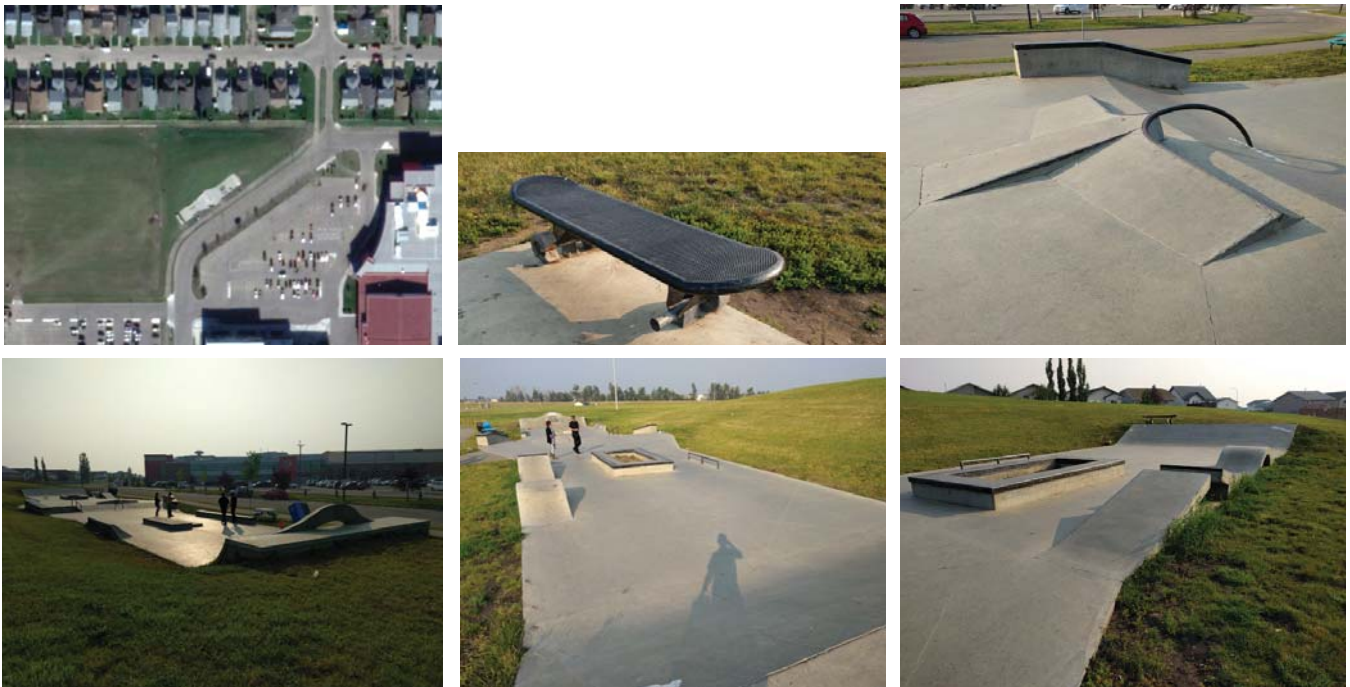


Figure 3. Images of Existing Eastlink Skatepark

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1.3 Grande Prairie Joint Recreation Master Plan

The Skatepark Master Plan is guided by the vision and goals outlined in the Grande Prairie Area Joint Recreation Master Plan. In this master plan's vision:

The local municipalities believe that public recreation services enable the development of communities in which everyone is engaged in meaningful and accessible recreation experiences that foster individual wellbeing, community wellbeing, and the wellbeing of our natural built environments.

- Grande Prairie Area Joint Recreation
Master Plan, 2016

The aim of the Skatepark Master Plan is to provide sound skatepark planning not only for the benefit of the citizen's of Grande Prairie but also for those in its surroundings, as it remains a major hub in northwestern Alberta.

This Skatepark Master Plan seeks to raise the bar for the provision of facilities that will serve different skills and ages. Each park will be unique thereby improving opportunities for citizens of Grande Prairie and the surrounding area. Larger parks such as the expanded Muskoseepi skatepark will attract crowds from the region for everyday use and for planned larger social events.

The Skatepark Master Plan goals are aligned with the GPJPMP Goals and most service outcomes shown in figure 5. Most notably:

- The provision of fitness and wellbeing for all ages and all skill levels,
- The promotion of healthy social environments,
- Celebrating community during local sporting events, and
- the provision of high quality facilities.

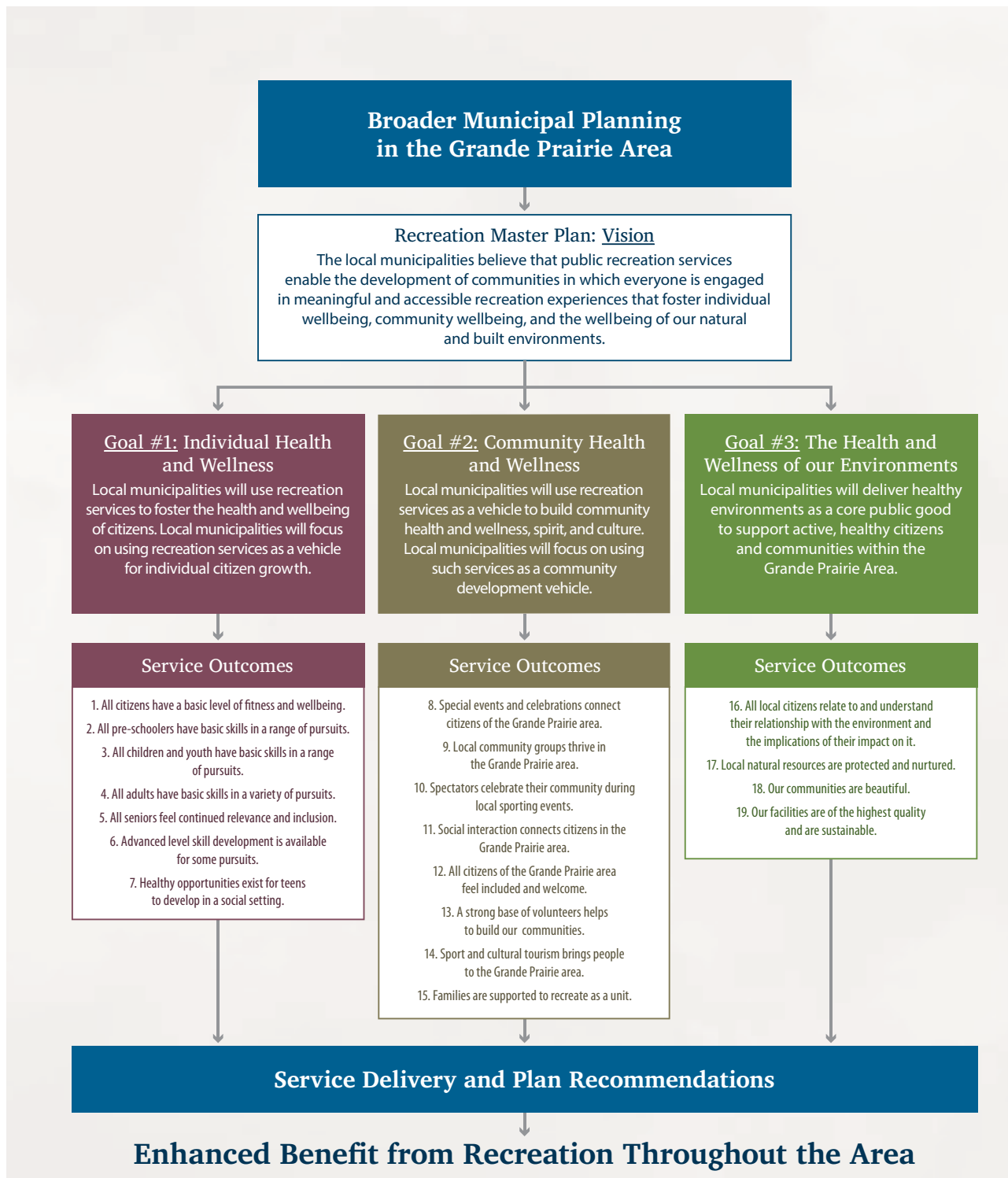


Figure 5. Source: The Grande Prairie Area Joint Recreation Master Plan (2016)

1.4 Stakeholder Engagement Process

The stakeholder engagement process included four separate opportunities for community members to get involved and provide input and feedback on the Muskoseepi Expansion as well as the Skatepark Master Plan. There was one workshop, one open house and two online surveys.

Workshop – July 18, 2017

On July 18, 2017 the City held a workshop at the Ernie Radbourne Pavilion. This session introduced the Muskoseepi Expansion site and included a 'Skateparks 101' presentation by New Line Skateparks to educate participants about modern skatepark terrain and inspire new ideas and discussions. The presentation also included information regarding the Skatepark Master Plan to create awareness about the project. The workshop concluded with an interactive 'dotmocracy' session where participants were able to vote on their most preferred types of skatepark terrain. Written feedback forms were also distributed to participants so that they could provide further input on both the Muskoseepi Expansion as well as the Skatepark Master Plan.

Open House – October 19, 2017

New Line Skateparks and van der Zalm + associates took the feedback from the workshop and developed two Muskoseepi Skatepark Expansion Concepts as well as the preliminary framework for the Master Plan and presented this information at the Ernie Radbourne Pavilion on October 19, 2017. The presentation covered the benefits of the strategy, general suitability analysis of existing park sites and provided schematic layout options for a network of skateparks in Grande Prairie.

At the open house 20 participants completed a feedback form commenting both on the Muskoseepi design options as well as the Skatepark Master Plan.



Figure 6. Workshop Dotmocracy Board - Obstacle Terrain

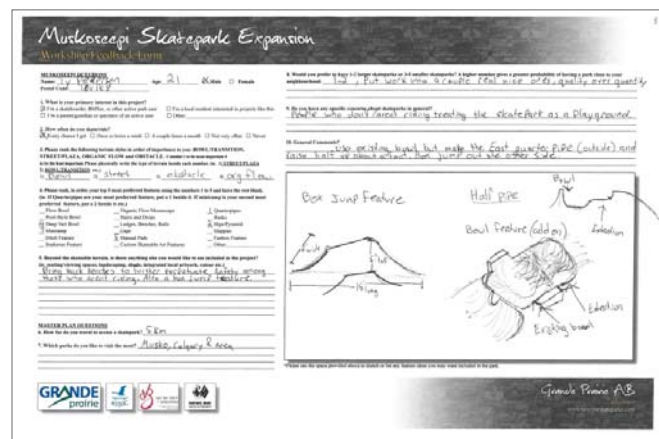


Figure 7. Workshop Feedback Form

OPTION 2: DISTRIBUTION

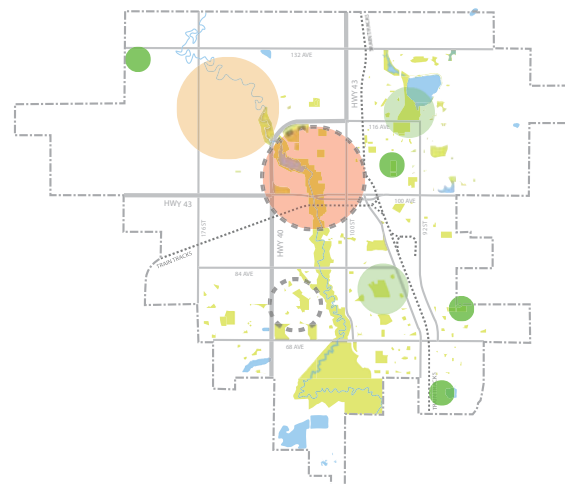


Figure 8. Schematic Layout of Skatepark Network

Online Survey #1 – October/November 2017

An online survey was provided to allow participation by those unable to attend the open house. Of the 117 respondents 71 considered them active park users (skateboarders, BMXer's, scooter riders etc.) and the remaining were generally interested residents or parent/guardians of skatepark users. Concept Option B garnered 71% support.

Online Survey #2 – February 2018

Once there was consensus on a design direction for Muskoseepi, a 3D model was created and shared via a second online survey that ran from February 5th to February 19th. In total there were 218 respondents who in general supported the design model as depicted. The participants were a balanced mix of users, parents/guardians and generally interested community members.

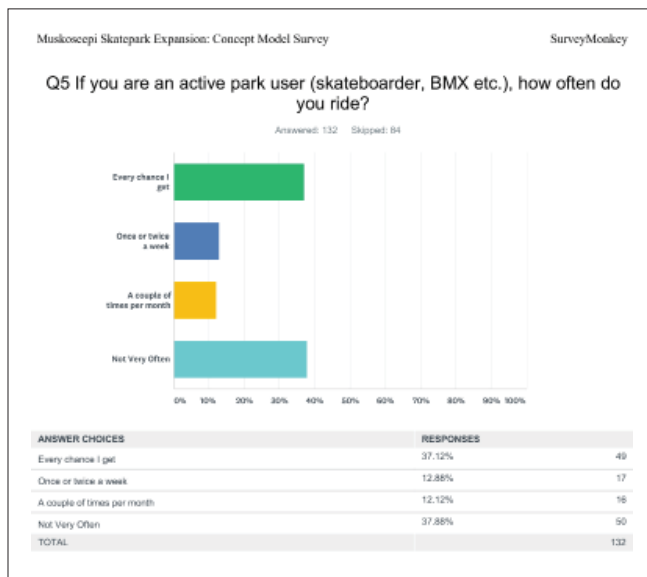


Figure 9. Online Survey #1 - Question 5

Muskoseepi Skatepark Expansion - Initial Concepts Concept Option A



Figure 10. Muskoseepi Concept Option A

Muskoseepi Skatepark Expansion - Initial Concepts Concept Option B



Figure 11. Muskoseepi Concept Option B

2. ASSESSING THE NEED

2.1 Grande Prairie and Surrounding Skateparks

The City of Grande Prairie is a gateway to northwestern Alberta and serves as an important hub to the surrounding region. As such, surrounding communities will frequently visit for a variety of reasons. It is therefore necessary to consider these populations when quantifying the skateboarding area need and also to consider the existing skatepark resources of these communities in the skatepark area calculation. Figure 12 below shows the three existing skateparks in the City of Grande Prairie's surrounding area.

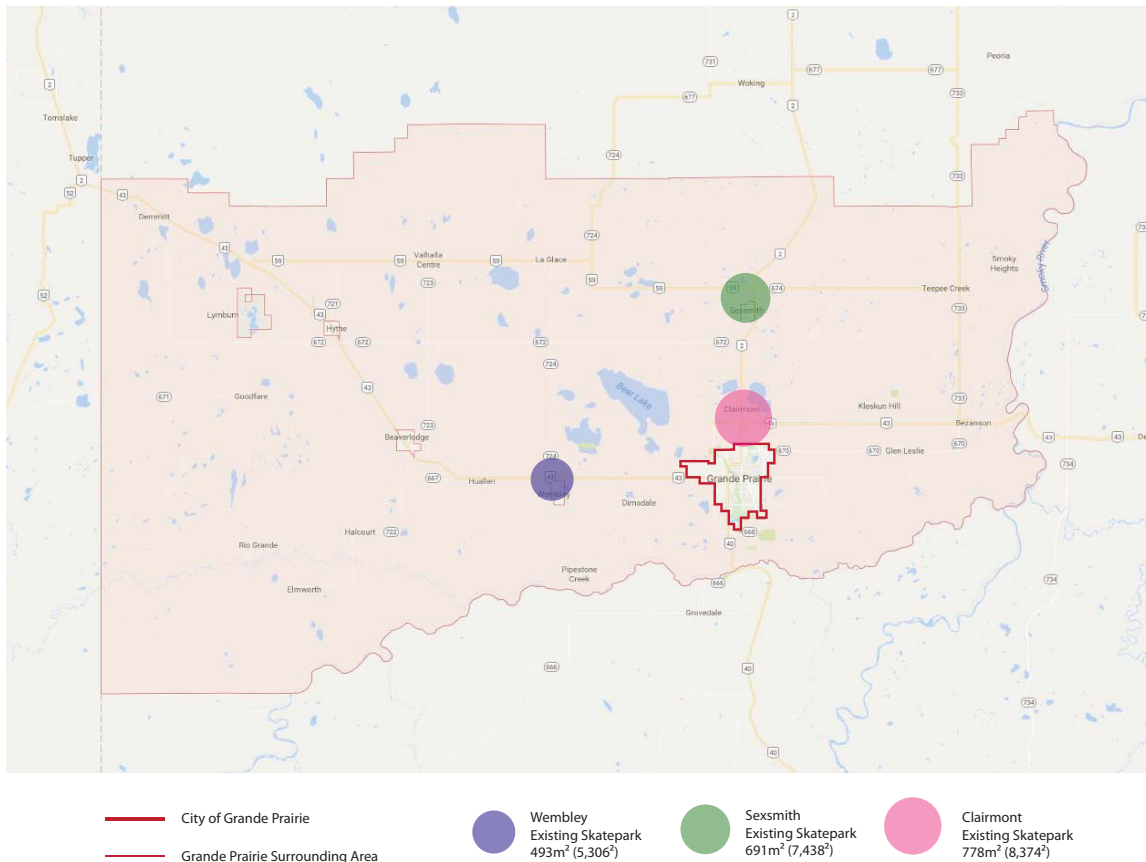


Figure 12. Existing Skateparks in City of Grande Prairie Surrounding Area

2.2 The Skatepark Adoption Model

To quantify the optimal area of skatepark terrain required to serve the Grande Prairie population, a formula was developed that takes into account the skateboarding population and their frequency of skateboarding to estimate the number of skateboarders active at the same time. It then applies the Skatepark Adoption Model (SAM) model which assumes 14m² is used by each active skateboarder to arrive at a city-wide area requirement (Skaters for Public Skateparks, 2017).

Figure 6 below is a graphic demonstration of how the SAM model works. It assumes 10 skateboarders sharing one space, and one skateboarder performing a trick at a time. In order to execute a trick it takes approximately 23m (75ft). This includes pushing to gain speed, executing a trick and stopping. For ease of movement and safety a 6m (20ft) width is required for lateral movement, which results in a total of 140m² (1500ft²). This total is divided by the 10 skateboarders to reach 14m² (150ft²) per person (Skaters for Public Skateparks, 2017).

Skateboarder Space Need Calculation

How much space does a skateboarder need?

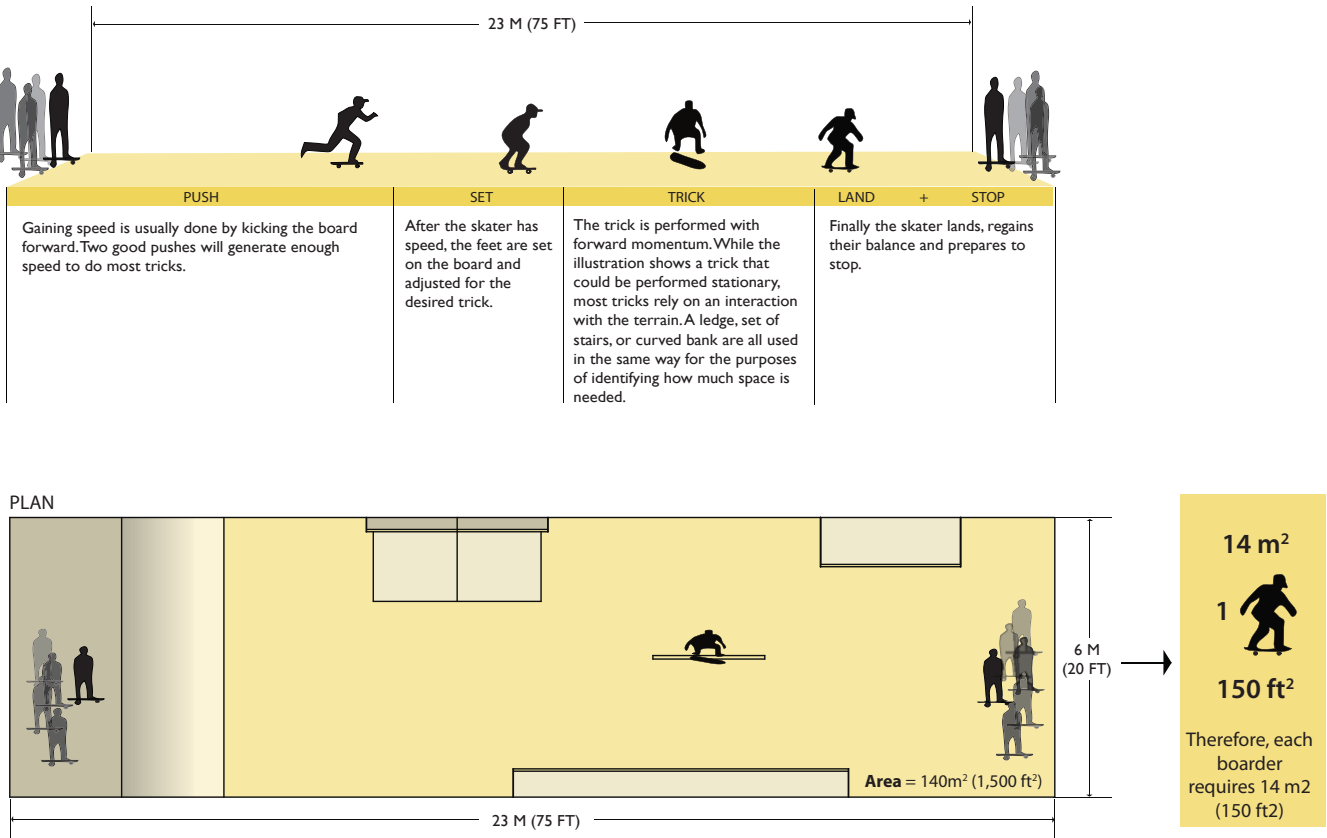


Figure 13. Diagram from the Skatepark Adoption Model (SAM)

2.3 Quantifying the Need for Grande Prairie and Surroundings

In order to calculate the City and surrounding's required skateboarding area the consultants engaged a six step process (Figure 7).

Step 1. Number of Households:

Based on the last major census in 2016 there are 2.6 persons per household (2016 Census Data). This average was applied to the current populations of Grande Prairie and its surrounding area in order to estimate the current number of households that would utilize skatepark terrain. The 2016 Census recorded a population of 63,166 in the City of Grande Prairie and 35,314 in Grande Prairie Area, the total of these populations was then divided by the 2.6 persons per household to yield 37,877 households.

Step 2. Number of Skateboarders:

The Alberta Recreation Survey of 2013 reported that 6.7% of households had a member that skateboarded in the last 12 months. Therefore, 6.7% of 37,877 households resulted in at least 2,538 people that had skateboarded in the past 12 months. To accommodate other wheeled skatepark users such as scooters, BMX and inline skaters, which are not currently documented by provincial statistics, the number of skatepark users is then multiplied by a conservative factor of 1.5 to equal 3,807 potential frequent skatepark users.

Step 3. Concurrently Active Skateboarders:

The Skateboarders for Public Skateparks (SPS), Skatepark Adoption Model (SAM) discussed in section 2.2 was used to determine the number of concurrently active skateboarders. This model estimates that of the 3,807 potential frequent skatepark users, 25% or 952 skateboarders are 'frequent' skateboarders, skateboarding multiple times per week. Of the frequent skateboarders it is estimated that only 25 percent will be 'actively' skateboarding at the same time. This leaves Grande Prairie with approximately 238 skatepark users that may be interested in using facilities at the same time.

Step 4. Total Skatepark Area Required to Adequately Serve Grande Prairie:

For this calculation the space requirement for each skateboarder (14m^2) is multiplied by the number of concurrently active skateboarders. When this area is multiplied by 238 active skatepark users it results in $3,332\text{m}^2$ ($35,865\text{ft}^2$) needed to serve the existing population of Grande Prairie.

Step 5. Additional Area of Skateparks Currently Required:

This step subtracts the existing skateparks in the City of Grande Prairie and it's surrounding region to arrive at the area of additional skateparks currently required. Existing skateparks include Muskoseepi with 929m^2 ($10,000\text{ft}^2$) and Eastlink with 465m^2 ($5,000\text{ft}^2$) for a total of $1,394\text{m}^2$ ($15,000\text{ft}^2$). Since the City of Grande Prairie is a destination for the surrounding populations, this study assumes that these communities will be travelling to Grande Prairie 25% of the time, therefore, 75% of the existing surrounding skatepark area is considered in this step $1,471\text{m}^2$ ($15,838\text{ft}^2$). Both the existing skatepark area in the City of Grande Prairie $1,394\text{m}^2$ ($15,000\text{ft}^2$) and its surroundings $1,471\text{m}^2$ ($15,838\text{ft}^2$) are subtracted from the total skatepark terrain requirement to arrive at 467m^2 ($5,027\text{ft}^2$) of additional area of Skateparks currently required.*

Step 6. New Growth Area of Skateparks Required During a 10-year Strategy:

A review of the Grande Prairie 2015 population analysis shows a average 4% annual growth rate over the past 25 years. This study assumes the same growth rate to project future space requirements. This results in the total new growth skatepark area of $2,067\text{m}^2$ ($22,250\text{ft}^2$) over the next 10 years.

* It should be noted that the Grande Prairie BMX Bike Park, located in South Bear Creek, has not been considered as existing skatepark area in the Master Plan document. While the facility is a highlight within the current park system and offers a unique and diverse assortment of natural dirt terrain for bikes, it cannot be classified as a skatepark as it is not useable for skateboards, in-line skates, or scooters and therefore does not cater to all wheeled sports.

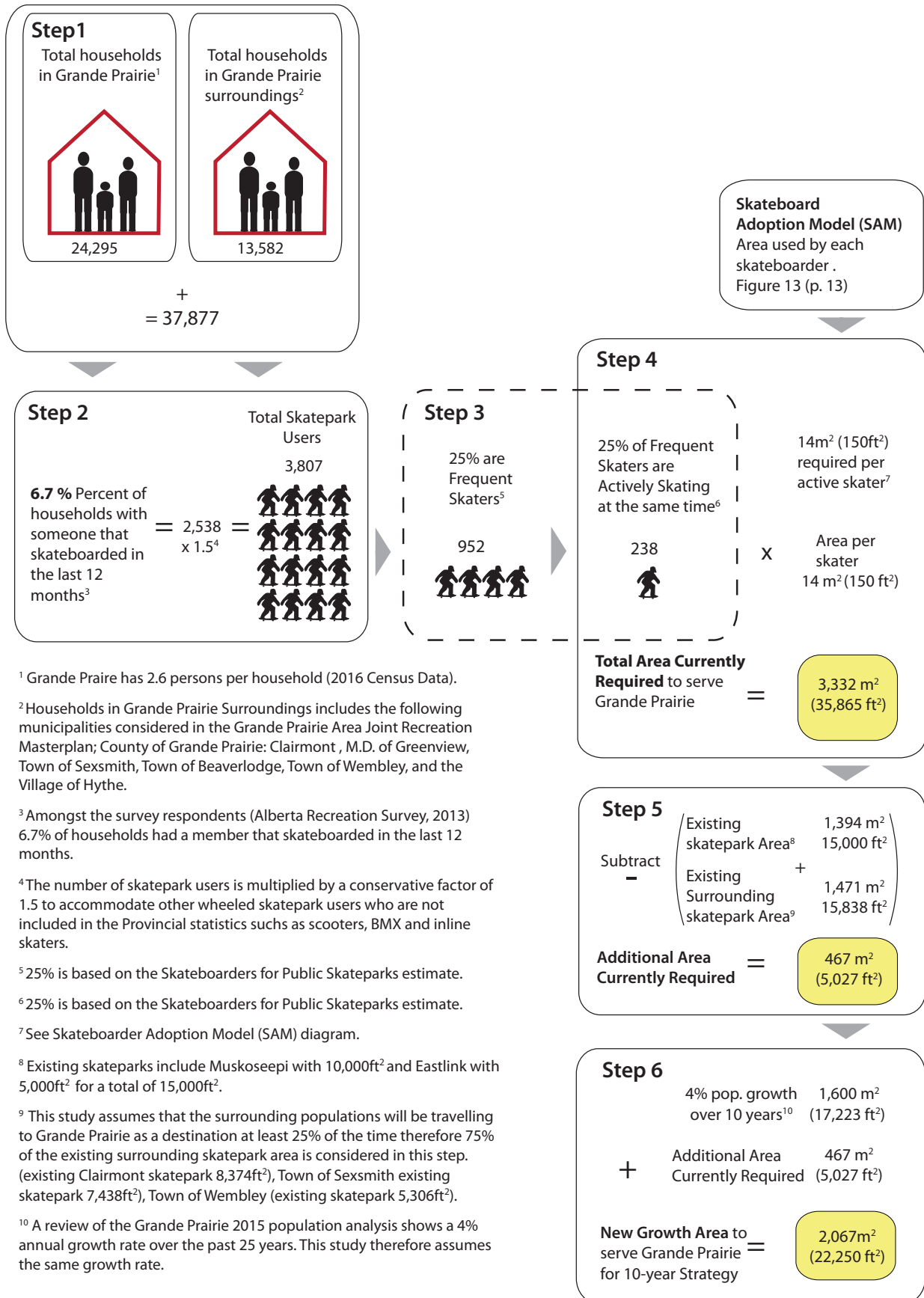


Figure 14. Skateboard Area Calculation for City of Grande Prairie

2.4 Recent Trends in Skateboarding

Over the past five decades skateboarding has established itself across North America and around the world, moving from the fringes to mainstream acceptance. On August 3rd, 2016 Skateboarding was unanimously approved for inclusion in the 2020 Tokyo Olympic Games by the International Olympic Committee, instantly ensuring skateboarding's health and growth in the coming years.

The designation as an Olympic sport changes skateboarding's definition from an activity to a sport, opening access to government support previously unavailable. These newly accessible resources will help to develop partnerships, programs, events and facilities across Canada that will help promote the culture, benefits and positive values of skateboarding. Inclusion in the games will also increase the general awareness of skateboarding inspiring new skateboarders and supporting long-term participation.

3. NETWORK PROPOSAL

3.1 Skatepark Typologies

For the purpose of this study, our team has proposed four different skatepark typologies that meet various sizes and functions (Figure 15). The parks progress in size from dots and spots, to neighbourhoods and communities. The diagram below reflects the minimum skatepark size for each typology.

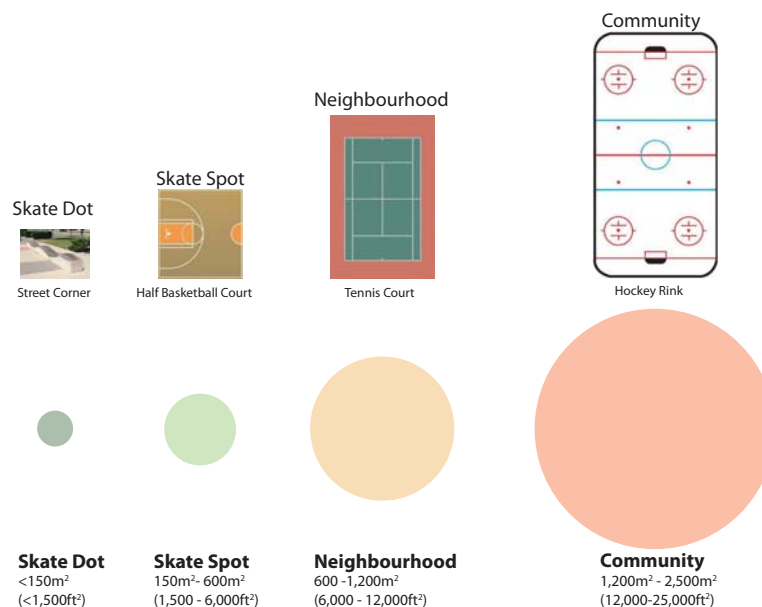


Figure 15. Skatepark Typologies

Skate Dot

Size:	Up to 150m ² (1,500ft ²)
Draw:	Local 1km or less
Access:	Mostly Foot Traffic
Skill Level:	Novice to Intermediate
Location:	Local neighbourhood park or remnant space a near commercial/institutional land uses

Skate Dots, coined by the Seattle Citywide Skatepark Plan, offer the smallest scale of Skatepark opportunities (City of Seattle, 2007). They may be as small as a single ledge offered along an existing walkway, or may fill a small plaza space with a few features. These features make skateboarding enjoyable along key routes while minimizing the number of skateboarders drawn to a specific location. Due to their small size, they may be easier to integrate into existing parks, commercial or institutional settings.



Figure 19. Lafayette Skate Dot, Los Angeles



Figure 16. Twelve Oaks Skate Spot, Vaughan, ON.
Transition-oriented with a 5' deep bowl, a 'pump bump' in the middle for speed and surrounding plaza space



Figure 17. Mount Pleasant Skate Spot, Vancouver
Integrated within a revamp of a local neighbourhood park

Skate Spot

Size:	150m ² - 600m ² (1,500ft ² - 6,000ft ²)
Draw:	Local ~1-3km
Access:	Mostly Foot Traffic
Skill Level:	Novice to Intermediate
Location:	Local neighbourhood park or remnant space

A Skate Spot is a small-scale 'skateable' space typically found in a neighbourhood park or along a paved pedestrian trail. Skate Spot sizes range from 150m² - 600m² (1,500ft² - 6,000ft²). A 'Spot' may support users of all skill levels, however, will typically focus on features that have a relatively 'low impact' on the site area and that favour novice and intermediate level users. Skate Spots are often located within residential settings or in urban spaces off-setting conflict zones where unsanctioned skateboarding exists on private or semi-public land.



Figure 18. Hillside Skate Spot, Vaughan, ON. Modern 'skateable' sculptural elements within a smaller residential green space

Neighbourhood

Size:	600m ² -1,200m ² (6,000ft ² -12,000ft ²)
Draw:	Local 1-5km
Access:	Foot Traffic
Skill Level:	Novice to Intermediate
Location:	Neighbourhood Skatepark or Commercial Zone

A Neighbourhood Skatepark occupies a larger area of approximately 600m²-1,200m² (6,000ft²-12,000ft²) and typically serves the needs of the immediate neighbourhood. A Neighbourhood Skatepark will often include a wider variety of terrain types and support users of all skill levels, but should maintain a considerable number of features that are accessible for novice and intermediate skill levels. This type of opportunity is commonly located within existing neighbourhood parks or on highly visible land in relatively close proximity to a residential development or a small commercial zone.



Figure 23. Kensington Neighbourhood Skatepark (Authentic Pool Style)



Figure 24. UBC Neighbourhood Skatepark
A combination of transition and park/obstacle design



Figure 20. Ed Benedict Plaza, Portland, Oregon

Unique Shot-crete rocks provide a different challenge to park users

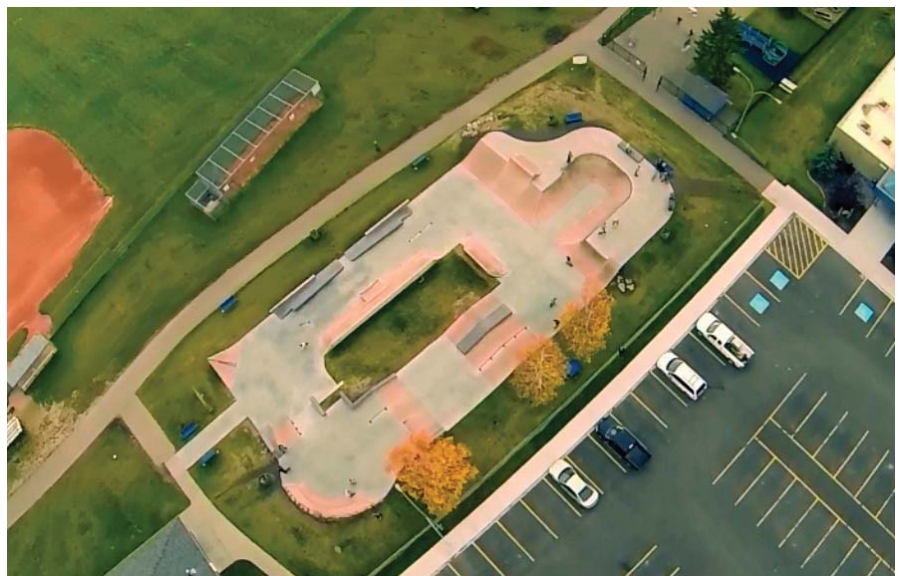


Figure 21. Sylvan Lake Skatepark
Modern plaza and transition terrain with integrated viewing area



Figure 22. Father David Bauer Neighbourhood Skatepark, Waterloo



Figure 25. Chuck Bailey Community Skatepark



Figure 26. Glendale Community Skatepark

Community

Size:	1,200m ² - 2,500m ² (12,000ft ² – 25,000ft ²)
Draw:	5-10km
Access:	Foot, Transit, Vehicle
Skill Level:	Novice to Advanced
Location:	Central Location, Mixed-Use Zone

A Community Skatepark typically serves the needs a number of neighbourhoods and measures anywhere from approximately 1,200m² - 2,500m² (12,000ft²-25,000ft²). Some level of parking and formal amenities are often associated with this scale of facility such as washrooms, a water fountain, basic shelter, and lighting. Community facilities should accommodate all ability levels, and depending on the final scale of the facility, should provide a broad spectrum of terrain styles. Community-level Skateparks are best suited in geographically central locations, with a mixed zone of residential, commercial and institutional land uses.



Figure 27. Chuck Bailey Community Skatepark

A combination of all terrain types and the first covered outdoor Skatepark space in Canada

3.2 Indoor Skateparks

An indoor skatepark is a collection of skateable elements contained within a building. This provides for consistent, uninterrupted usage despite inclement weather and cold winter temperatures.

The size of an indoor park will vary based upon the population targeted for service, availability of land or building space and costs of operation (ie. security, staffing, utilities, etc.). Design features typically cater to a range of ability levels and are most often constructed using a wood-framing and sheeting method, although more recently built parks are starting to include custom concrete features.

Most privately-operated indoor parks across Canada have been short-lived due to issues of financial viability. However, there is a number of long-standing successful indoor parks in Canada, most of which operate under a not-for-profit model and/or are supplemented with other streams of revenue or operate as a community facility supported by federal, provincial and municipal funding. Facilities such as the Greg Moore Youth Centre in Maple Ridge, BC, Le Taz in Montreal, QC and The Edge Skatepark in Winnipeg, MB are examples of successful indoor parks that have well planned programming and support services.

The following are recommendations for the implementation of an indoor skatepark in the City of Grande Prairie if desired:

1. Employ a not-for-profit approach
2. Facility should be accessible to transit
3. Facility would have a minimum size of 930m² (10,000sq²) if serving as the only indoor location within the city.

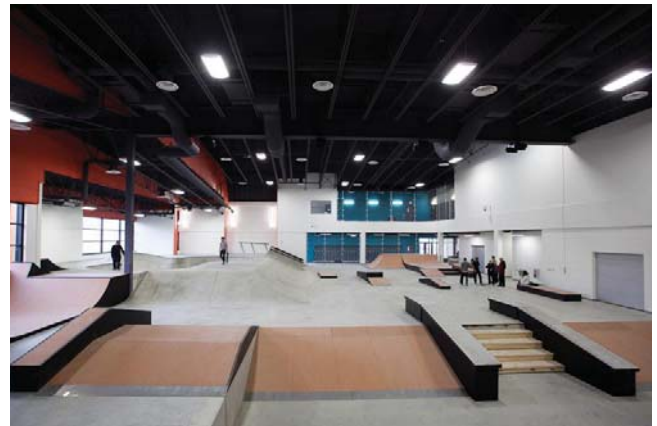


Figure 28. The Edge Indoor Skatepark, Winnipeg

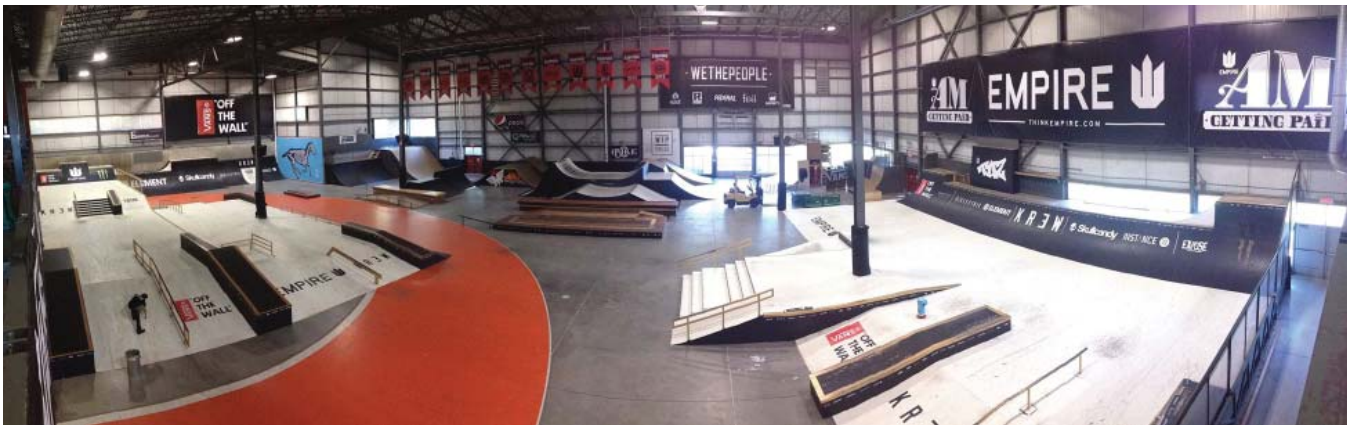


Figure 29. le TAZ Skatepark, Montreal

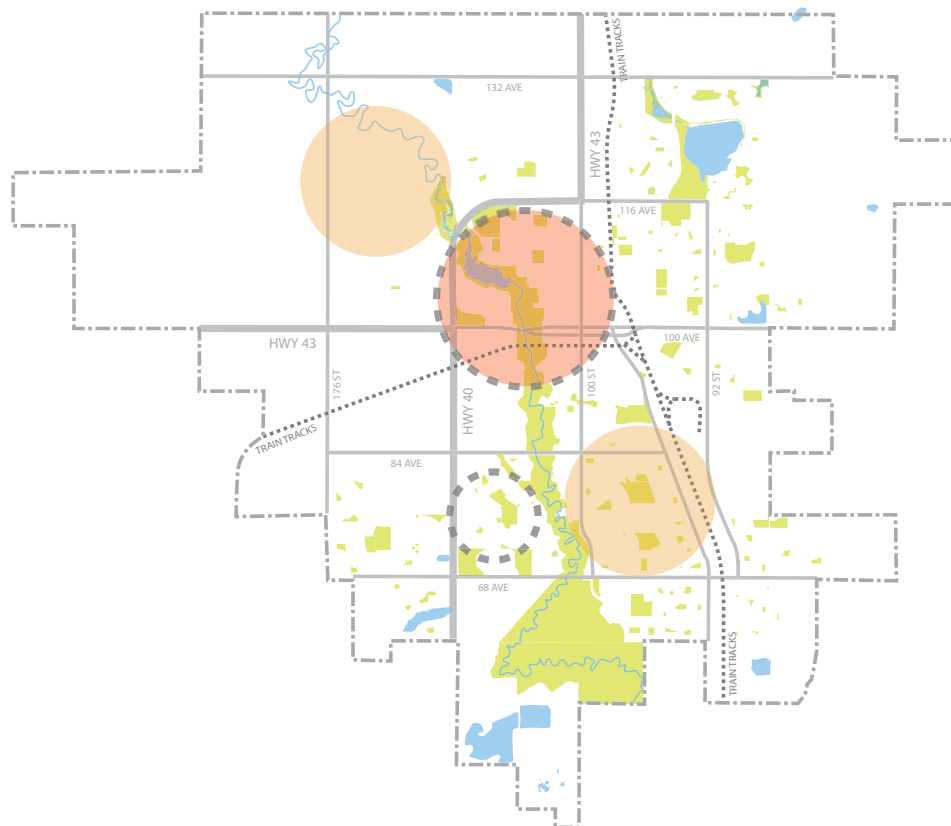
3.3 Grande Prairie Concept Options

This section illustrates three different planning strategies for providing skateparks for the City of Grande Prairie. Generally speaking, the proliferation of smaller skateparks will provide localized skateparks to accommodate younger more novice skateboarders, while larger parks will accommodate older, intermediate to advanced skateboarders that have a means to travel and interest in a greater variety of terrain and challenges. The options presented below are variations on the idea of whether a skatepark should be provided locally to defined neighbourhoods, or as a focal point for the entire city.

These three options attempt to divide an overall skatepark area of ~22,250ft², which is the general area necessary to serve Grande Prairie with population growth over the next 10 years. While three options are presented along with a recommended approach (see 4.4 Implementing the Master Plan), the stakeholder goals along with the geography of the city will ultimately inform the final layout and strategy. As neighbourhoods are investigated more closely it may become apparent that one option may not be adequate to serve the City, and instead the optimal layout option may be a combination of the ideas shown below. One common element within these three concepts however, is the Muskoseepi community scale skatepark at Grande Prairie's City centre. This prominent location signifies its importance as a "gateway" to the sport of skateboarding for Grande Prairie and the surrounding region.

3.3.A. Option 1 - Three Rings

This concept proposes three major skateparks along Grande Prairie's central spine (Muskoseepi Park). The idea is to provide three sizable skateparks the largest of which would be at the community scale in Grande Prairie's City Centre. The remaining two would be at the neighbourhood level on either side of this central node - on the southeast to serve existing neighbourhoods, and on the northwest to serve the future growth area of Grande Prairie, which is anticipated to attract a young population. This option provides the greatest proximity to larger skateparks.







Proposed Skateparks		Existing Skateparks	
			
Neighbourhood 600 - 1,200 m ² (6,000 - 12,000 ft ²)	Community 1,200 m ² - 2,500 m ² (12,000 - 25,000 ft ²)	Eastlink 500 m ² (5000 ft ²)	Muskoseepi 700 m ² (7000 ft ²)

Figure 30. Option 1 - Three Rings

3.3.B. Option 2 - Distribution

The Distribution Option proposes a variety of skatepark typologies such as a community skatepark, a neighbourhood skatepark, skate spots and dots dispersed across Grande Prairie. The community level skatepark is located at the centre of this distribution where the existing Muskoseepi Skatepark is currently undergoing an expansion by Design/Build contractor New Line Skateparks Inc. Skate spots and dots are distributed to serve existing neighbourhoods and new growth areas in the north and south-east. The north-west is considered to have the greatest future growth potential and is therefore shown with a neighbourhood level park at its centre. This layout option provides the greatest number of skateparks and therefore greatest proximity of a skateboarding opportunity to skateboarders. The smaller parks are easier to integrate into existing neighbourhood parks and will cater to novice and intermediate skill levels. This distribution may change over time in accordance with actual city growth patterns.

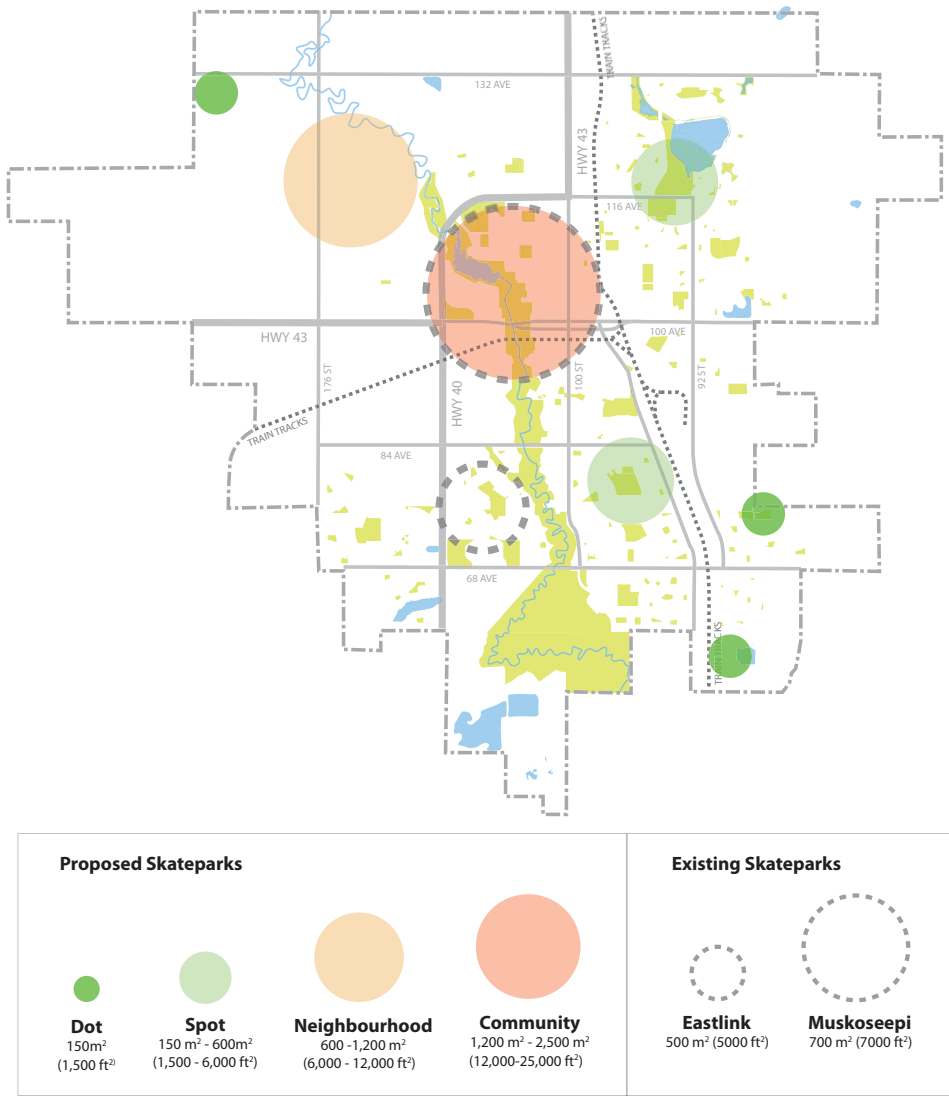


Figure 31. Option 2 - Distribution

3.3.C. Option 3 - Funnel

The City of Grande Prairie is projected to grow and develop towards the northwest. This concept follows that principle by ‘funneling’ skateparks at the neighbourhood scale out towards this new growth. Planning skateparks as part of a new master plan is an ideal situation since it provides a ‘blank slate’ to design skateparks that are well-oriented and appropriate for proposed adjacent land uses.

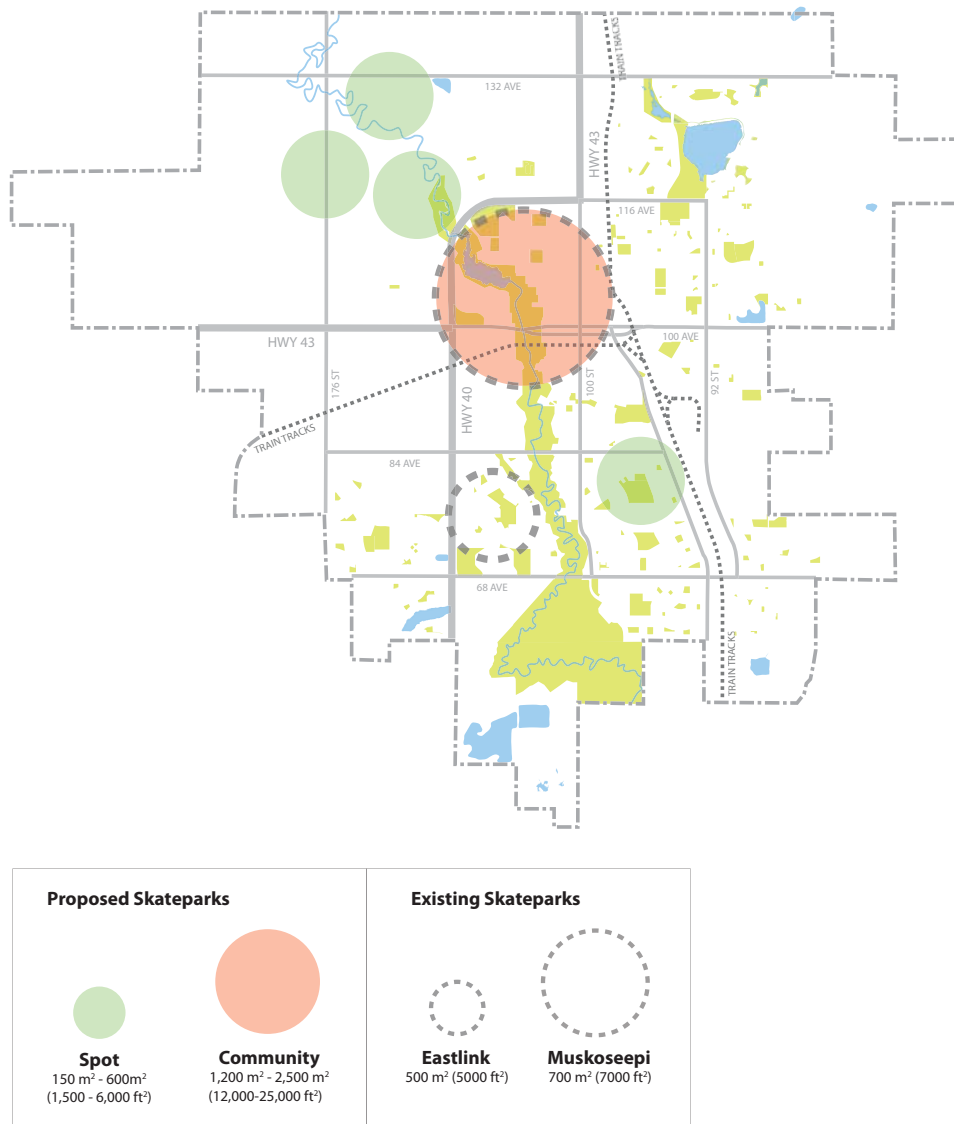


Figure 32. Option 3 - Funnel

3.4 Potential Skatepark Sites

Existing parks and potential future city park locations were investigated for their suitability to host a new Skatepark. This section illustrates these sites and lists the appropriate skatepark typology for each park. To ensure optimal site selection, each site was reviewed against the following five criteria:

1. Location

- Location within Skatepark network
- Setback from residential
- Compatibility with adjacent land uses

2. Accessibility

- Pedestrian
- Bicycle
- Public transit
- Parking

3. Site Suitability

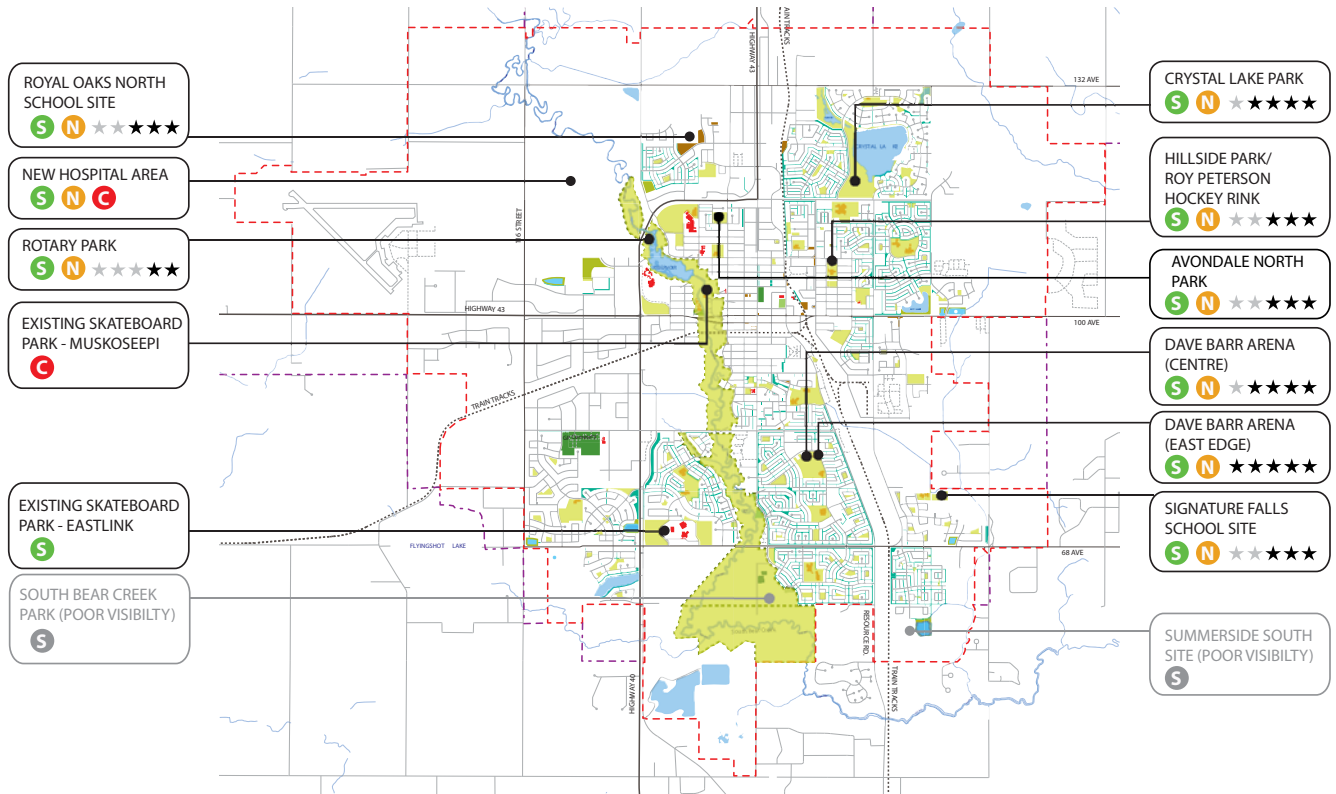
- Adequate size
- Visibility from roads and walkways or public buildings
- Minimizes impact on existing landscape
- Buildable (geotechnical)
- Construction access
- Construction cost (Demolition, retrofit)

4. Landscape Integration

- Noise reduction opportunities
- Integration with existing landscape
- Vegetative wind buffer
- Compatibility with park programs

5. Amenities

- Water fountains
- Washrooms
- Food options
- Staffed public building or school (safety)
- Proximity to shelter



LEGEND

● Sites for Consideration

● Not Appropriate

S Skate Spot

What? Small-scale skateable area, 150-600m² (1,500-6,000ft²)

Where? In a neighbourhood park or along a paved pedestrian trail

Who? Novice to intermediate level users

Why? Resolves unsanctioned skateboarding, an effective link between skateboard parks

N Neighbourhood Skateboard Park

What? A larger skateable area 600-1,200m² (6,000-12,000ft²)

Where? Existing neighbourhood parks, close to residential developments or small commercial zones

Who? All skills levels, novice to intermediate

Why? Serves the needs of immediate neighbourhoods

C Community Skateboard Park

What? Largest skateable area 1,200-2,500m² (12,000-25,000ft²)

Where? Geographically centred locations, mixed zone of residential, commercial and institutional land uses

Who? All skills levels, especially intermediate and advanced

Why? Serves the needs of several neighbourhoods

Figure 33. Potential Skatepark Sites in the City of Grande Prairie

4. NEXT STEPS

4.1 Skatepark Development Process

The Skatepark Development Process Flowchart explains the typical process and time frame for building a site-built concrete skatepark (Figure 34). The timeline from site selection to completion is a multi-stage 16-month process. If a site has already been selected this timeline can be reduced to 12 months. The stages identified are a minimum for most Skatepark construction projects and may need elaboration depending on the scale and location of the park. As stage 3 suggests, it is important to select a qualified designer and builder to achieve a high quality skatepark (for more on the benefits of experienced skatepark designers and builders see Appendix A). At stage 4, it is highly recommended that the City selects site-built/cast-concrete construction (for more on the benefits of site-built/cast-concrete over modular construction see Appendix B). Signage is also an important element of the skatepark's design for reasons such as wayfinding and risk-management (for more on signage see Appendix C).

4.2 Capital and Maintenance Costs

Capital development costs range from \$55-\$65/ft² and design fees are typically 8-10% of the construction budget. Annual operation and maintenance (O&M) on a skatepark ranges in cost from \$3000-\$6,000 depending on hardscape size. Typically this involves 2-4 site reviews per year to look for areas that require grinding, paint touch-ups and minor crack maintenance. This cost would likely be unnecessary in the first few years while the park is new. Please note that these O&M costs cover the hardscape for each facility only. Other maintenance, such as garbage cleanup, and softscape maintenance, can vary from municipality to municipality, but would be comparable to any other Grande Prairie facility of similar size.

4.3 Muskoseepi Skatepark Expansion

The Muskoseepi Skatepark is currently undergoing expansion with the design process lead by New Line Skateparks. Construction for the 6,000ft² expansion is scheduled to begin in the spring of 2018 (refer to figure 32 and 33 on page 29 for conceptual renderings). The proposed expansion includes both a small street section that will encourage and cater to beginner/intermediate skateboarders as well as a new bowl feature. The bowl will provide fresh, updated transition terrain that caters to intermediate/advanced skateboarders and BMX riders, but also includes roll-in options to allow beginner riders easy access so that they can become more comfortable with this style of terrain. With this expansion, the Muskoseepi Skatepark will become the first and largest part of the proposed Skatepark Master Plan serving as the premiere community level skatepark for Grande Prairie and its surroundings.

4.4 Implementing the Master Plan

Once the 6,000ft² Muskoseepi Expansion is removed from the recommended New Growth Area of 22,250ft², 16,250ft² is left to be implemented over the next 10 years. It is recommended that this area be divided across the Option 2 - Distribution layout, however this approach should be utilized as a guide only as there are a multitude of factors that will ultimately inform the final layout of the strategy. The following is an example of how the 'Distribution' concept option would be realized:

- One Neighbourhood Skatepark at ~6,750ft²
- Two Skate Spots at ~4,000ft² each
- Three Skate Dots at ~500ft²

(See 3.3.B on p. 24 for graphic illustration)

The sequencing of these future skateparks should be planned in accordance with existing neighbourhood needs. For example, priority should be given to established neighbourhoods lacking easy access to existing skateparks.

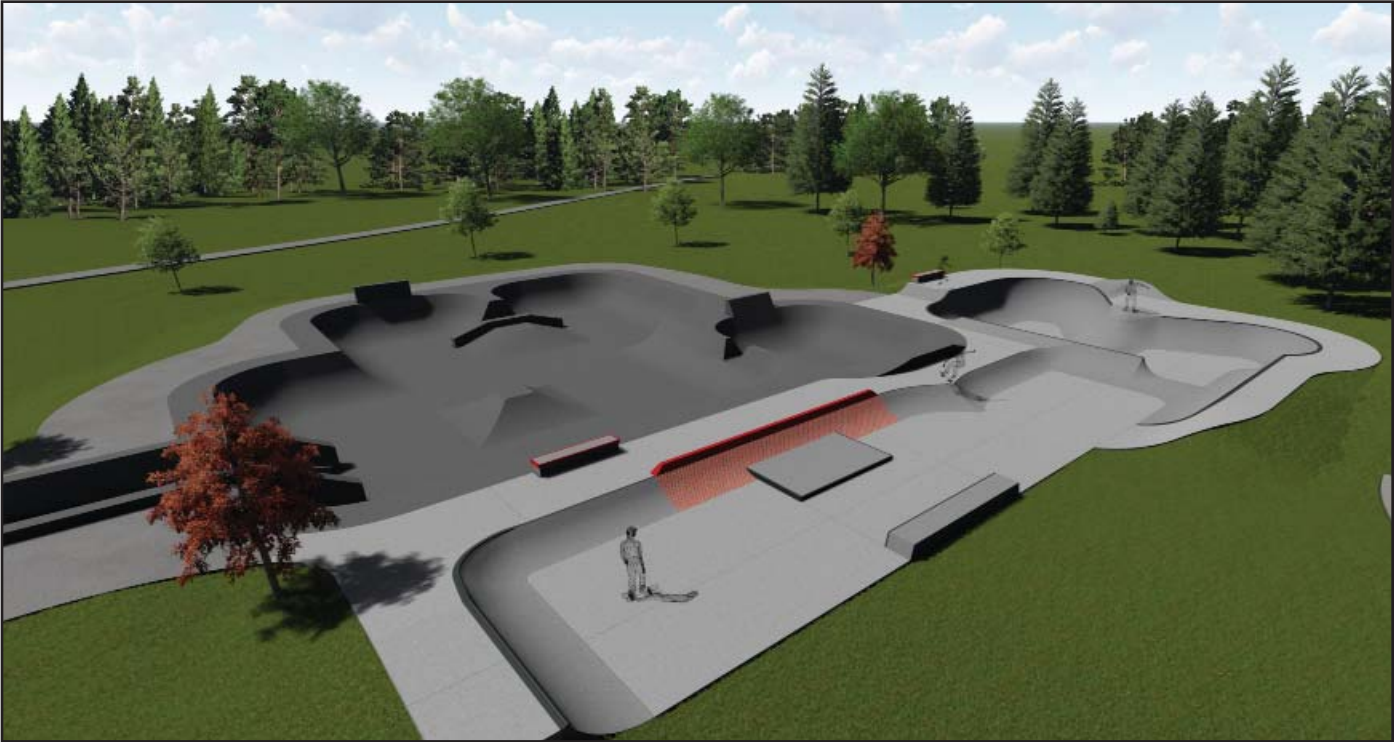


Figure 34. Muskoseepi Expansion - Concept Rendering - Street Section

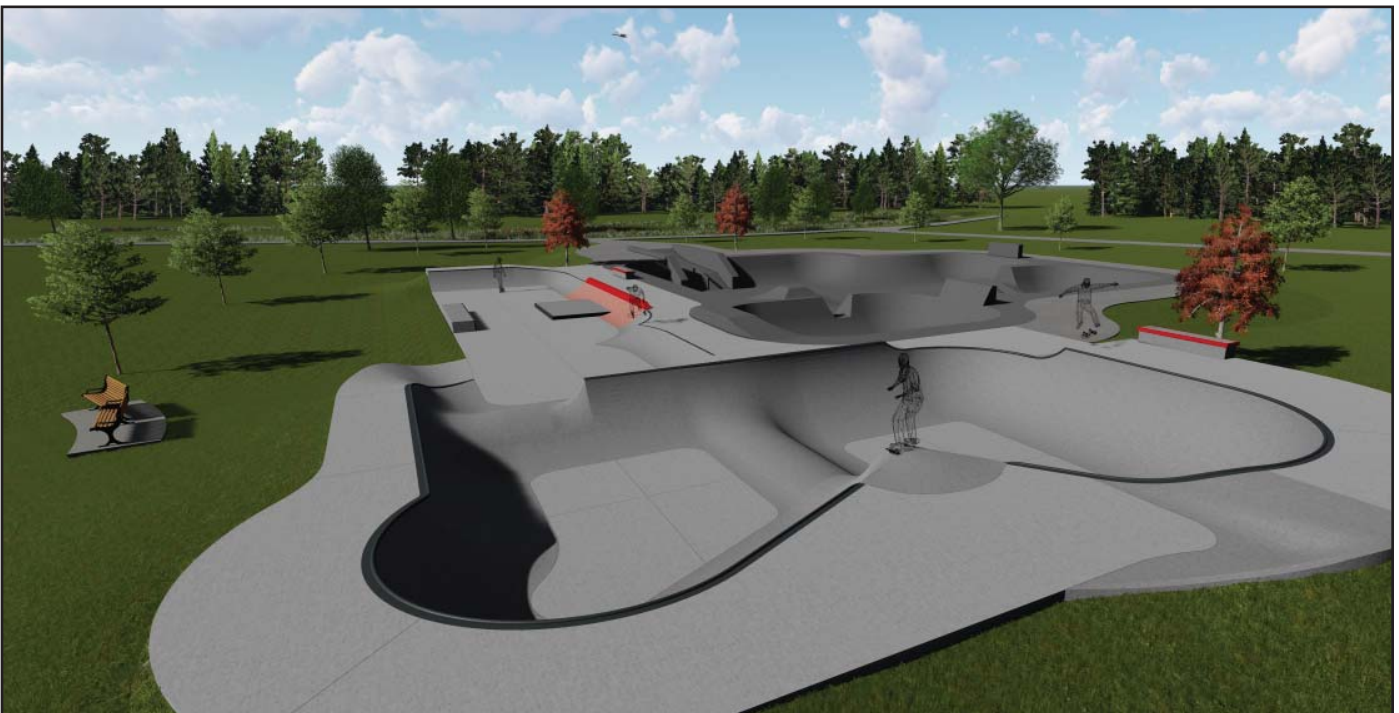


Figure 35. Muskoseepi Expansion - Concept Rendering - Bowl Feature

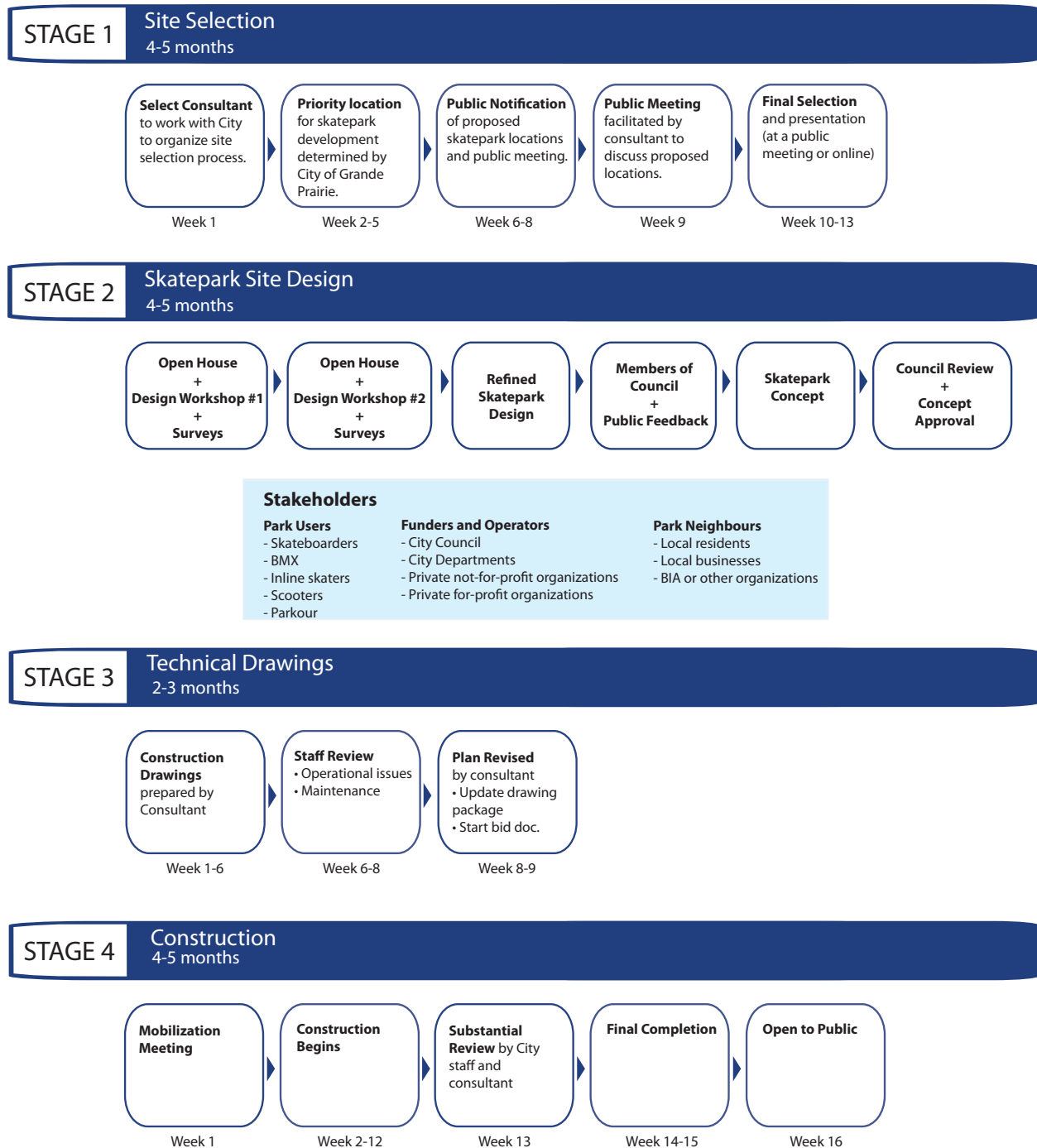


Figure 36. Skatepark Development Process Flowchart

4.4 Recommendations

The following recommendations are brought forward by the Grande Prairie Skatepark Master Plan. This is intended as a “living document” and all recommendations stated herein are to be discussed and reviewed by city officials and presented for discussion through a public process. This document should be used to provide the framework for achieving an effective city-wide network for skateboarding amenities.

a. Skatepark Area

Based on population and skateboard usage data, the City of Grande Prairie is currently in need of 467m² (5,027 ft²) of skateable area. With population growth this is expected to rise to 2,067m² (22,250 ft²) over the next 10 years. These calculated areas are suggestions to adequately serve the City. Greater expansion beyond these recommended areas will likely foster increased involvement in this outdoor activity.

b. Preferred Network Option

The Concept Option 2 - Distribution layout is the recommended development model for the City of Grande Prairie. In addition to being preferred by Open House attendees this will provide:

- an immediate larger focal skatepark at Muskoseepi
- a neighbourhood level park at the newly developed northwest area
- additional localized skateparks spread across the city for improved access and inclusivity

The chart below shows a suggested order for skatepark development over the next 10 years.

<i>Year</i>	<i>Park</i>	<i>Area (ft. sq.)</i>	<i>Area (m2)</i>
2018	Muskoseepi	6000	1829
2019	Signature Falls	500	153
2020	Crystal Lake Park	4000	1220
2021			
2022	David Barr	4000	1220
2023			
2024	TBD	500	153
2025	New Hospital Area	6750	2058
2026			
2027	Expansion Lands	500	153
TOTALS		22,250	6,786

Figure 37. Skatepark Development Timeline

c. Inclusivity

Include other wheeled-sport user groups in the skatepark venues and throughout the design process. This includes but is not limited to BMX, inline skaters, scooters, and longboarders.

d. Funding opportunities

A variety of funding sources should be considered including municipal, provincial, and federal governments, as well as, the private sector, non-profits or other community partners in the allocation of funds, grants, donations and partnerships.

e. Ongoing Engagement

This report sets the framework for creating a skatepark network in the City of Grande Prairie. To fulfill the Concept Option 2 - Distribution layout, many routes may be taken. Potential sites should be reviewed further and prioritized with community involvement.

APPENDICES

A

A. Benefits of Experienced Skatepark Designers and Builders

Modern / Integrated / Site-Built / Cast-Concrete Skateparks:

Skateparks should be recognized as a specialized recreation facility. Planning, design and construction of such facilities has created a niche industry, generally less than 20 years young, populated by a collection of passionate, informed, resourceful and hard-working individuals largely motivated by their own love of skateboarding, and their dedication to the highest standards of design and construction.

Note that cast-concrete skatepark construction is a specialized trade and requires both experience with and appreciation for the smallest details that affect the quality of environment and the safety of park users. Design specifications provide a very limited range for deviation from the technical drawings and contractors are typically required to present specific team qualifications and proficiency with this highly technical work. For the safety of the end user and the protection of the owner, selection of qualified design and construction teams is of the utmost importance.

Design / Tender / Build vs. Design-Build:

Typically, the Design-Build project delivery method provides the best way for a municipality to ensure they receive high quality design and construction services within this specialized industry. The major benefits of the Design-Build delivery method include:

- Quality assurance
- Budget certainty
- Schedule certainty
- The flexibility to incorporate In-Kind Donations, and other fundraising / sponsorship opportunities throughout the development process

Should the municipality be bound to a traditional design / tender / construction delivery method, it is highly recommended that some form of skatepark contractor qualification verification be included in a Request for Proposals (RFP). This requirement is possible to accomplish in advance of a tender release. This is typically done in the form of a stand-alone prequalification process, resulting in an invited list of prequalified bidders, in advance of the tender release. It is also possible to accomplish this requirement with a mandated “Skatepark Contractor Qualifications Submittal” required for submission concurrent with the tender closing. Typically, municipalities should only accept bids from construction vendors who are able to demonstrate a minimum of five (5) year’s experience and a minimum five (5) successfully completed projects of a “similar size and complexity”. It is also highly recommended that references from past clients, and photographs of completed parks be requested along within the “Skatepark Contractor Qualifications Submittal”.

American Concrete Institute (ACI) Certification of Shotcrete Nozzle Operators:

One unique characteristic of Modern / Integrated / Site-Built / Cast-Concrete Skateparks lies in the bank ramp and transition ramp features integrated within the design. Typically, in modern parks, these bank and transition ramp features are built using a specialized technique known as ‘shotcrete’. To ensure the quality, smoothness and consistency of the finished forms, it is imperative that only ACI certified shotcrete nozzle operators are permitted to perform this scope of work, and it is highly recommended that ACI Shotcrete Nozzleman Certification be requested and verified within the “Skatepark Contractor Qualifications Submittal” noted above.

B. Site-Built/Cast-Concrete Vs. Modular Construction

Benefits of Site-Built / Cast-Concrete Skateparks vs. Modular Skateparks

DEFINITIONS:

Site-Built / Cast-Concrete Skateparks: In-ground permanent concrete skateboard facilities (includes any style of design; street, half-pipe, bowls, combo, etc). Designed to specifications by a professional skatepark designer.

Modular Skateparks: Any skatepark that is not an in-ground permanent concrete facility. These are usually temporary facilities consisting of average skatepark elements constructed out of one or a combination of any of the following materials; Wood / Masonite, paper-composite, Steel, Pre-Cast Concrete, Asphalt

Main Findings: This comparison chart illustrates modular vs. concrete skateparks as regards to municipality's and park planner's most common concerns.

Park Planners Common Concerns	Site Built / Cast-Concrete Skateparks	Modular Skateparks
Initial Costs	comparable	comparable
Lifetime Costs	minimal operation / maintenance costs throughout lifespan	increased costs over lifespan
Safety / Liability	static concerns over lifespan	increased concerns over lifespan
Overall Usage	preferred	accepted if only alternative
Multi Use Potential	unlimited	Limited to skateboarding and scooters
Noise	less noise	more noise

An often cited advantage of Modular parks over Site-Built / Cast-Concrete parks are the capital costs; however, from a financial standpoint, a Site-Built / Cast-Concrete park is essentially a much wiser investment than a Modular skatepark. The increase in monetary expenditures required to build a Site-Built / Cast-Concrete park are typically 15-20% greater than modular. These additional costs are typically recuperated multiple times over with the lifecycle / replacement costs.

Properly designed and constructed Site-Built / Cast-Concrete skateparks have limited maintenance requirements for up to 30 years.

Modular parks, in general, are typically louder and less appealing to skateboarders as their design does not lend as well for multi-use by all skill levels and styles of skateboarding. Modular can result in expensive replacement costs and/or liability concerns from deteriorating facilities.

B

The following modular surface materials were compared with concrete as outlined below:

- Asphalt (typically used for flatwork)
 - o Weaker material than concrete
 - o More sensitive to climate than concrete (becomes soft / sticky / slow in heat)
 - o More abrasive than concrete
 - o Requires extensive footings & compacting when blending with concrete transitions
- Wood/Masonite
 - o Much cheaper than concrete (moderate quality, not durable)
 - o Lasts a maximum of one year outdoors in Canadian climates
 - o Subject to destructive vandalism and theft
 - o Steel plates used at the interface of ramps are loud, sharp and dangerous
 - o Loose screws and weakening frames can become a hazard/liability
- Paper-composite Material
 - o Typically does not last more than two years in Canadian climates
 - o Warranties do not cover weathering or normal wear and tear
 - o Steel plates used at the interface of ramps are loud, sharp and dangerous
- Steel & Composite Ramps
 - o Costs are comparable to site-built/cast concrete skateparks
 - o Requires yearly maintenance (rust painting)
 - o Design flaws (typically built by playground manufacturers or steel fabricators with limited skateboard experience)
- Pre-Cast Modular Concrete
 - o Vertical seams are present when pieces are put together.
 - o Parks are not truly modular (pieces are extremely heavy and require a crane or heavy machinery to move)
 - o Designs are limited
 - o Costs are comparable to site-built/cast concrete skateparks

Design Considerations: This comparison chart illustrates the differences between Site-Built / Cast-Concrete skateparks vs. Modular skateparks from a Design Perspective

Issues	Site Built / Cast-Concrete Skateparks	Modular Skateparks
Design Possibilities	Endless (creative, flowing & safe)	Limited
Designers	Usually designed by experienced park designers who skateboard	Often designed by non-skaters or playground companies
Flow	Park obstacles are connected through design	Park obstacles are separated and often include different material surfaces
Skateboarder Preference	Preferred by the majority of skateboarders	Not preferred by the majority of skateboarders

While facility scale typically comes down to budget, effective smaller Site-Built / Cast-Concrete parks can be built for municipalities with smaller budgets.

Building a Site-Built / Cast-Concrete skatepark inspires pride and ownership among local youth. Skateparks will often serve as outdoor youth centers.

Conclusion:

Communities who are confronted with demand for a skatepark and challenged by tight budgets may consider the Modular skatepark route. However, the lifecycle costs will ultimately be higher. Modular skatepark facilities require regular maintenance and can become a liability. They are prone to vandalism and theft, eventually becoming obsolete to the user group. Municipalities and park planners will find themselves facing the same problems as the temporary solution runs its due course. The skatepark planning and development process will have to be repeated and additional resource will be required.

A properly designed and built Cast-Concrete skatepark will reduce long-term maintenance and liability issues. Skateboarder users prefer Cast-Concrete over Modular skateparks. The smooth surface, seamless transitions and flexibility of design provide a much higher quality user experience. Site-Built / Cast-Concrete skateparks are the optimal choice for municipalities.

C. Signage



Skatepark Signage

Skatepark Signage:

From Park Identification, to Wayfinding, to recognition of In-Kind Donations and/or Project Sponsors, to helping to manage risk, signage is an integral design element for the modern skatepark facility.

At minimum, some form of “Rules and Regulations” signage is highly recommended to help manage risk by educating park visitors. Included here are just a handful of examples of “Rules and Regulations” signage options from existing skatepark projects that may serve as inspiration.

Typically hallmarks of skatepark “Rules and Regulations” signage will often include:

- hours of operation
- indication that this is a non-supervised facility
- indication that the facility is to be used “at your own risk”
- reminders of the dangers for riding at night and/or in adverse weather conditions
- a municipal contact number for park users to contact should any portion of the park fall into disrepair

Please note the authors of this report are not recommending the wording noted above or in the examples provided. These are provided as suggestions and examples only. The authors of this report are not risk management experts. All signage should be carefully reviewed by your municipal risk management and legal representatives.



D. Site Selection Matrix

Grande Prairie Skatepark Study: Comparison of Potential Sites			Crystal Lake Park		Avondale North Park		Royal Oaks North School	
Site Selection Criteria			Rating	Comments	Rating	Comments	Rating	Comments
Typology	Dot (<200 sq. m.)							
	Spot (200 sq. m.)		✓		✓	Spot size near Muskoseepi	✓	
	Neighbourhood (201-900 sq.m.)		✓		✓		✓	
	Community (901-2500 sq.m.)							
	City-wide (2501-3500 sq.m.)							
	Regional (3501-6500 sq.m.)							
Urban Planning	Location	Location within skatepark network	2	NE across blvd	1	NW Centre	2	NW
		Set back from Residential	2		2		1	
		Compatible with adjacent land uses	1		2		1	Two schools/residential
		Subtotal	5		5		4	
	Accessibility	Pedestrian	2		2		1	
		Bicycle	2		2		1	
		Public Transit	2		2		2	
		Parking	2	parking lot/on street?	1	On street	1	On street
		Subtotal	8		7		5	
Site Specific	Site Suitability	Adequate size *	2		1		2	
		Visibility from roads and walkways or public bldgs. *	2		2		2	
		Minimize impact on existing landscape	2		0		2	
		Buildable (geotechnical) *	2		2		2	
		Construction access *	2		2		2	
		Construction cost (demolition, retrofit)*	2		2		2	
		Subtotal	12		9		12	
	Landscape Integration	Noise reduction opportunities	1		1		2	
		Integration with existing Landscape	1		2		2	
		Vegetative wind buffer	0		0		0	
		Compatibility with park programs	1		2		2	
		Subtotal	3		5		6	
	Amenities	Water fountains	2		0		0	
		Washrooms	2		2		0	
		Food Options	0		1		0	Not yet
		Staffed public building or school (safety)	0		0		0	
		Proximity to Shelter	0		0		0	
		Subtotal	4		3		0	
	Total		32		29		27	

Notes:

1. Grade categories on a scale of 0-2 (0=lowest, 2=highest).

2. * Starred categories must receive a 1 or higher, otherwise the site is not suitable.

Signature Falls School		Summerside South		David Barr Arena (East edge)		David Barr Arena (Centre)		Rotary Park		Roy Peterson Park		South Bear Creek	
Rating	Comments	Rating	Comments	Rating	Comments	Rating	Comments	Rating	Comments	Rating	Comments	Rating	Comments
✓	Spot	✓		✓		✓			✓	✓		✓	
✓				✓					✓	✓			
1	SE	1	Very SE	2	SE	2	SE	0		1		0	
1		1		1		2		0		1		2	
1		1		1		2		1		1		0	
3		3		4		6		1		3		2	
2		2		2		2		1		1		1	
2		2		2		2		1		1		2	
1		1		2		2		1		1		0	
1		1		2		2		1		1		2	
6		6		8		8		4		4		5	
2		2		2		1		2		2		2	
1		0	Too isolated	2		2		1		1		0	Too isolated
1	New road at east	2		2		1		2		2		0	
2		1	Get geotech report on Wetland to determine if can move forward	2		2		2		2		2	
2		2		2		2		2		2		2	
2		2		2		2		2		2		2	
10		9		12		10		11		11		8	
2		1		1		2		1		1		2	
2		2		2		2		0		1		1	
0		1		0		1		1		1		2	
2		1	Only walking paths	2		2		1		2		1	
6		5		5		7		3		5		6	
0		0		2		2		0		0		2	
0	Non planned	0	Not yet	2		2		0		2		2	
0		0		0		0		0		1		0	
0	Catholic school	0		2		2		0		0		2	
0		0		2		2		0		0		2	
0		0		8		8		0		3		8	
25		23		37		39		19		26		29	

E. Open House Boards - October 19, 2017

WELCOME to the Skatepark Open House!

E

This Open House is an opportunity to review and provide input for the skatepark design of the proposed Muskoseepi Skatepark Expansion and work that has been completed to date on the Council directed Skateboard Park Strategy. We have prepared a series of boards that outline why this strategy is being undertaken, demonstrate current skatepark design practices, and propose ways of distributing skateboarding space in the City of Grande Prairie. Please ask lots of questions, engage in our design workshop and fill out the survey.

After this Open House we will be taking your feedback to refine the skatepark design and develop a draft skateboard park strategy that will be open for review by the public and members of Council. Please stay tuned...



Open House

1. Welcome

2. Introduction: Grande Prairie Skatepark Strategy

- Timeline.
- What is the strategy?
- What do skateparks look like?
 - a. Dot.
 - b. Spot.
 - c. Neighbourhood.
 - d. Community.
- Integration of Skateparks.

3. Layout Options

- Option 1: Distribution
- Option 2: Three Rings
- Option 3: Funnel

4. Potential Location for Future Skateparks

- Overview of the City Parks

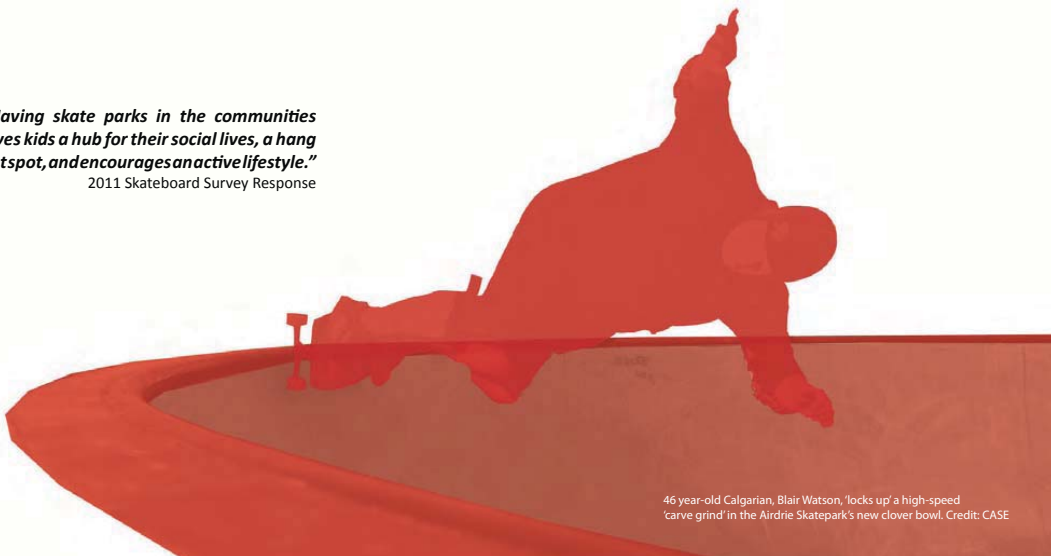
5. Muskoseepi Skatepark Expansion

- Concept Option 1
- Concept Option 2

6. New Line Skateparks - Design Workshop

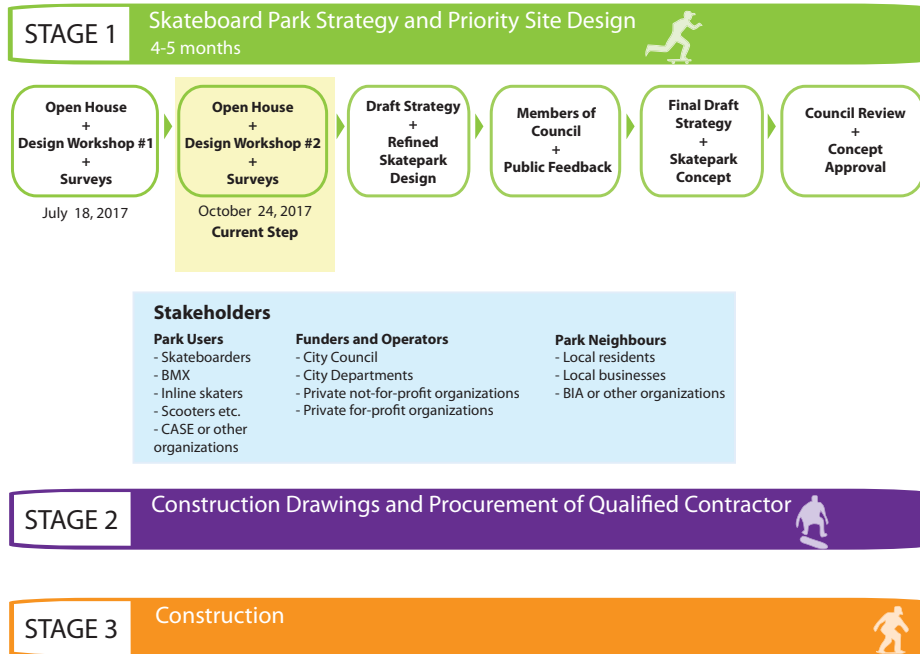
"Having skate parks in the communities gives kids a hub for their social lives, a hangout spot, and encourages an active lifestyle."

2011 Skateboard Survey Response



46 year-old Calgarian, Blair Watson, 'locks up' a high-speed 'carve grind' in the Airdrie Skatepark's new clover bowl. Credit: CASE

Strategy and Skatepark Development Timeline



"Unstructured physical activity and active play may be an equally good, if not better, way for children and youth to increase their physical activity."

(p. 22, Active Healthy Kids Canada)



Grande Prairie Skatepark Strategy

What is the Strategy?

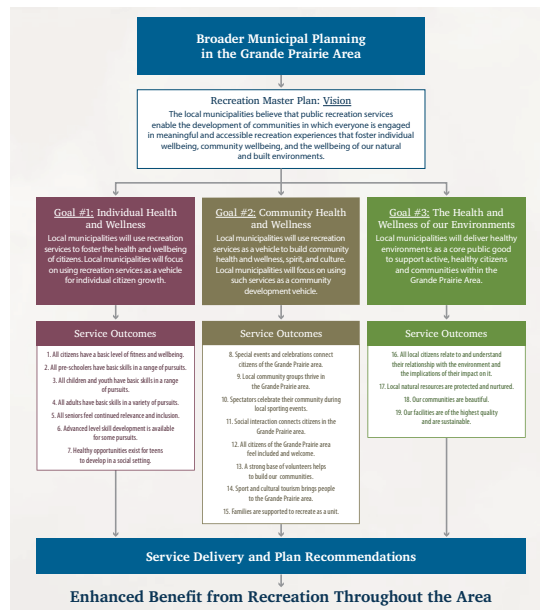
The Skateboard Park Strategy is a Council directed strategy to assess existing skatepark resources in the City of Grande Prairie and recommend an area and layout of skateparks to meet the needs of the citizens now and in the coming ten years. Over the past three decades skateboarding has taken hold in North America and the world, moving from the fringes to mainstream acceptance. This is highlighted by its inclusion as an official Olympic Sport in the 2020 Tokyo Summer Olympics. This unstructured activity offers affordable access, and is compared to both art and sport. Skateboarders note several benefits, including comradery, a safe space to challenge oneself, independence, and opportunity for creative expression. Skateparks are not only for skateboarders, but are places for BMX, inline skaters and scooters. These activities bridge gender, age and skill levels. This skatepark strategy is a supplement to the 2016 Grande Prairie Joint Recreation Master Plan with its commitment to providing a variety of recreational opportunities to foster the development and active lifestyle of its citizens within and around the surrounding area.

The Grande Prairie Area Joint Recreation Master Plan

The Skateboard Park Strategy is guided by the vision and goals outlined in the Grande Prairie Area Joint Recreation Master Plan. In this master plan's vision:

The local municipalities believe that public recreation services enable the development of communities in which everyone is engaged in meaningful and accessible recreation experiences that foster individual wellbeing, community wellbeing, and the wellbeing of our natural built environments.

- Grande Prairie Area Joint Recreation Master Plan, 2016



Source: The Grande Prairie Area Joint Recreation Master Plan (2016)

The Skateboard Park Strategy goals are aligned with most of those in the diagram above such as the provision of fitness and wellbeing for all ages and all skill levels, the promotion of healthy social environments, celebrating community during local sporting events, and the provision of high quality facilities. The aim of the Skateboard Park Strategy is to provide sound skatepark planning not only for the benefit of the citizen's of Grande Prairie but also for those in its surroundings, as it remains a major hub in the northwestern Alberta.

Sedentary Youth

The Active Healthy Kids Canada report gave Canadian children an:

- "F" for their 'Physical Activity Levels' and 'Active Play and Leisure'
- "D" for 'Active Transportation'
- "C" for 'Organized Sport and 'Physical Activity Participation'

With a rising level of obesity amongst youth, and fitness data that demonstrates root causes, it is clear that greater efforts and opportunities are needed to facilitate an active lifestyle. This strategy:

- Outlines an opportunity for the creation of exciting outdoor spaces; and
- Promotes active transportation by linking park destinations along pedestrian corridors.



Who are the User Groups?

User groups come from a wide range of lifestyles and backgrounds. Skateparks will support a diverse cross-section of Grande Prairie's society.



What Skateboarders Said...

Public input regarding skateparks has been sought as part of the development of the Grande Prairie Skateboard Park Strategy. Feedback and comments were gathered during a workshop that took place on July 18th, 2017. Below is a summary of comments:

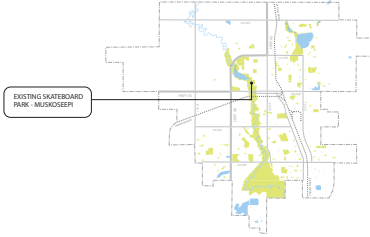
- Inclusive of skateboards, BMX, roller-bladers, scooters
- Accommodates all skill levels
- Separate areas for beginners, intermediate and advanced
- Most preference is towards two larger skateparks
- Some preferred smaller three to five skateparks
- Most preferred Organic flow, bowl, street or obstacle
- Skateable items in existing parks, such as a bench or ledge
- More and safer skateparks
- A larger more advanced skatepark
- Highly visible location
- Washrooms and water fountains at skateparks
- Provide benches for skateboarders and non-skateboarders
- Provide trees or structures for shade
- Well lit



Taking Stock of Existing Facilities

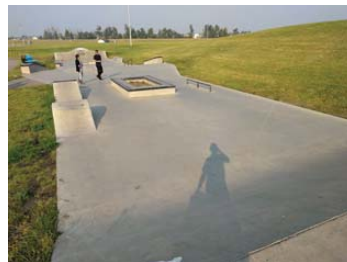
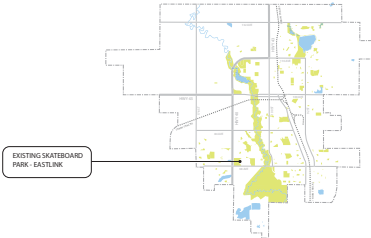
1. Muskoseepi Skatepark

Located within the heart of Muskoseepi Park on the north side of the Ernie Radbourne Pavillion, the Muskoseepi skatepark, built in the 1990s, is Grande Prairie's first and largest, with an area of approximately 10,000ft². The park contains one main flow section that includes a variety of bank, transition and funbox style features complimented with a few ledges and rails. The terrain at Muskoseepi caters largely to intermediate and advanced riders and can be intimidating for beginners.



2. Eastlink Skatepark

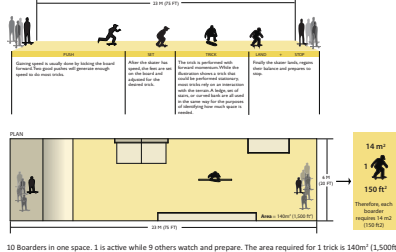
The Eastlink Skatepark built in 2012 is located southwest of the Grande Prairie's city centre across from the Eastlink Community Centre. The park follows a linear form of approximately 5,000ft² and contains a variety of street-style terrain including ledges, rails, manual pads and a small stair set with turnarounds at each end. Although the park is small in size it contains a good mix of beginner, intermediate and advanced style features.



Understanding the Data

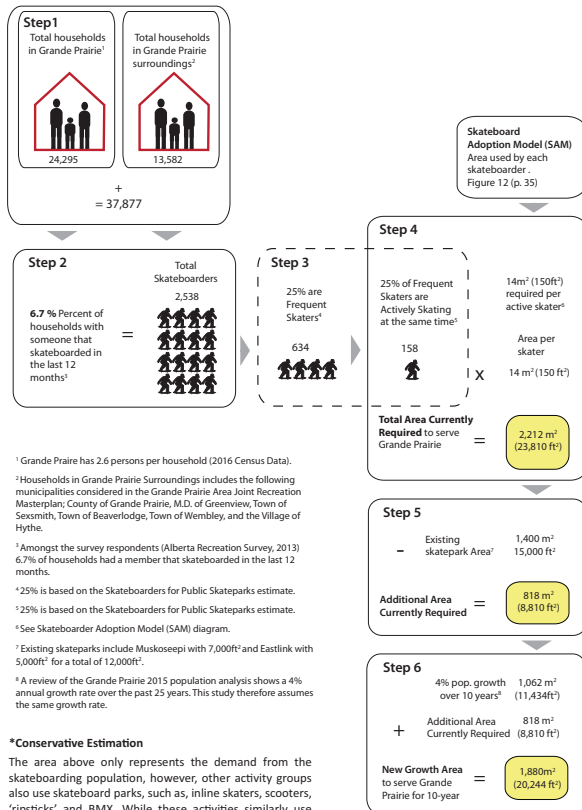
The City of Grande Prairie is a gateway to northwestern Alberta and serves as an important hub to the surrounding region. As such Grande Prairie's surrounding communities will be frequently visiting for a variety of reasons. It is therefore important to account for these populations when quantifying the skateboarding terrain need. To quantify the optimal skatepark terrain, a formula was developed that takes into account the skateboarding population, frequent skaters, and estimates the number of skateboarders active at the same time. It then applies the Skatepark Adoption Model (SAM) model of 14m² used by each active skateboarder to arrive at a city-wide requirement.

Skateboard Adoption Model (SAM) Diagram



Quantifying the Need

Calculating Grande Prairie's Skateboarder Population and Terrain Area Needs



Site Selection Criteria

There are 5 main site selection criteria to consider when locating a new skatepark. Key considerations include location, accessibility, site suitability, landscape integration and amenities. See below for details.

1. Location

- Location within skatepark network
- Setback from residential
- Compatible with adjacent land uses

2. Accessibility

- Pedestrian
- Bicycle
- Public transit
- Parking

3. Site Suitability

- Adequate size
- Visibility from roads and walkways or public buildings
- Minimize impact on existing landscape
- Buildable (geotechnical)
- Construction access
- Construction cost (Demolition, retrofit)

4. Landscape Integration

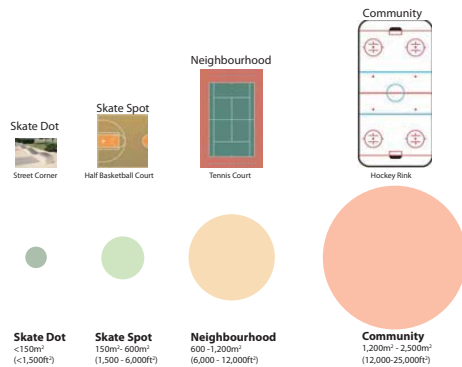
- Noise reduction opportunities
- Integration with existing landscape
- Vegetative wind buffer
- Compatibility with park programs

5. Amenities

- Water fountains
- Washrooms
- Food options
- Staffed public building or school (safety)
- Proximity to shelter

Establishing Park Typologies

Skatepark typologies were devised to meet various volumes and functions. The parks progress in size from dots and spots to neighbourhoods and communities. The diagrams listed below demonstrate the minimum skatepark size for each typology.



Skatepark Typologies

Skate Dot

Size: Up to 150m² (1,500 ft²)

Draw: Local 1km or less

Access: Mostly Foot Traffic

Skill Level: Novice to Intermediate

Location: Local neighbourhood park or remnant space a near commercial or institutional land uses

Skate Dots, coined by the Seattle Citywide Skatepark Plan, offer the smallest scale of skatepark opportunities. They may be as small as a single ledge offered along an existing walkway, or may fill a small plaza space with a few features. These features make skateboarding enjoyable along key routes while minimizing the number of skateboarders drawn to a specific location. Due to their small size, they may be easier to integrate into existing parks, commercial or institutional settings.



▲ Lafayette Skate Dot - Los Angeles.

Skate Spot

Size: 150m² - 600m² (1,500ft² - 6,000ft²)

Draw: Local ~1-3km

Access: Mostly Foot Traffic

Skill Level: Novice to Intermediate

Location: Local neighbourhood park or remnant space

A Skate Spot is a small-scale 'skateable' space typically found in a neighbourhood park or along a paved pedestrian trail. Skate Spot sizes range from 150 m² - 600 m² (1,500 ft² - 6,000 ft²). A 'Spot' may support users of all skill levels, however, will typically focus on features that have a relatively 'low impact' on the site area and that favour novice and intermediate level users.

Skate Spots are often located within residential settings or in urban spaces off-setting conflict zones where unsanctioned skateboarding exists on private or semi-public land. Skate Spots are also an effective means for 'linking' other skatepark opportunities within a larger geographic area by identifying a safe route of travel between larger skate destinations.



▲ Mount Pleasant Skate Spot, Vancouver. Integrated within the revamp of a local neighbourhood park.



▲ Hillside Skate Spot, Vaughn, Ontario. Modern 'skateable' sculptural elements nestled within a smaller residential green space.



▲ Twelve Oaks Skate Spot, Vaughn, Ontario. More transition-oriented, the bowl depth is approximately 5 feet (with 6 and 8 foot extensions) plus a 'pump bump' in the middle for speed and is surrounded by plaza space.

Skatepark Typologies

E



▲ Kensington Neighbourhood Park. Authentic Pool Style Bowl.

UBC Neighbourhood Skatepark. A mix of transition and park/obstacle design. ►

▼ Sylvan Lake Skatepark. Modern plaza and transition terrain with integrated viewing area.



▲ Father David Bauer Neighbourhood Skate Park, Waterloo.



Neighbourhood

Size: 600m² - 1,200m² (6,000ft² – 12,000ft²)

Draw: Local 1-5km

Access: Foot Traffic

Skill Level: Novice to Intermediate

Location: Neighbourhood Skate Park or Commercial Zone

A Neighbourhood Skatepark occupies a larger area of approximately 600 m² - 1,200 m² (6,000 ft² – 12,000 ft²), and as the name implies, typically serves the needs of the neighbourhood(s) immediately surrounding it. A Neighbourhood skate park will often include a wider variety of terrain types and support users of all skill levels, but should maintain a considerable number of features that are accessible for novice and intermediate skill levels. This type of opportunity is commonly located within existing neighbourhood parks or on highly visible land in relatively close proximity to residential development or a small commercial zone.



▲ Ed Benedict Plaza, Portland. Unique shot-crete rocks provide a different challenge to park users.

Inclusivity suggests the importance of including different user groups and functions. User groups vary by sport, skill level, and styles. Each group should be afforded space in the network. (CSAS)

Feasible

Unstructured Play

Peer learning

Skatepark Typologies

Community

Size: 1,200m² - 2,500m² (12,000ft² – 25,000ft²)

Draw: 5-10km

Access: Foot, Transit, Vehicle

Skill Level: Novice to Advanced

Location: Central Location, Mixed-Use Zone

A Community Skatepark typically serves the needs a number of neighbourhoods and measures anywhere from approximately 1,200m² - 2,500m² (12,000ft² – 25,000ft²). Some level of parking and formal amenities are often associated with this scale of facility such as washrooms, a water fountain, basic shelter, and lighting. Community facilities should accommodate all ability levels, and depending on the final scale of the facility, should provide a broad spectrum of terrain styles. Community-level skateparks are best suited in geographically central locations, with a mixed zone of residential, commercial and institutional land uses.



▲ Chuck Bailey Community Skatepark. A mixture of all terrain types and the first covered outdoor skate park space in Canada.



► Chuck Bailey Community Skatepark. Quarter Pipe and Volcanoe.



◀ Glendale Community Skatepark.

Integration of Skateparks

The Integrated Skatepark

Modern skateparks are carefully designed with strong community input to respond to their surrounding context. Along with appealing skateboarding, BMX, and in-line skating terrain, they often incorporate culturally relevant art and sculpture, inviting viewing areas, sustainable development principles and strong connections to surrounding amenities. These spaces are also ideal for certain programming opportunities and local community events.

FIT WITH SURROUNDING LANDSCAPE



▲ Chuck Bailey Skatepark preserved and integrated existing trees to maintain important shade cover and help the project look rooted in place on the opening day.

ARTISTIC ELEMENTS



▲ Concrete and metal work have become very advanced over the past few decades, allowing designers to implement skateable eye catching elements. Left to Right: The Plaza at the Forks in Winnipeg, Ed Benedict Skate Plaza in Portland, Multi-Use Skatepark at UBC.

CHILDREN + YOUTH'S ACTION SPORTS ZONE AND COMMUNITY SOCIAL HUB



▲ Pushing one's limits at the skatepark encourages perseverance and builds self confidence.



▲ Skaters and non-skaters gather to enjoy the atmosphere and make use of the space.

SMALL COMMUNITY EVENTS



▲ Red platforms may serve as a stage for an amphitheatre during special events.

▼ Father David Bauer Skatepark, Waterloo. Opening Day.



LOW IMPACT DRAINAGE SOLUTIONS



▲ Ed Benedict Plaza, Portland, Oregon. Bioswales integrated throughout the skatepark improve stormwater management and skating challenges.

Skateboarding offers a number of physical benefits including cardiovascular endurance, strength and agility mixed with opportunities for socializing. (CSAS)

Integration of Skateparks



Grande Prairie Skatepark Master Plan

Concept Options

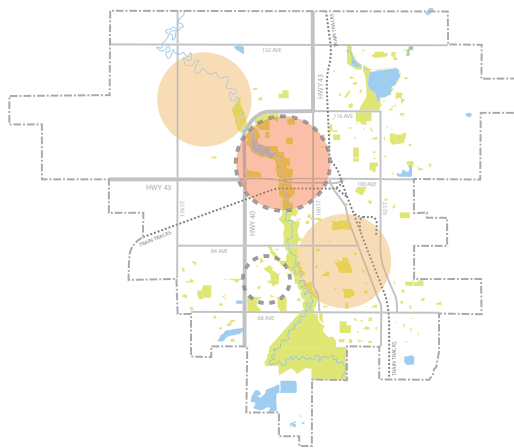
E

This board presents three planning strategies that demonstrate different methods of providing skateboard parks for the city. Generally speaking, the proliferation of smaller skateboard parks will provide localized skateboard parks to accommodate younger more novice skateboarders, while larger parks will accommodate older, intermediate to advanced skateboarders that have a means to travel and interest in a greater variety of terrain and challenges. The options below are variations on the idea of whether a skateboard park should be provided locally or as a focal point for the entire city.

These three options attempt to divide an overall skateboard park area of ~35,000ft², which is the general area necessary to serve Grande Prairie with population growth over the coming decade. Since the City already has 15,000ft² of existing skatepark, an additional 20,000ft² will actually be needed for the projected population growth over the next ten years. While three options are presented, the stakeholder goals along with the geography of the city will inform the final layout and strategy. As neighbourhoods are investigated more closely it may become apparent that one option may not be adequate to serve the City, and instead the optimal layout option may be a combination of the ideas shown below. One common element within these three concepts, however, is the Muskoseepi community scale skatepark at Grande Prairie's city centre signifying its importance for Grande Prairie and its surrounding region.

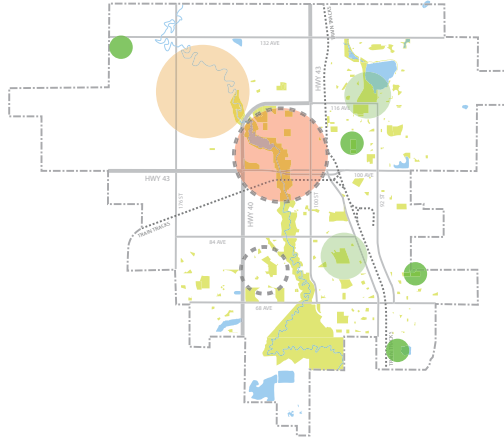
OPTION 1: THREE RINGS

This concept proposes three major skateparks along Grande Prairie's central spine. The idea is to provide three sizable skateparks the largest of which would be at the community scale in Grande Prairie's City Centre. The remaining two would be on either side of this central node - on the southeast to serve existing neighbourhoods, and on the northwest to serve the future growth area of Grande Prairie. Typical of newly developed areas, the new growth area is anticipated to attract a young population.



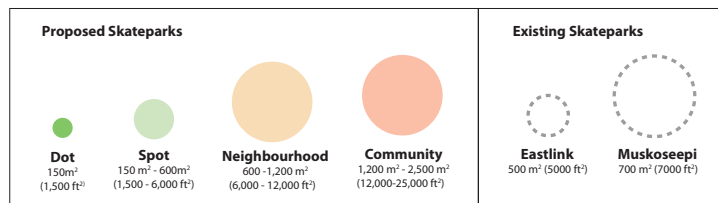
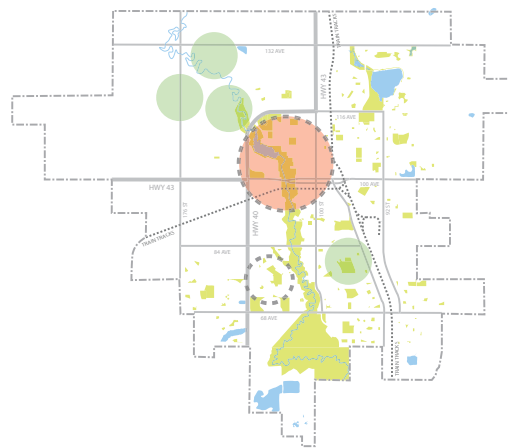
OPTION 2: DISTRIBUTION

The distribution concept proposes a variety of skatepark typologies such as dots, spots, a neighbourhood and a community park dispersed across the entirety of Grande Prairie. This distribution ensures that in addition to the community scale skatepark at the centre and the neighbourhood scale park at the newly developed northwest area, there are other skatepark typologies throughout Grande Prairie to locally serve skateboard park user groups.



OPTION 3: FUNNEL

The City of Grande Prairie is projected to grow and develop towards the northwest. This concept follows that principle by 'funneling' skateparks at the neighbourhood scale out towards this new growth. Planning skateparks as part of a new master plan is an ideal situation since it provides a 'blank slate' to design skateparks that are well-oriented and appropriate for proposed adjacent land uses.



GRANDE
prairie

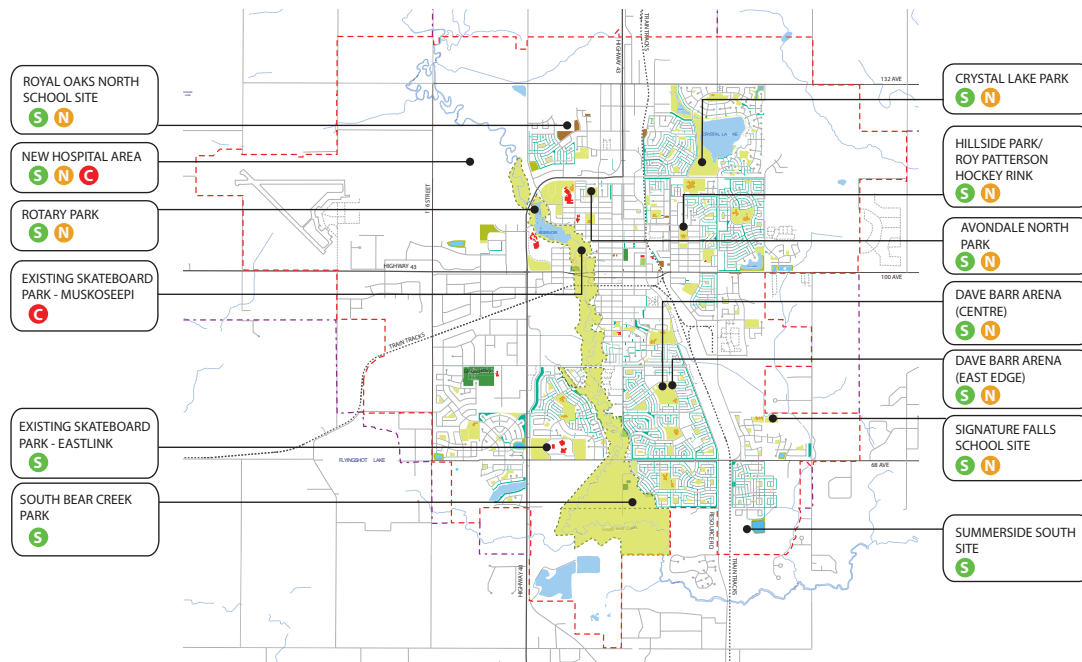
New Line Skateparks Inc.

van der Zalm
+ associates



www.cityofgp.com

Potential Skatepark Locations



SKATEBOARD PARK TYPOLOGIES

Four skatepark typologies were established to provide skateparks that suit a variety of locations and functions. These parks range from the smallest being a skate dot, and increase in size to a spot, neighbourhood, and community park.

D Skate Dot (Reference: Seattle Citywide Skatepark Plan)

- What?** Small skateable area less than 150m² (1,500ft²)
- Where?** Along a city sidewalk, pathway, corner plaza or park space in residential or commercial areas.
- Who?** All skills, especially novice to intermediate.
- Why?** Make skateboarding more enjoyable along key routes while minimizing the number of skateboarders drawn to a specific location.



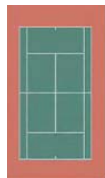
S Skate Spot

- What?** Small-scale skateable area, 150-600m² (1,500-6,000ft²)
- Where?** In a neighborhood park or along a paved pedestrian trail.
- Who?** Novice to intermediate level users.
- Why?** Resolves unsanctioned skateboarding, an effective link between major skateparks.



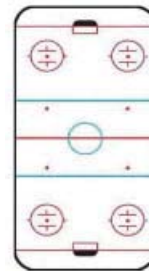
N Neighbourhood Skateboard Park

- What?** A larger skateable area 600-1,200m² (6,000-12,000ft²)
- Where?** Existing neighbourhood parks, close to residential developments or small commercial zones.
- Who?** All skill levels, novice and intermediate.
- Why?** Serves the needs of immediate neighbourhoods.



C Community Skatepark

- What?** An even larger skateable area 1,200-2,500m² (12,000-25,000ft²)
- Where?** Geographically centered locations, mixed zone of residential, commercial and institutional land uses.
- Who?** All skill levels, especially intermediate and advanced.
- Why?** Serves the needs of a few neighborhoods.



Muskoseepi Skatepark Expansion - Initial Concepts

Concept Option A

E

Site Plan



Existing Conditions



Feature List

- A Turnaround Quarter Pipe
- B Manual Pad with Ledge & Seating
- C Ledge & Bowl Extension Combo
- D Slappy Curb
- E Triangular Bank Turnaround
- F Clamshell Roll-In Pocket
- G 5' Deep Bowl Section with Extensions
- H Hip to Roll-In Bump
- I 3'6" Deep Bowl Section with Roller to 5' Deep
- J 2' Deep Elevated Bowl Section with Waterfalls

Context Plan



Precedent Parks



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Muskoseepi Skatepark Expansion - Initial Concepts

Concept Option B

Site Plan



Existing Conditions



Feature List

- A Entry Plaza with Seating
- B Turnaround Quarter Pipe
- C "China Bank" Steep Slappy Brick Texture Bank
- D Manual Pad & Ledge in Bank Combo
- E Flat Rail
- F Flat Ledge
- G Sculptural Rainbow Rail Slappy Combo
- H Bank to Ledge / Step Up to Deck
- I Bowl with Bank Out, Pump Bump and 6' Extensions
- J Quarter Pipe Launch to Bump Roll-In
- K Banked Hip Blended into Bowl
- L Bowl Pocket with Deck Roll-In Blend

Context Plan



Precedent Parks

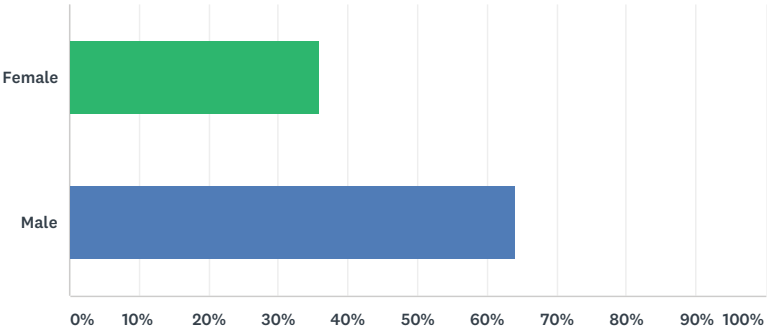
F. Online Survey #1

Muskoseepi Skatepark Expansion: Concept Options Survey

SurveyMonkey

Q1 What is your gender?

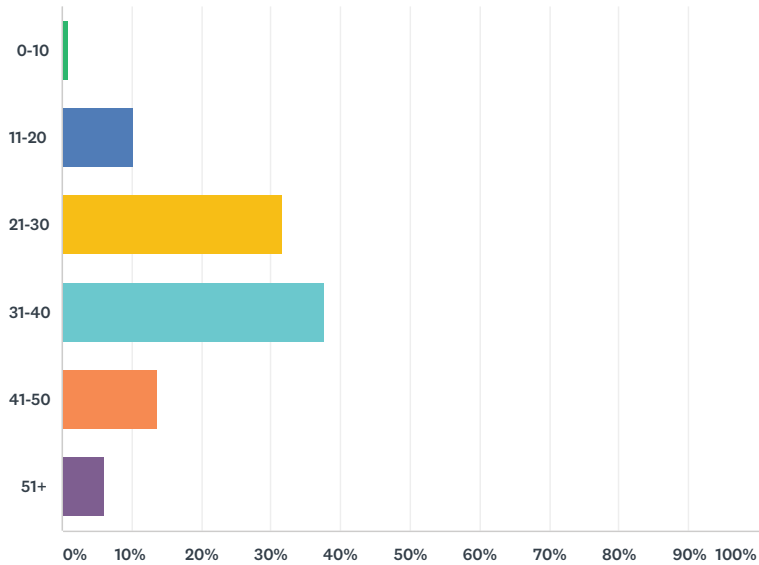
Answered: 117 Skipped: 0



ANSWER CHOICES	RESPONSES	
Female	35.90%	42
Male	64.10%	75
TOTAL		117

Q2 How old are you?

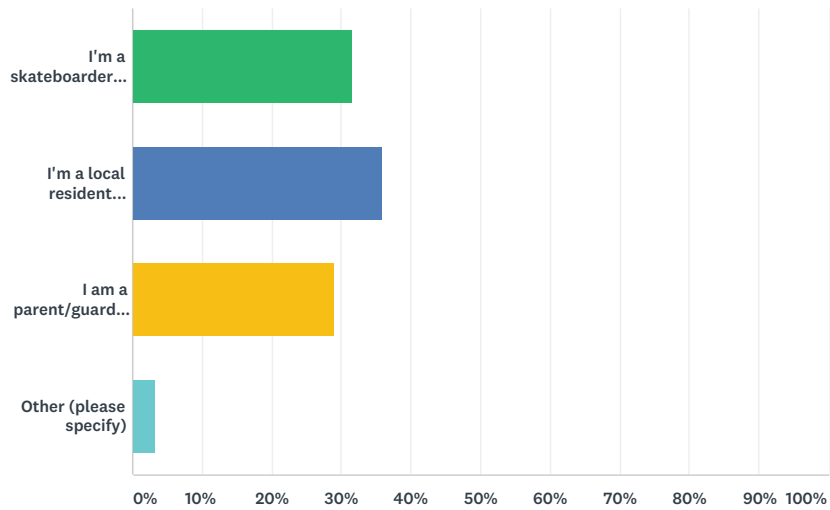
Answered: 117 Skipped: 0



ANSWER CHOICES	RESPONSES	
0-10	0.85%	1
11-20	10.26%	12
21-30	31.62%	37
31-40	37.61%	44
41-50	13.68%	16
51+	5.98%	7
TOTAL		117

Q3 What is your primary interest in this project?

Answered: 117 Skipped: 0

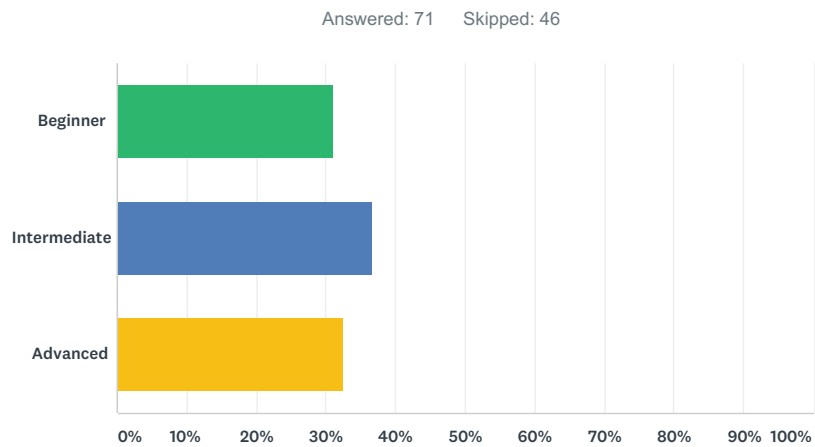


ANSWER CHOICES		RESPONSES	
I'm a skateboarder, BMX rider or other active park user		31.62%	37
I'm a local resident interested in projects like this		35.90%	42
I am a parent/guardian or spectator of an active park user		29.06%	34
Other (please specify)		3.42%	4
TOTAL			117

Muskoseepi Skatepark Expansion: Concept Options Survey

SurveyMonkey

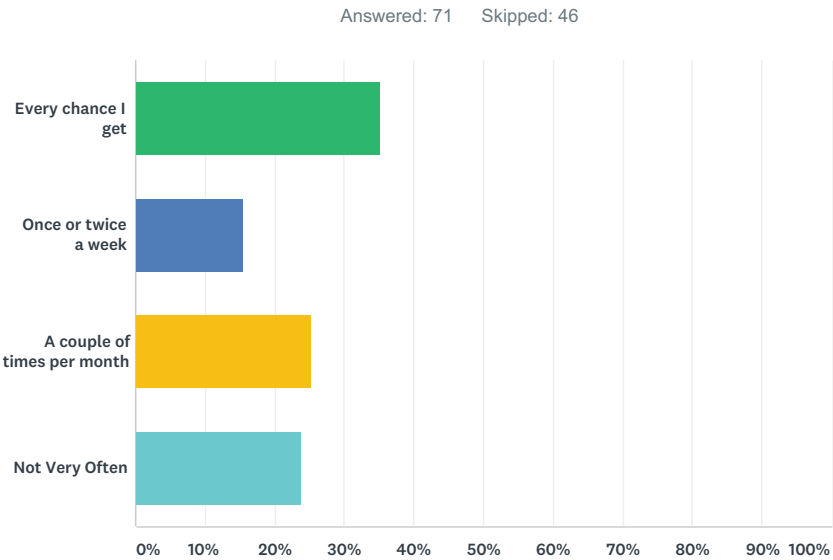
Q4 If you are an active park user, how would you describe your skating/riding ability?



ANSWER CHOICES	RESPONSES	
Beginner	30.99%	22
Intermediate	36.62%	26
Advanced	32.39%	23
TOTAL		71

F

Q5 If you are an active park user (skateboarder, BMX etc.), how often do you ride?

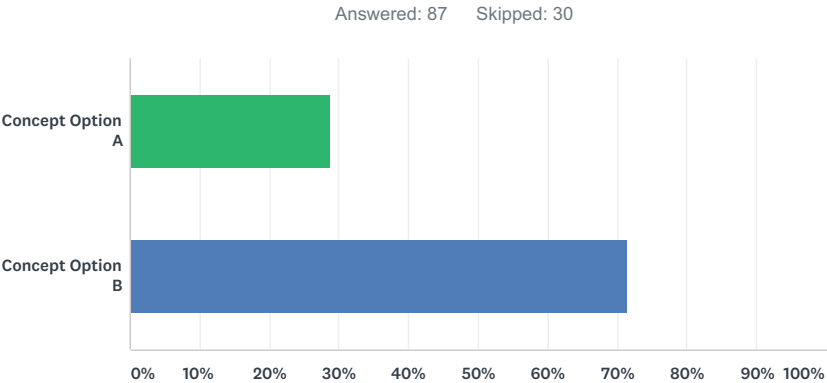


ANSWER CHOICES	RESPONSES	
Every chance I get	35.21%	25
Once or twice a week	15.49%	11
A couple of times per month	25.35%	18
Not Very Often	23.94%	17
TOTAL		71

Muskoseepi Skatepark Expansion: Concept Options Survey

SurveyMonkey

Q6 Which of the 2 Muskoseepi Skatepark Expansion Concept Options shown below do you prefer?



ANSWER CHOICES	RESPONSES	
Concept Option A	28.74%	25
Concept Option B	71.26%	62
TOTAL		87

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