

Merbein Skatepark Extension

Concept Design
May 2021 - Draft Issue



Mildura Rural City Council

PLA'CE

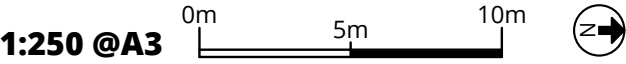


Features

- ① Existing Half Pipe
- ② Mini-Ramp
1.2m high, 4m wide
- ③ Berm Pocket with Pump Bump / Roller
1.2m high berm, 0.6m high pump bump / roller
- ④ Berm Pocket with Pump Bumps / Rollers
0.9m high berm, 0.45m high pump bumps / rollers
- ⑤ Quarter Pipe
0.9m high, 3.6m wide
- ⑥ Quarter Pipe Hip
0.9m high
- ⑦ Quarter Pipe
0.9m high, 7.5m wide
- ⑧ A-Frame Block / Ledge
0.45m – 0.51m high, 4.5m long, 0.6m wide, 6° pitch
- ⑨ Kicker to Kicker Gap
0.3m high, 0.9m gap
- ⑩ Arched Slider Block / Ledge
0.45m high, with “Wallie” sides
- ⑪ Kicker to Kicker Gap
0.15m high, 1.5m gap
- ⑫ Manual Pad
0.15m high, 4.5m long, 1.8m wide
- ⑬ Grind Block / Ledge
0.36m high, 4.5m long, 0.6m wide
- ⑭ Flat Rail
0.38m high, 4.5m long, with “Wallie” ends
- ⑮ Flat Bank Hip
0.45m high, 16° bank
- ⑯ Flat Bank
0.9m high, 7.5m wide, 24° bank, with “Wallie” block
- ⑰ Sheltered Seating / Access Area
With benches, bin and drink fountain
- ⑱ Pedestrian Path
Connecting different skate areas
- ⑲ Access Steps
- ⑳ Open Lawn / Seating Area
- ㉑ Garden Bed / Planting
- ㉒ Oval Path
Shown provisionally, to be developed by others

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Concept Design - Site Plan & Features
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Design Development

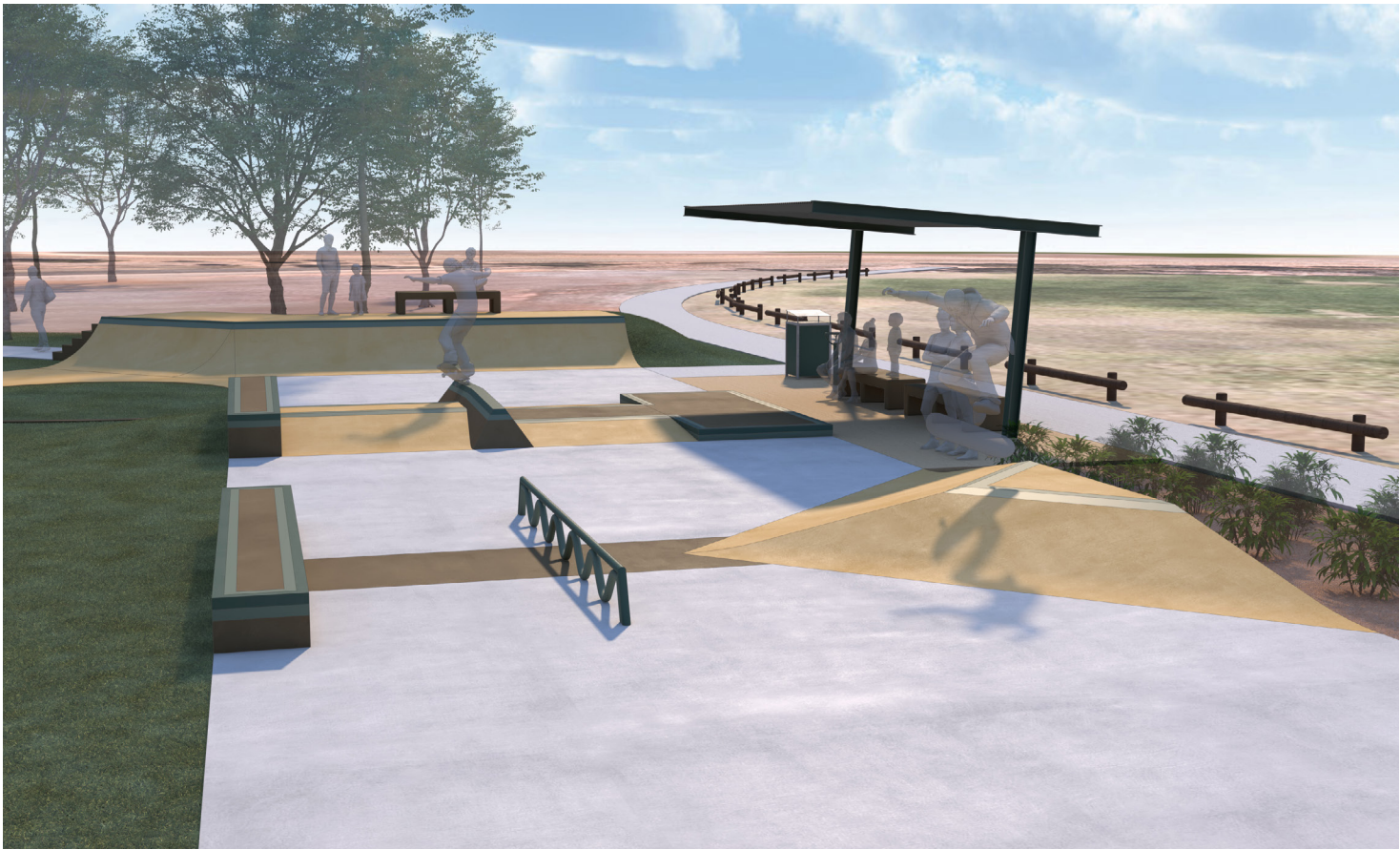
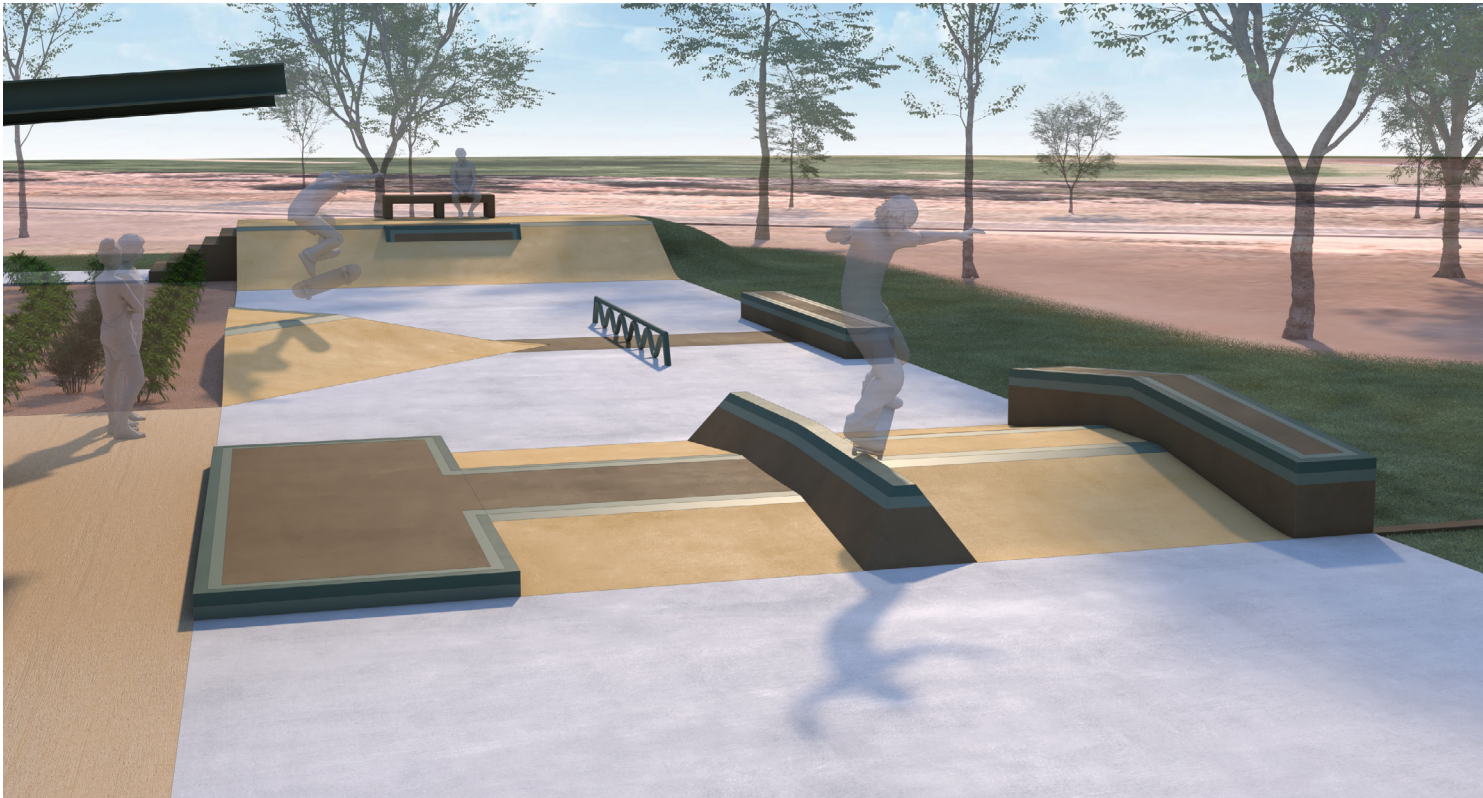
Merbein Skatepark Extension has been designed to complement the existing half-pipe. Lower transitions and banks have been included to encourage progression for less experienced users, with street / plaza features such as ledges and rails providing opportunities for different types of tricks and riding styles. A run with flowing rollers and berms connects the street / plaza area to the existing half-pipe, allowing users to connect lines through the whole area.

The street / plaza area has been located to the north of the existing facility, adjacent to the oval in an opening in the trees. A sheltered seating area and planting buffer has been shown between the skatepark and future path surrounding the oval (details of the path development are currently unknown, the skatepark design can be adjusted to suit if required).

The street / plaza has features ranging from 0.15m high to 0.9m high. Shallow banks and lower transitions will help users learn how to ride skateparks, before learning how to pump through the rollers and berms, building confidence to skate the larger half-pipe features. The ledges and rails allow users to try grinds and slides in ways that are not possible in the existing facility.

The flowing run between the street / plaza and the half-pipe has features ranging from 0.45m high to 1.2m high. Rollers and berms provide a riding style more similar to the existing half pipe, however the lower level will make the features accessible for a wider range of users.

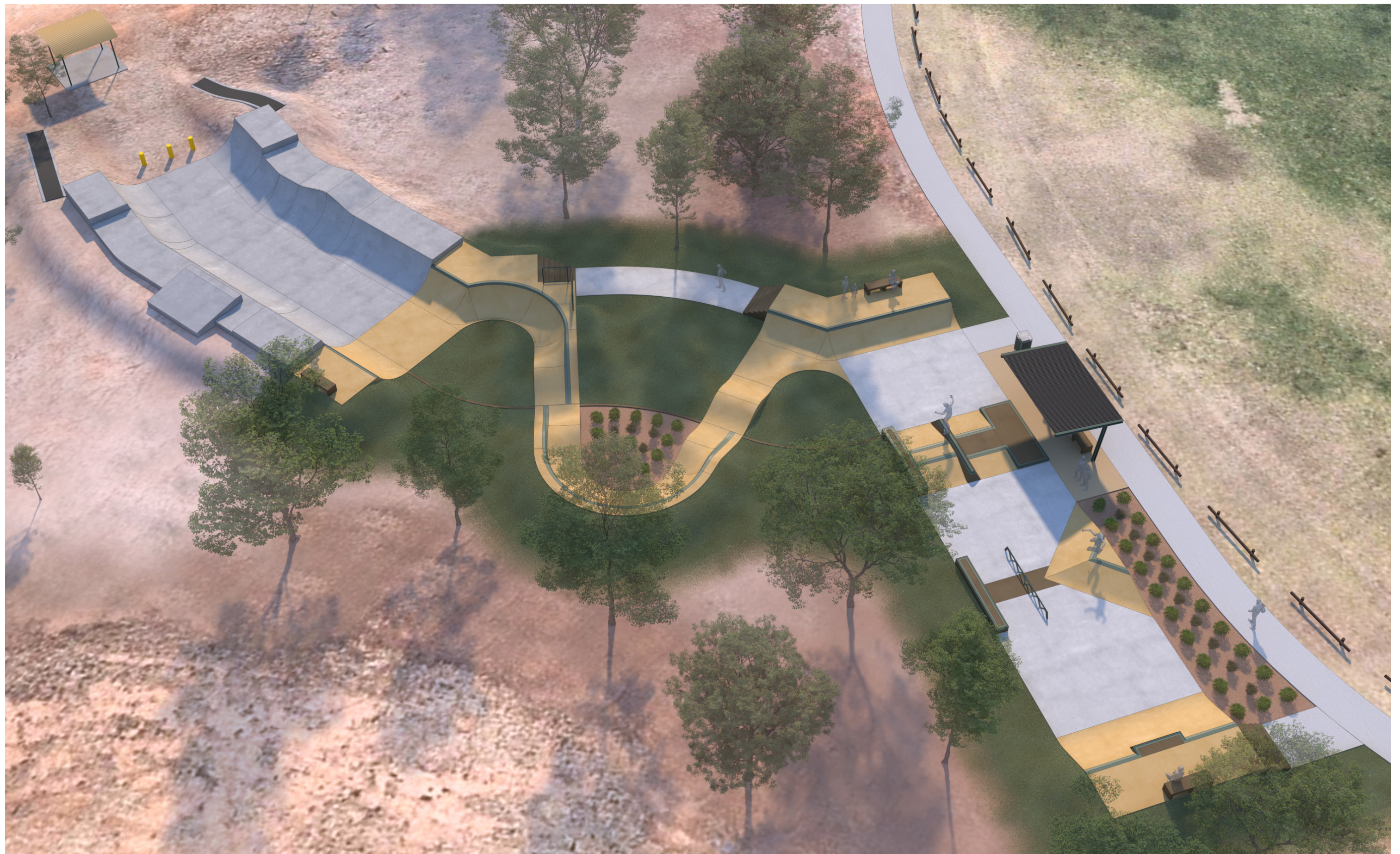
The curving /flowing arrangement of the elements has allowed the opportunity for a central lawn seating / planting area, and connecting pedestrian path between the different areas of the facility. The flowing section is a reference to the nearby Murray River, which is also reflected in the use of earthy browns and greens to highlight features in the design.



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Concept Design - Visualisation 1
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Concept Design - Visualisation 2
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Concept Design - Visualisation 3
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Pump Bumps / Rolled Skate Elements



Skate Plaza Elements - Blocks & Rails



Sheltered Social / Seating Area



Colours / Theming - Murray River

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Concept Design - Precedent Imagery

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