

BALMORAL SKATEPARK

FINAL CONCEPT DESIGN REPORT

BRIMBANK CITY COUNCIL

MARCH 2023

CONVIC

PREPARED BY



FOR




QUALITY INFORMATION

PROJECT NAME	Balmoral Skatepark
PROJECT NO.	22087
PREPARED BY	Matt Popek
REVIEWED BY	Bryce Hinton

ACKNOWLEDGEMENTS

Convic Pty Ltd. acknowledge the contributions of all those who participated in the community engagement and concept design phases of the Balmoral Skatepark project, including the Brimbank City Council, residents, community groups and other stakeholders who responded to the various opportunities for input and/or who provided advice and information where required.

REVISION HISTORY

REVISION	REVISION DATE	DETAILS	AUTHORISED	
			NAME / POSITION	SIGNATURE
A	31.032023	FINAL CONCEPT DESIGN REPORT	BRYCE HINTON / DESIGN MANAGER	

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01

INTRODUCTION

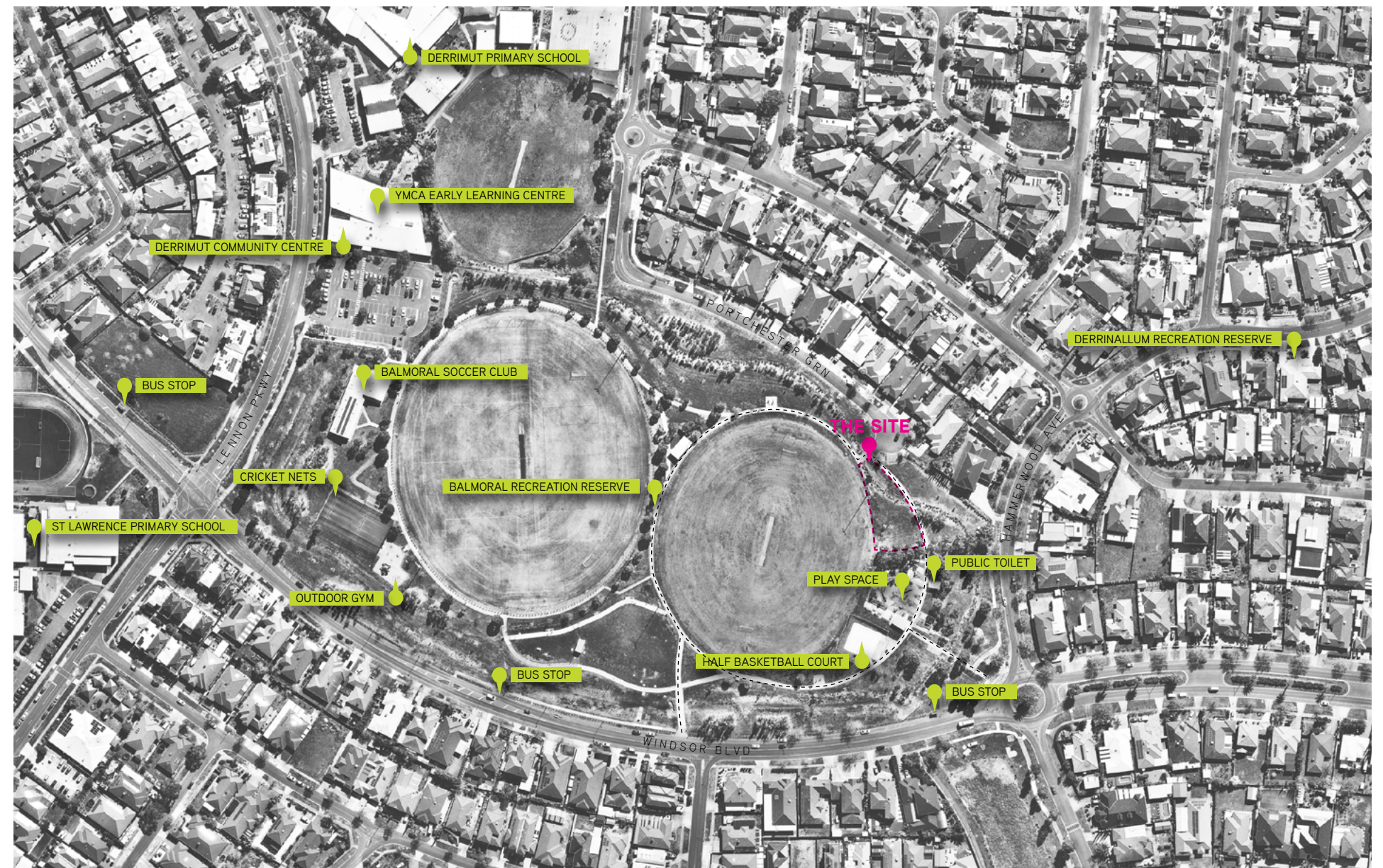
UNDERSTANDING SITE CONTEXT

Brimbank City Council are proposing a new local level skate facility to form a part of the existing Balmoral Oval Recreation Reserve. The proposed skatepark is set to revitalise youth recreation within Derrimut with a contemporary and inviting new community facility that will attract a new user demographic to Balmoral Oval.

The site is located on the north easterly corner of Balmoral Park between Porchester Grove and Hammerwood Avenue. The skatepark will set out to complement the existing linear arrangement of activation along the eastern edge of the oval by introducing a contemporary facility that meets current and future trends within skate and other active wheeled sports activities. The skatepark will form a part of a wider network of existing skate facilities within the municipality and will require consideration into providing a different riding experience.

The site is bordered to the west by the existing oval and residential properties in the east. The north opens out to Porchester Grove and along the southern edge a linear avenue of trees which also border the newly installed play space, toilets and basketball half court. An open swale runs west to east across the northern portion of the site and under a wooden footbridge which connects into the adjacent footpath network.

The prospective site presents an opportunity for Brimbank City Council to develop a youth and family space in a vestige of relatively under utilised space. Easily accessible by car and bus, the space is available to all demographics and provides the opportunity to lift the public profile of youth in the region.



02

SITE PHOTO INVENTORY



03

SITE ANALYSIS

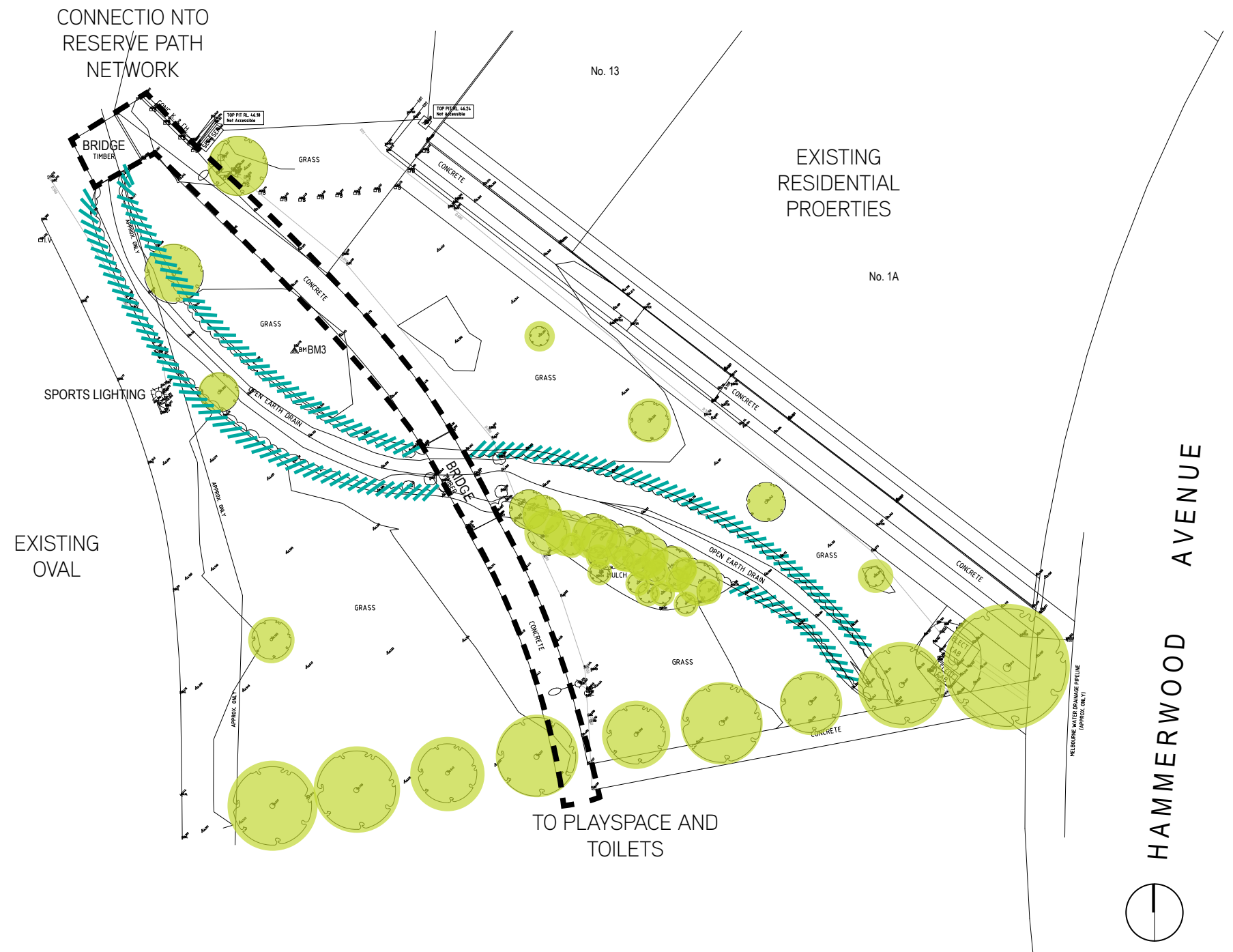
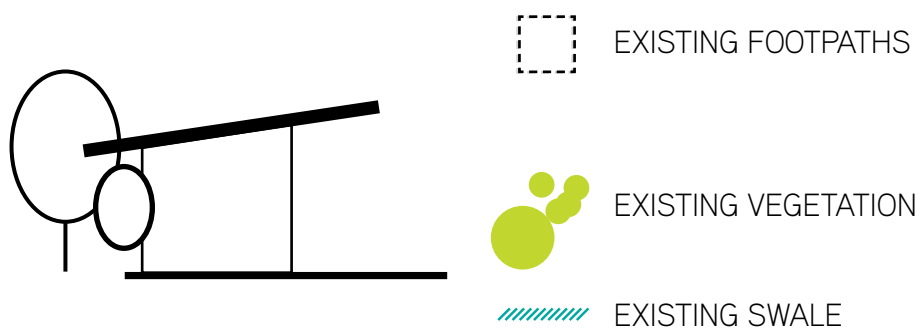
SITE FEATURES

The triangular site is located north of the existing play space and social areas within the eastern precinct of the Balmoral Recreation Reserve. The precinct also consists of a toilet block, book library, picnic areas, BBQs, nature play and a half basketball court with netball hoop. The site has connections to the existing reserve primary path network and good passive surveillance from the nearby roadways.

The site has mature tree lined boundaries to the south and east offering wind break, natural shade opportunities and screening to nearby residential properties. The no exit Porchester Street provides adequate drop off area and a small number of carparks are located to the north of the site. The site borders the junior oval and consideration into wayward cricket balls and footy's will be considered within the concept design process. A planted swale dissects the northern portion of the site and will form a key feature of the design.

The flat site provides flexibility in the development of a skate facility design while connections into the existing recreation program within the precinct offer opportunity to provide a holistic community space.

SITE FEATURES



04

BACKGROUND

EXISTING SKATE CONTEXT

In order to determine what kind of skate obstacles should be included within the Balmoral Skatepark it is first important to undertake a study of skate facilities within a close proximity to the proposed development to identify their style and where gaps in provision exist. Skate facilities consist of three distinct style: Plaza, Transition and Combination.

This study has identified that the region consists of a mixture of all style parks. These existing facilities are a range of old and new with relatively standard traditional 'skatepark' style features.

The facilities have a good mix of obstacles that appeal to a range of riding styles and skill levels. Based off this investigation, the location and size of the proposed facility, it will be designed to target the beginner to intermediate end users.



1. DEER PARK SKATEPARK
(3.5KM - 5 MINUTES DRIVE)



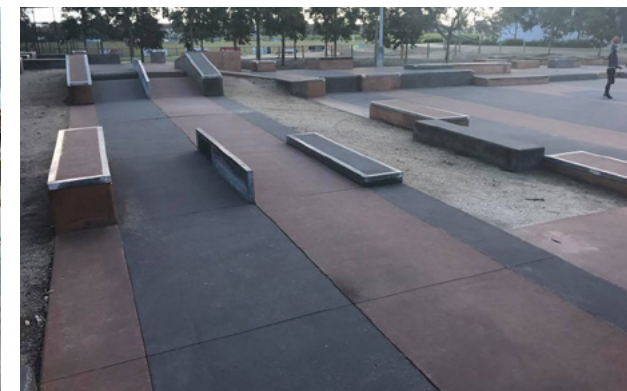
2. SUNSHINE WEST SKATEPARK
(9KM - 15 MINUTES DRIVE)



3. SUNSHINE SKATE PLAZA
(9KM - 15 MINUTES DRIVE)



4. ST ALBIONS PLAZA
(9KM - 15 MINUTES DRIVE)



5. CAROLINE SPRINGS SKATEPARK
(9KM - 15 MINUTES DRIVE)



6. KELIOR DOWNS SKATEPARK
(10KM - 20 MINUTES DRIVE)



7 LAVERTON SKATEPARK
(11KM - 20 MINUTES DRIVE)



8 FOOTSCRAY WEST SKATE PARK
(13KM - 25 MINUTES DRIVE)

05

PRE DESIGN CONSULTATION SUMMARY

THE BALMORAL SKATEPARK WILL BE A LOCAL LEVEL FACILITY THAT IS A UNIQUE, INVITING TO ALL MEMBERS OF COMMUNITY AND FORM A POPULAR ADDITION TO THE ACTIVE RECREATION PROVISION WITHIN THE RESERVE. IT WILL ALLOW FOR CREATIVITY, CHALLENGE END USERS AND PROVIDE A CONTEMPORARY FACILITY FOR BEGINNER AND INTERMEDIATE RIDERS.

COMMUNITY RESPONSIVE DESIGN BRIEF

The pre-design consultation outcomes have been summarised to inform a community driven design brief for the Balmoral Skatepark. The information collected from the design workshop has informed this brief. These are outlined thematically and will be used as the foundation for the development of the concept design.

TARGET USER GROUP

The community workshop feedback has highlighted skateboarders as the majority of users. It will however, cater to all user groups including those participating in BMXing, scooter, roller skating and all other active wheeled sport disciplines, as well as those non-active participants looking to spectate.

SKILL LEVEL PROVISION

There was a relatively even spread of abilities within the consultation, while beginner was the most common response intermediate and to a lesser extent advanced level users were also very common. It is key to provide for skill progression within the facility. This will allow for beginner users and future generations to learn and continue ongoing progression up to an advanced skill level and for end users to continue to be challenged and remain interested.

SKATE TYPOLOGY

Participants favoured a range of different skate styles and elements with transition and street elements both scoring highly. Transition was more of a preference overall and should be incorporated within the space in the form of either a mini ramp or bowl. Additionally, there were also requests for fundamental street style obstacles, open flat space and different skate areas/zones.

SKATE VISION

The community feedback focused around a mix of features and typologies with a focus on being inclusive and having beginner elements to create an inviting and progressive space. Some key features included a mini ramp, quarter pipe, fun box, bowl and street/ plaza elements.

USER + SPECTATOR AMENITIES

To ensure a central community space that can be used by a variety of different user groups, the facility will offer a number of social opportunities. The provision for areas of refuge and shade throughout the day is to be considered with the use of natural shade. Many highlighted the need for seating and breakout spaces to allow for social hangout zones and spectating areas, this will be considered when developing the concept design.

ICONIC ELEMENTS + LOCAL IDENTITY

To celebrate Derrimut and give the skatepark its own identity the design should reflect the surrounding natural environment and unique location along side the mature trees and open swale. The facility will integrate into the broader parklands and incorporate natural features and facility colour palette resulting in minimal visual impact.

**The Balmoral Skatepark celebrates
the surrounding context of the local
community and parklands. Using natural
finishes, forms and textures to create
an inviting community space that is
sympathetic of the site and maximises
functionality.**

06

CONCEPT DEVELOPMENT

CONCEPTUAL IDEATION

The site sits within the open setting of Balmoral Recreational Reserve however comprises of a number of constraints. The site is bordered by a sports oval, linear avenue of trees, arching footpath network and an open, densely planted swale which runs through the centre of the space. The design seeks to turn these constraints on their head and use them to create a skatepark layout completely unique to the site and unlike any other in the surrounding area. The design will remain sympathetic and complimentary to the natural surroundings and utilise the features along the site's extents. Seating will utilise the natural shade of the neighbouring mature tree line and open views from the adjacent footpath will be maintained to allow passers by to see throughout the park. This will promote CPTED principles and the swale will be used to divide the skatepark, providing different zones that allow for a higher capacity when busy.

The colour palette and materiality will be complementary to the natural setting and other infrastructure in the parklands to create a skatepark that integrates with it's surrounds. Feature informal seating rocks and natural tones of concrete blend in with the vegetation and complement the palette of the nearby playground to create a holistic design approach throughout the entire space.

To further build on theming and introduce more vibrancy to the skatepark the design will draw on the rich diversity of cultures and communities within Derrimut to create colourful artworks throughout the space.



07

DRAFT CONCEPT DESIGN OPT 01 STREET + MINI

LEGEND

SKATE WORKS

1

800h Mini Ramp

2

Skate Rocks

3

900h Transition Corner

4

Mogul Escalator

5

1350h Mini Whippy Hip

6

700h Flat Bank Hip

7

Flat Bank Wedge with Slappy Kerb

8

Hump Rail

9

Combo Block with Wallie

10

700h Grindable Banks

11

Perforated Steel Wallride

12

3 Stair

13

1500h Whippy Extension

14

800h Mellow Transitions with Hip

LANDSCAPE WORKS

1

Concrete seating

2

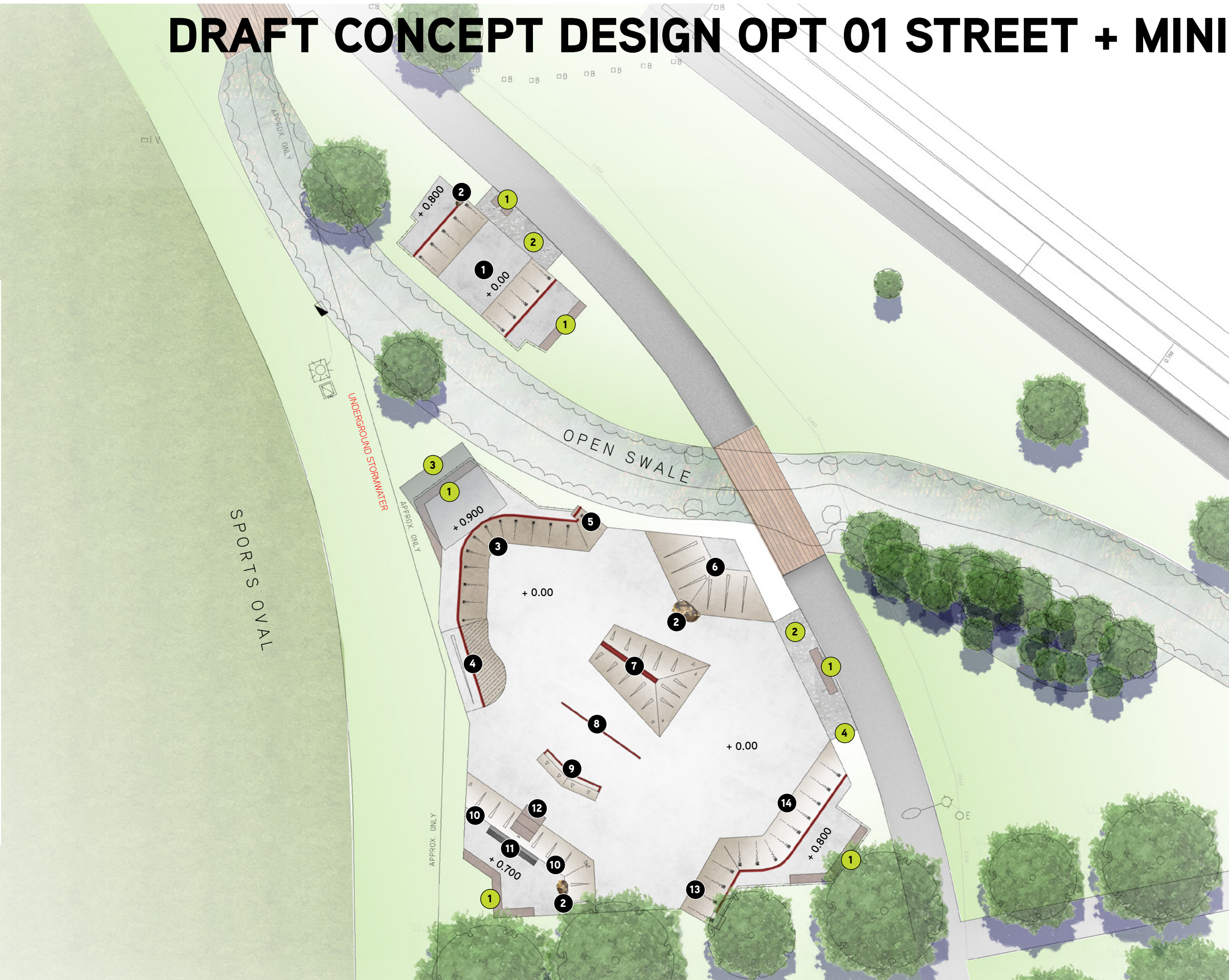
New Footpath

3

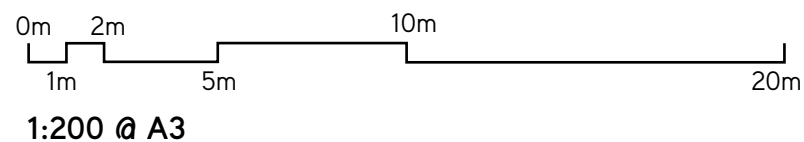
Shade Shelter (Provisional)

4

Bins & Drink Fountain (Provisional)



CLIENT



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PROJECT

Balmoral Skatepark
Option 01 Street + Mini Ramp

TITLE

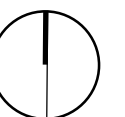
Draft Concept Design

DATE

30.01.23

REVISION

A



08

DRAFT CONCEPT CONSULTATION SUMMARY

THE BALMORAL SKATEPARK WILL BE A LOCAL LEVEL FACILITY THAT IS A UNIQUE, INVITING TO ALL MEMBERS OF COMMUNITY AND FORM A POPULAR ADDITION TO THE ACTIVE RECREATION PROVISION WITHIN THE RESERVE. IT WILL ALLOW FOR CREATIVITY, CHALLENGE END USERS AND PROVIDE A CONTEMPORARY FACILITY FOR BEGINNER AND INTERMEDIATE RIDERS.

COMMUNITY RESPONSIVE DESIGN BRIEF

The draft concept design consultation provided community members with two design options to choose between - 'Street & Mini' or 'Bowl & Street'. The outcomes have been summarised to inform a community driven design brief for the Balmoral Skatepark. The information collected from the design workshop has informed this brief. These are outlined thematically and will be used as the foundation for the development of the concept design.

TARGET USER GROUP

The community workshop feedback has highlighted skateboarders as the majority of active users. It will however, cater to all user groups including those participating in BMXing, scooter, roller skating and all other active wheeled sport disciplines, as well as those non-active participants looking to spectate.

SKILL LEVEL PROVISION

There was a relatively even spread of abilities within the consultation, while beginner was the most common response intermediate and advanced level users were also very common. It is key to provide for skill progression within the facility. This will allow for beginner users and future generations to learn and continue ongoing progression up to an advanced skill level and for end users to continue to be challenged and remain interested.

SKATE TYPOLOGY

When provided the two design options, participants predominantly favoured the first design option, 'Street & Mini' with fewer participants preferring the 'Bowl & Street' option. Many responses in favour of the 'Street & Mini' design option preferred this designs ability to accomodate more users and skill levels. In addition to this, they also stated that the variety of skate elements and openness of the design was a driving factor in their decision.

SKATE VISION

The community feedback focused around a mix of features and typologies with a focus on being inclusive and having beginner elements to create an inviting and progressive space. Some key features included a mini ramp, quarter pipe, grind ledge, manual pad, transition and street/ plaza elements.

USER + SPECTATOR AMENITIES

To ensure a central community space that can be used by a variety of different user groups, the facility will offer a number of social opportunities. The provision for areas of refuge and shade throughout the day is to be considered with the use of natural shade. Many highlighted the need for seating, shade and breakout spaces to allow for social hangout zones and spectating areas, this will be considered when developing the concept design.

ICONIC ELEMENTS + LOCAL IDENTITY

To celebrate Derrimut and give the skatepark its own identity the design should reflect the surrounding natural environment and unique location along side the mature trees and open swale. The facility will integrate into the broader parklands and incorporate natural features and facility colour palette resulting in minimal visual impact. Participants have also shown an interest in bringing in a local or indigenous artist to add an art element to the design - possibly along the pathway next to the skatepark or on the exterior vertical concrete edges.

DRAFT CONCEPT CONSULTATION SUMMARY

STANDOUT IDEAS CENTRED AROUND THE FOLLOWING **KEY THEMES**:

- Option 01 'Street + Mini Ramp' preferred design option
- Maintain beginner to intermediate level focus.
- Include drinking fountain + rubbish bin.
- Provide more seating and shade to create an inviting space with opportunities for socialising.
- Extend width of mini ramp where possible.
- Include standard ledge/ manual pad.
- Explore inclusion of more advanced feature.
- Demonstrate safe integration between footpath and skatepark.
- Add more vibrancy into the design.

HAVE YOUR SAY!
BALMORAL SKATEPARK DRAFT DESIGN WORKSHOP!

NAME: _____
WHERE DO YOU LIVE: _____
AGE: ☐ 0-10 ☐ 11-19 ☐ 20-29 ☐ 30-39 ☐ 40-49 ☐ 50+
GENDER: ☐ Male ☐ Female ☐ Other
ARE YOU A:
☐ SKATEBOARDER ☐ SCOOTER RIDER ☐ SKIER ☐ LOCAL RESIDENT
☐ PARENT / GUARDIAN ☐ OTHER (PLEASE SPECIFY) _____

WHAT'S YOUR SKILL LEVEL?
☐ BEGINNER ☐ INTERMEDIATE ☐ ADVANCED
☐ I DON'T KNOW

CONCEPT DESIGN 01: STREET + MINI
Concept Design Option 01 consists of two skate areas: the first a larger flowy street area is a mix of low level transition and street features arranged in an outside loop and central linear layout. The second, a low level standalone concrete mini ramp. Each has a functional flow and features as well as some more unique obstacles such as skate rocks, whippy extensions and perforated metal wall rides. See below.



OVERALL, DO YOU LIKE THE 'STREET + MINI' DESIGN OPTION? YES ☐ NO ☐

PLEASE EXPLAIN WHY: ...

WHAT IS YOUR FAVOURITE AREA OR FEATURES IN THE 'STREET + MINI' DESIGN?
DO YOU THINK ANYTHING IS MISSING IN THE 'STREET + MINI' DESIGN?
PLEASE TURN OVER

CONCEPT DESIGN 02: BOWL + STREET
Concept Design Option 02 consists of two skate areas: the first a larger flow bowl is a mix of transition features arranged in an open layout around a central mogul. The second, a low level street strip contains several low level street features in a linear arrangement. Each has a functional flow and features as well as some more unique obstacles such as skate rocks, granite pool coping and ride on rails.



OVERALL, DO YOU LIKE THE 'BOWL + STREET' DESIGN OPTION? YES ☐ NO ☐

PLEASE EXPLAIN WHY: ...

WHAT IS YOUR FAVOURITE AREA OR FEATURES IN THE 'BOWL + STREET' DESIGN?
DO YOU THINK ANYTHING IS MISSING IN THE 'BOWL + STREET' DESIGN?
OVERALL, WHICH IS YOUR FAVOURITE DESIGN OPTION?
CONCEPT DESIGN 01 - 'STREET + MINI' ☐
CONCEPT DESIGN 02 - 'BOWL + STREET' ☐
I LIKE ELEMENTS FROM BOTH ...
IF YOU LIKE ELEMENTS FROM BOTH, PLEASE TELL US WHAT YOU WOULD LIKE TO SEE COMBINED...
ARE THERE ANY OTHER COMMENTS YOU WOULD LIKE TO ADD IN REGARDS TO THE NEW SKATEPARK FACILITY?
PLEASE TURN OVER

FOLLOW PROJECT PROGRESS:
WWW.BALMORALSKATEPARK.COM

DRAFT CONCEPT



- 1 Skate Rocks removed.
- 2 Seating relocated to opposite side of footpath to increase buffer space around skatepark and between footpath.
- 3 Shelter relocated to accommodate new seating areas.
- 4 Seating moved off balustrade to avoid fall height issues.
- 5 Mini Ramp width increased.

FINAL CONCEPT



- 6 Artworks included across footpath and on exterior walls around skatepark. Pattern includes multiple colours to reflect diverse cultures and communities within Derrimut.
- 7 Planting buffer included between skatepark and footpath.
- 8 New shade trees added.
- 9 Skate ledge/ manual pad added.
- 10 Proposed additional shelter and footpath

LEGEND

SKATE WORKS

- 1 800h Mini Ramp
- 2 2100h Mini Ramp Extension
- 3 900h Transition Corner
- 4 Transition Escalator
- 5 900h Curved Hip
- 6 600h Flat Bank Hip
- 7 Hump Rail
- 8 Flat Bank Wedge with Granite Kerb
- 9 250h Ledge/ Manual Pad
- 10 500h Mellow Banks
- 11 300h Granite Ledge
- 12 Quarter to Steel Wallride
- 13 800h Sharp Hip
- 14 800h Mellow Transition w Pocket

LANDSCAPE WORKS

- 1 Concrete seating
- 2 Informal Rock Seating
- 3 New Footpath
- 4 Painted Artworks
- 5 Garden Beds
- 6 Shade Trees
- 7 Bin & Drinks Fountain
- 8 Shade Shelter
- 9 Provisional Shade Shelter
- 10 Provisional Footpath

SPORTS OVAL

UNDERGROUND STORMWATER

OPEN SWALE

CONVIC

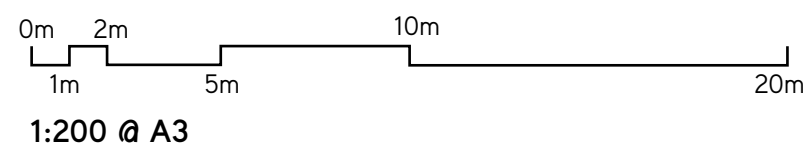
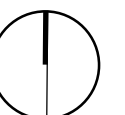
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PROJECT
Balmoral Skatepark

TITLE
Final Concept Design

DATE
30.03.23

REVISION
A



CLIENT



FINAL CONCEPT DESIGN



FINAL CONCEPT DESIGN - OVERVIEW



FINAL CONCEPT DESIGN - STREET AREA



FINAL CONCEPT DESIGN - STREET AREA



FINAL CONCEPT DESIGN - MINI RAMP



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PALETTES

SKATEPARK PALETTE

1. Natural Concrete Palette
2. Granite Skate Features
3. Feature Paint
4. Spectator Seating
5. Beginner to Intermediate focus to reflect local community
6. Custom Skate Features



NEXT STEPS

The Balmoral Park final concept design will be submitted to council for approval. Once the final concept design has received endorsement from the Brimbank City Council, it is recommended that the design be published online. This will allow the community the opportunity to view the endorsed skatepark design, understand how their previous comments have been incorporated into the final concept design and close the loop of community engagement within the design process for the project. At this stage in the engagement process it is not recommended that additional feedback be sought by the community.

Following Council and community endorsement of the concept design, Convic will start the detailed design and documentation phase works for future construction.

CONVIC

CREATE COMMUNITY

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