FERNIE SKATEPARK REDEVELOPMENT

Design Workshop #2 November 3rd, 2022







Agenda

- · Welcome & Introductions
- Project Update
- Feedback & Design Process to Date
- Concept Options & Ideas for Discussion
- Address Comments & Questions









What is this project all about?

- •The City of Fernie has committed to redeveloping the skatepark and updating the facility to modern "all-wheel" sports standards, as well as improving the amenities around the facility
- •The new skatepark will fully replace the old skatepark with a brand-new facility
- •New Line Skateparks has been working with the City of Fernie through the summer to solidify the scope of work and design parameters of the new skatepark facility and surrounding amenities.
- •Our team hosted an initial workshop and survey in June to gauge terrain priorities, and this workshop summarizes the findings and presents some preliminary concept options to consider
- •After discussion & feedback during this meeting, the final concept design will be completed and presented before the next phase for development of the skatepark continues



The Skatepark Development Journey

Phase 1: Concept Design
Initial Workshop & Survey
Concept Options for Feedback
Final concept design & 3D

renderings (January 2023)

Phase 2: Detailed Design and Plans
Refine Terrain Details
Final Budgeting
Construction Drawings













Concept Design

Detailed Design

Construction



Site Limitations and Opportunities

Several factors have been taken into account during the concept development



Below Ground Conditions

Constraints:

- Coal-Gravel soils below the skatepark.
- Geotechnical engineering assessment finds soil is unsuitable to reuse but can be built over if undisturbed. New suitable gravel must be brought in for any build-up.
- Any coal removed from the site needs to be disposed of properly
- City of Fernie have committed additional funds to help deal with the coal & explore future roof concepts.
- Electrical connection to the site not present. The City of Fernie is progressing with BC Hydro to provide power to site.
- Lighting will need to be a future addition, but design and engineering of the lighting layout will occur with the design of the skatepark.

Opportunities:

Existing skatepark has functional drainage system for reuse.
 This can help offset some of the costs for dealing with coal



Site Limitations and Opportunities

Several factors have been taken into account during the concept development



Development opportunities

The skatepark funding has been priorities towards providing the maximum skate/ride value of the new facility.

Provisional items (lighting and electrical outlets, covered roof area, etc.) will be designed at this stage to allow for future installation.

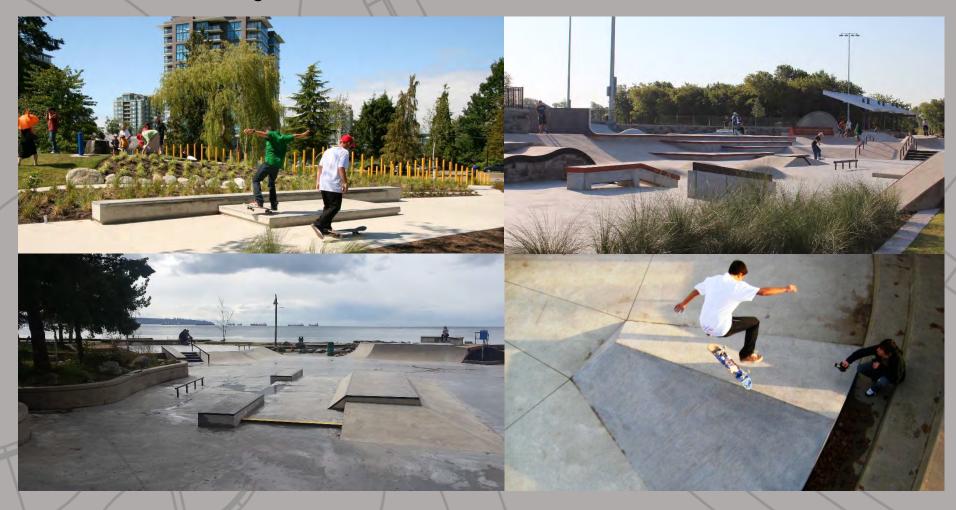
The new skatepark will integrate with the newly built parking lot, with pedestrian links to connect with a new paved trail along the new parking.

Areas for food trucks, and event staging are being considered as part of the overall site design

Skatepark Terrain Feedback & Preliminary Concept Options



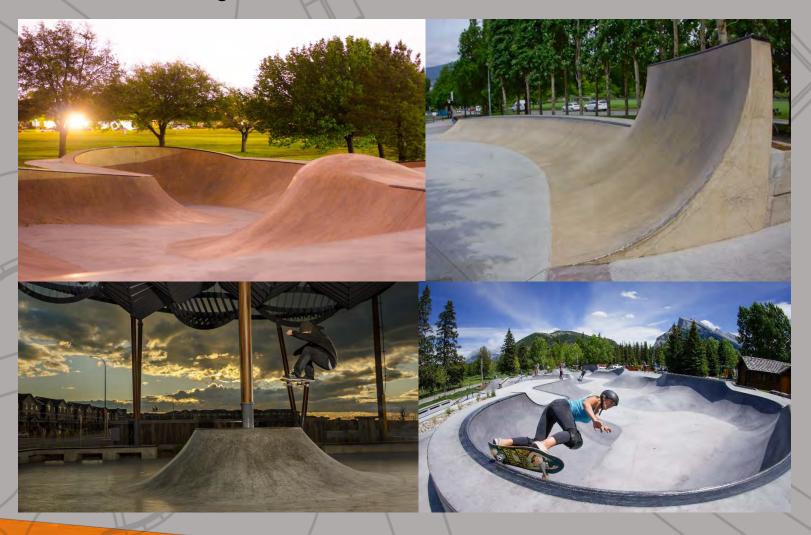
Street & Plaza Style Terrain





Street-style elements including ledges, rails, stairs, ramps, wedges & hips

Bowl/Transition Style Terrain





Quarter pipes, blended rollers, bowls, hips & other transition-style features

Terrain Preference Selections

Please Pick Your Preferred Overall Terrain Style (skatepark will include both) *

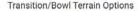


- **Bowl & Transition Terrain**
- Street/Plaza Terrain

Please Pick Your Preferred Style of Street Terrain *



- Technical Street Terrain (Ledges, Manual Pads, Rails Lower Speed)
- Flowing Street Terrain (Hips, Funboxes, A-Frames and Stairs Higher Speed)



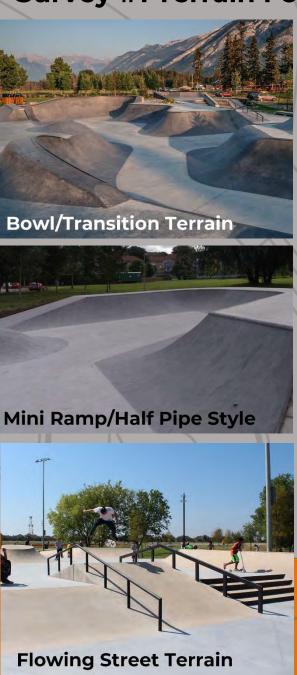


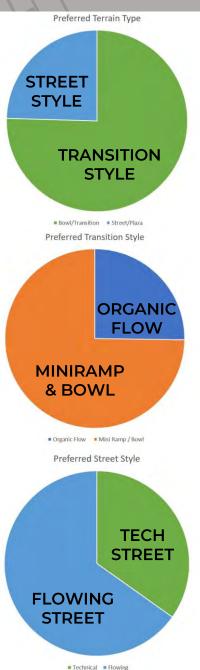
What is your preferred approach for transition/bowl terrain on this site? *

- Open Flow with Extensions (approach may allow for greater park size)
- Enclosed Bowl with Varied Floor Depths (approach may result in higher development costs and smaller overall facility size)



Survey #1 Terrain Feedback





Survey #1 for the Fernie Skatepark received 36 forms on the night and 81 responses online.

Clear preference of terrain styles indicates that users wanted:

- A transition-oriented park with good flow, but still with essential street features
- An area that functions as a mini ramp but with some unique organic features
- High-flow street terrain for jumps, speed and catching air
- The consideration of a roof structure for a covered riding area as a future option

Additional Community Feedback

Survey respondents had the opportunity to provide additional comments. Key feedback included:

- Include nature into the skatepark, such has having greenery, native landscaping incorporated into the skatepark design.
- Opportunity for progression. Access to a range of features designed with this aspect of progression in mind.
- Winter usage of the skatepark for urban snowboard and skiing
- Incorporation of different textures & materiality, artistic features as rideable elements
- Integrating art, murals and local culture highly desired.
 Integrating a stage into the programming where bands could perform.
- Amenities such as seating, shade & shelter, water
- Considering a roof in the design for potential covered riding area







SKATEPARK FEATURES:

OPTION A:

- A FLOW BOWL 6FT/4FT/7.5FT
- B TURNAROUND QUARTER PIPE
- C BANK WITH 4SET STAIRS, HUBBAS, FLAT DOWN RAILS
- D LONG LEDGE
- E BANK HIP WITH LEDGE
- F SLAPPY BANK WITH MANUAL PAD, FLAT BAR RAIL

- G BANK TO CURB
- H QUARTERPIPE WITH STEEP BANK
- J MINIRAMP WITH RAISED POCKET END
- K 6SET STAIRS WITH HUBBA LEDGES
- L SHADED PICNIC AREA



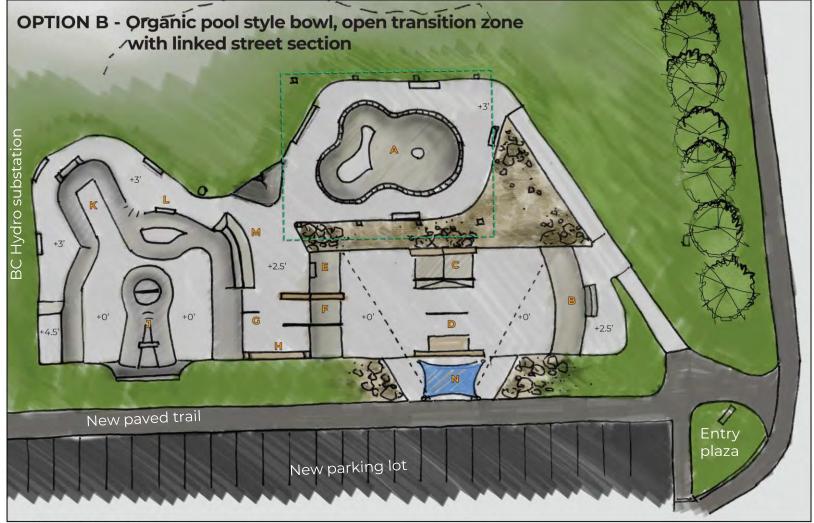












SKATEPARK FEATURES:

OPTION B:

- A ORGANIC POOL STYLE BOWL 5FT/7.5FT
- **B** BANK WITH BARRIER
- C WEDGE-WEDGE, A-FRAME LEDGE & RAIL
- D FLAT BAR RAIL, MANUAL PAD WITH LEDGE
- E UP-GAP
- F FLAT-DOWN RAIL & LEDGE
- G POLE JAM

- H LONG LEDGE
- J VOLCANO WITH RAINBOW RAIL, FUNBOX WITH LEDGE COMBO
- **K** MINIRAMP WITH TOMBSTONE EXTENSION
- L FLOW ZONE ROLL-UP TO EXTENSION
- M FLOW ZONE EXTENSION WITH BARRIER ON BACK
- N SHADED PICNIC AREA









