Garey Park Skatepark
VIRTUAL PUBLIC INPUT MEETING #2
Georgetown, TX

September 7, 2023
6:00PM-7:30PM
Meeting Guidelines

• This Meeting is being Recorded

• During presentation use respectful etiquette

• If you have questions during the presentation, please send them in the chat

• We will respond to all the questions at the end of the presentation during Q&A

• We can allow comments at the end of the presentation one at a time when you raise your ‘Hand’
TODAY’S PRESENTATION

1. Welcome & Introductions
2. Project Overview
3. Schedule
4. Skateparks & Pump Track Info
5. Review Meeting #1 Feedback
6. Review Current Concept Design
7. Open Discussion & Questions
What is this project all about?

Project Introduction
New Line Skateparks Team
Proposed Skatepark Development Schedule

Phase 1: Concept Design
- Meeting 1: Public input workshop
- Meeting 2: Prelim concept presentation
- Final Concept Deliverable
  (Summer/Fall 2023)

Phase 2: Detailed Design and Plans
(TBD)
- Design Development
- Budget planning
- Working drawings

Phase 3: Construction
(TBD)
- Mobilize
- Build

Phase 4: Ride the park
(TBD)
- Ollie
- Grind
- Enjoy
Modern Skatepark Characteristics

Project and Artistic Element Examples...
GO WITH THE FLOW
Planning a skate park should start with listening to the skaters themselves, and looking at what works and what doesn’t in other places. The goal? A park that can be a recreation outlet for skaters and spectators alike.

FLOW AND TRAFFIC
The arrows through the facility indicate the principal directions of travel. Most lines” start and end at a staging area. The greater the elevation change from a staging area, the greater the speed. In general, higher-speed areas will require more space for safe navigation. Larger elements typically require more space to interact with than smaller elements, so larger elements will tend to be clustered into high-speed areas or along high-speed lines.

VIEWING AREA
Skateparks located in areas with diverse attractions will draw spectators. Provide a place for observers to check out the action without feeling like they’re in the way or at risk of getting run into. Viewing areas should be separated by lower barriers so that conversations can occur face-to-face. Low-scaling walls, or even benches or boulders, are excellent ways of integrating these areas. Viewing areas can be made “inactive” by employing textures that are not conducive to skating, such as roman pebbles or cobblestones.

SET-DOWN AREA
Set-down areas provide a place for skaters to leave their belongings while they skate. Set-down areas work best inside, near the middle of the facility, where skaters can keep an eye on their backpacks and water bottles. They’re less successful at park entrances because belongings are not as secure.

STAGING AREA(S)
Staging areas are where skaters are most likely to wait for their turn to start and end their runs. Staging areas at the perimeter of the facility should have trash cans and landscape design intended to either afford or disperse foot traffic onto and off of the deck—the elevated raised area around a bowl or the top of a bank or quarterpipe.
Destination Park

Located in prime urban park land, integrated public art and skate-able sculptural installations.

Plaza at the Forks – Winnipeg, MB
ARTISTIC
Sculptures & Art Gallery

- The Spirit Fish
- The Magic Carpet
- Art Gallery Display Panel
One must work and dare if one really wants to live. - Vincent van Gogh
The following preliminary concept designs illustrate some of the stylistic approaches that we have pursued in some form for the Skatepark.

Note: Final project size and design details will be informed by further consultation with the Owner and community + confirmation of an approved civil program.

Key Considerations:

- Economic Viability (Budget, Local Pricing)
- Technical Feasibility (Limits of Utilities, Storm water)
- Environmental Capability (Existing site and soil conditions)
Site Analysis

PROJECT START-UP PACKAGE
Existing Park Plan

Event / Day-use Area
Event Center
Bike, Skatepark & Pump Track Area
Maint. Facility
Equine Trailhead
Play Ranch
Dog Ranch
Open Play Area

GAREY PARK PHASE 1 (2018)

GEORGETOWN parks & recreation
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NEWLINE SKATEPARKS
WORKSHOP SUMMARY – GAREY PARK SKATEPARK & PUMP TRACK

Dates: July 18, 2023  Project File No.: USA2023-005
Attention: Georgetown, TX  Project Name: Garey Park Skatepark & Pump Track

The following is a summary of the feedback gathered from the online survey and the design workshop on June 29, 2023. The workshop was held in person at the Georgetown Community Center to gain input regarding potential skatepark and pump track terrain. Please review and contact NLS with any questions or comments.

Part One: Demographics

Participation: A total of 19 community members completed the online survey. Approximately 15 community members attended the in-person meeting and gave feedback there.

Question 1: Gender
- 66.4% Male
- 31.6% Female
- 0% Non Binary
- 0% Prefer not to say

Question 2: I live...
- 78.9% In Community
- 21.1% Outside

Question 3: How old are you?
- 0% 0-10
- 0% 11-20
- 0% 21-30
- 0% 31-40
- 52.6% 41-50
- 15.8% 51-60
- 21.1% 60+

Question 9: Do you plan to use the skatepark as either a user or spectator?
- Yes
- No, but want to provide input
- No, with no desire for input

Demographics Summary

19 participants completed the online survey, which indicates a lower-than-average community engagement overall. However, nearly 80% of the survey participants live in the community and ride multiple times a week, which means that this input is coming directly from users who will be locally affected by the park space.

The majority of respondents were over the age of 30, which is slightly older learning than the typical all-wheel skatepark demographic. Additionally, most of the users are expected to be either intermediate or advanced skill level. Our goal is to create a well-rounded design that will provide appropriate challenges, but not be alienating for beginners. BMX riders contributed the most to the survey with 36.8% of the answers provided, with skateboarders just behind at 31.6%. For this reason, the park design may focus on features that serve these user groups with a slight preference towards BMX riding. Also, capacity and circulation for these uses will be considered in the design.
Meeting #1 Feedback

WORKSHOP SUMMARY – GAREY PARK SKATEPARK & PUMP TRACK

Part Four: In Person “Dalmocracy” Feedback

Part Five: In-Person Design Charette
A group activity was performed by two groups of 8 where participants selected desired terrain and located them to scale on the project site. Finally, a spokesperson from each group described the priorities of the group input.
Meeting #1 Feedback

WORKSHOP SUMMARY - GAREY PARK SKATEPARK & PUMP TRACK

Part Six: In-Person Feedback Forms: A questionnaire was circulated to all members of the in-person meeting to fill out.

Examples:

General takeaway from in person feedback forms:
- Integrate pump track and other bike trails and incorporate lots of jumps into the tracks, not just rollers.
- Keep it mountain bike friendly
- In general, skate places were not a desirable terrain style. Some, more flowy skatepark style terrain was favorable, though
- Shade, lighting, and seating were high priorities for all who filled out a survey
- Top features: table tops, double jumps, fun boxes, hips, gaps, bowls
- Parking is a concern and desired amenity
- Integrate natural materials and native plants

Part Seven: Additional Information

Beyond the concrete hardscape, is there anything else you would like to see included with this skatepark?
- Shaded areas with seating
- Access to water fountains
- Dedicated viewing areas
- Lighting
- Parking

Please provide any thoughts you have on how to make this skatepark unique to your community, ideas on incorporating local art & heritage, special color & materials, or anything else that could make this public space one-of-a-kind are welcome!
- Something related to the Square
- Utilize Cedar, Limestone, and repurposed metals in the design
- Marking in trails/PT to guide users based on skill level
- Red poppies
- Reference Kent Street Weir Pump Track in Australia
- Consider that Garey Park charges an entry fee. We’ll need to make it worthwhile for visitors
- Sculpture to incorporate TX skate history (John Text Gibson)

Do you have any questions or additional input for our team?
- Keep it all-wheeled and inviting to all skill levels
- A pump track with multiple jumps or features and not just rollers would be awesome
- Make the features and vibe unique from others in the area
- There is not a lot of pump tracks in central Texas and I think one with multiple lines and several jumpable features would be really cool. Something like they have at Mueller but bigger and more jump features

The preceding report is a summary of public commentary as interpreted by New Line Skateparks. For further data, demographic information, comments, or clarification please contact NLS.
Conceptual Site Plan

Design Direction 1

This concept is organized around a central axis that contains an open pedestrian entry plaza. This connects directly with a drop-off area on one end and a skate plaza zone on the other. Other terrain zones, such as pump tracks, jump trails, and a flow bowl radiate off this central corridor. A network of secondary pathways connects each zone to allow for all-wheel and pedestrian circulation throughout the site. Plantings and buffers are used to create separation between zones.

Site Plan Legend

1. Vehicular Connection to Existing Roadway
2. Parking Area(s)
3. Separated Drop-off Lane
4. Entry Plaza with Tree Bosque & Seating Wall
5. Street Plaza Lanes Flanking Entry Plaza
6. Upper Level Connection of Terrain Zones
7. Jump Track Trail
8. Flow Bowl Zone
9. Spectator Area(s)
10. Pump Track Loops
11. Planting Buffers for Separation of Zones
12. Signature Shade Structure with Seating

Skatepark features are schematic and will be modified based on community input, project budget and geotechnical findings. The current design is schematic to represent the intended terrain style within the project scope.
Concept #1

Flow & Programming
Design Direction 1

VEGETATED BUFFER

Maintain Existing Access

Jump Track Zone

Pump Track Zone

Skate Plaza Zone

Flow Bowl Zone

One-way Exit

One-Way Entry

Planned Bike Trail Network

N 0 40 120 Furl
Concept #1

Skate & Bike Terrain
Design Direction 1
Concept #1

Connections & Gathering Places

Design Direction 1
Conceptual Site Plan

Design Direction 2

This design uses distinct zones of terrain to organize the site. The pump track and jump trail section at the center are separated from skate path and flow bowls that surround it with landscape buffers. Pedestrian paths are provided along the entire front edge of the site, with access points provided at three locations. The center, primary access point features a pedestrian plaza with shade sails and a water feature and sculpture as a focal point. This plaza gives way to a network of paths connecting users to various terrain zones.

Site Plan Legend

- Pedestrian Circulation
- Rider Circulation
- Staging Area

1. Vehicular Connection to Existing Roadway
2. Parking Area(s)
3. Separated Drop-off Lane
4. Water Feature/Sculpture Focal Point
5. Street Plaza Skate Path
6. Flow Bowl Zone
7. Clover Bowl
8. Feature Separating Flow/Street Zones
9. All-wheel Pump Track
10. Jump Track Trail
11. Planting Buffers for Separation of Zones
12. Shade Sails in Main Entry Plaza
13. Pedestrian Pathways

Skatepark features are schematic and will be modified based on community input, project budget and geotechnical findings. The current design is schematic to represent the intended terrain style within the project scope.
Flow & Programming
Design Direction 2

- Skate Path Zone
- Pump Track & Jump Track Zone
- Flow Bowl Zone
- Planned Bike Trail Network
- Exit
- One-Way Entry
Concept #2

Skate & Bike Terrain
Design Direction 2
Connections & Gathering Places
Design Direction 2
Concept #2

Design Direction 1

Design Direction 2
Title Text

Design Process- Online Survey #2

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Preferred Skatepark Feature and Terrain Styles

Here is your opportunity to tell us the style of features you would like to see in skateparks. Typically, great parks include a variety of terrain but your feedback is critical in establishing the theme / balance of the new park.

Please Rank Your Preferred Terrain Styles *

Beyond the concrete hardscape, is there anything else you would like to see included with this skatepark? (ie. seating/viewing space, landscaping, shade, water fountain etc.)

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<tr>
<th>Additional Information</th>
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<tbody>
<tr>
<td>Your answer</td>
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<table>
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<th>Terrain Style</th>
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<td>Bowl / Halfpipe</td>
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Open Discussion – Q & A

• During discussion use respectful etiquette.

• What elements from the concepts presented did you like?

• Discuss the theme/look of the park.

• Please share ideas for park identity.

*To Submit a question, go to the Q & A button at the bottom of your screen, type in the text field and click submit.
QUESTIONS?

SURVEY LINK:

Sept. 7–Sept. 21
https://tinyurl.com/Garey-Meeting-2
Thank You