



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)

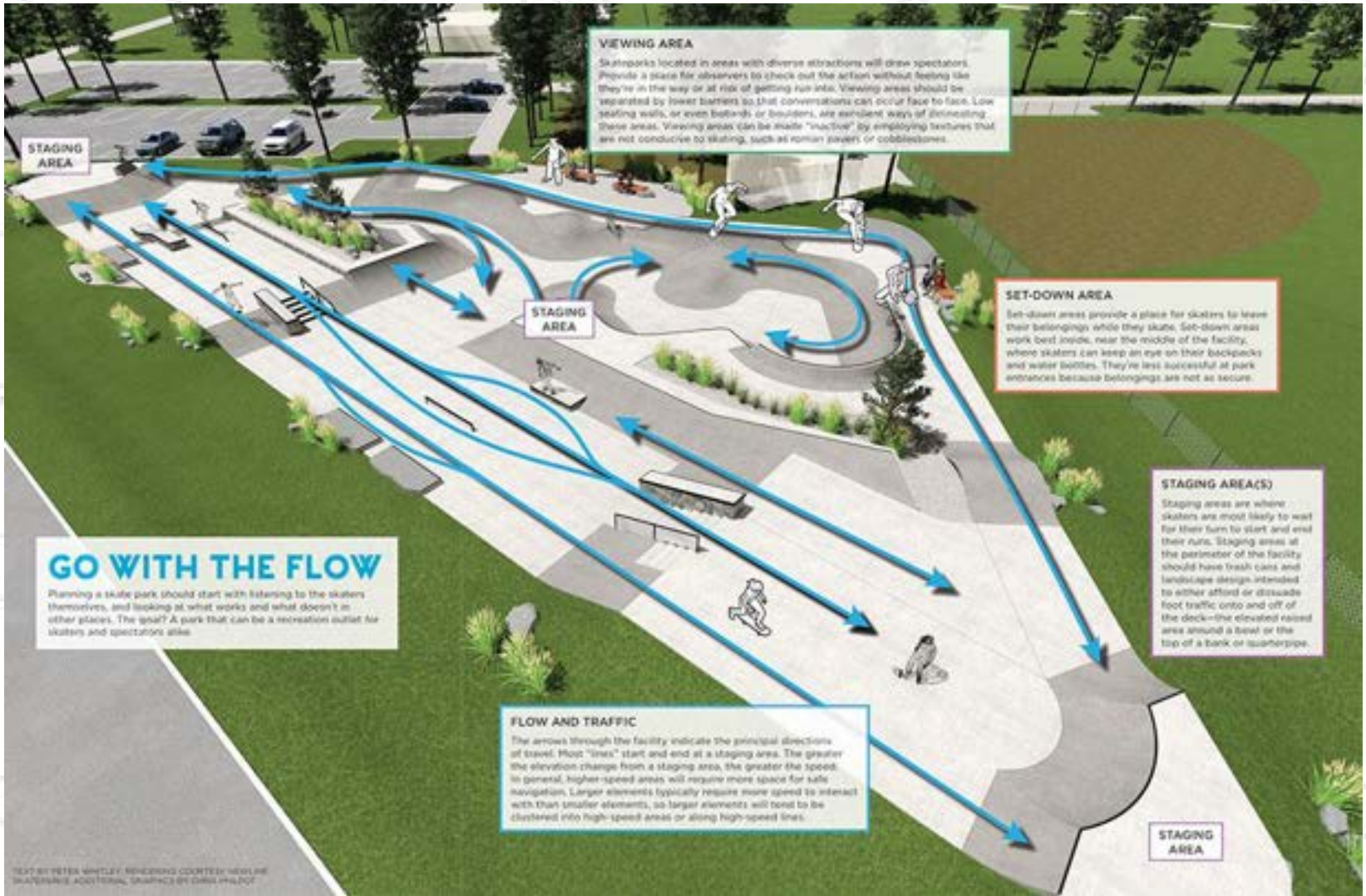
- Ollie
- Grind
- Enjoy





Modern Skatepark Characteristics

Project and Artistic Element Examples...



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 seating walls, or even benches or boulders, are excellent ways of delineating these areas. Viewing areas can be made "inactive" by employing textures that are not conducive to skating, such as epoxy pavers or cobblestones.

STAGING AREA

STAGING AREA

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.

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.

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 dissuade foot traffic onto and off of the deck—the elevated raised area around a bowl or the top of a bank or quarterpipe.

FLOW AND TRAFFIC

The arrows through the facility indicate the principal directions of travel. Those "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 speed to interact with than smaller elements, so larger elements will tend to be clustered into high-speed areas or along high-speed lines.

STAGING AREA

































ARTISTIC



Sculptures & Art Gallery



•*The Spirit Fish*



•*The Magic Carpet*



•*Art Gallery Display Panel*



Concept Designs

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)**

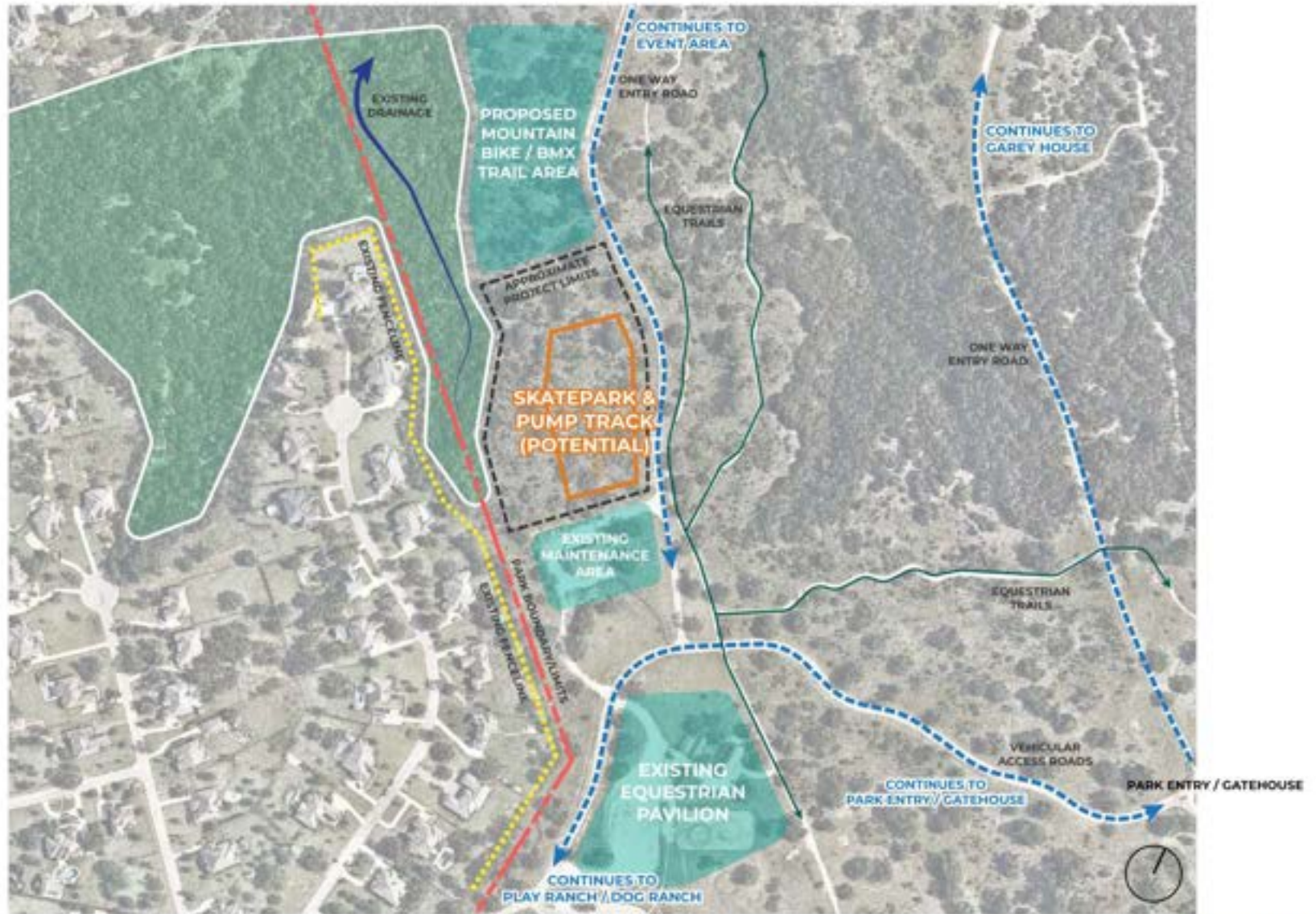
Site Analysis

PROJECT START-UP PACKAGE

Existing Park Plan



Site Analysis



Meeting #1 Feedback



WORKSHOP SUMMARY – GAREY PARK SKATEPARK & PUMP TRACK

Date: July 18, 2023 Project File No.: USA2023-007

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

- 68.4% 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
- 5.3% 11-20
- 5.3% 21-30
- 52.6% 31-40
- 15.8% 41-50
- 21.1% 50+



WORKSHOP SUMMARY – GAREY PARK SKATEPARK & PUMP TRACK

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



• Yes, I would like to give input on the design and terrain layout as well as the site amenities.
• No, I would only like to give input on the site amenities, not the skatepark layout terrain.

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 "Dotmocracy" Feedback



WORKSHOP SUMMARY – GAREY PARK SKATEPARK & PUMP TRACK

Part Five: In-Person Design Charrette 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.



Concept #1

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.

-  Pedestrian Circulation
-  Rider Circulation
-  Staging Area

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

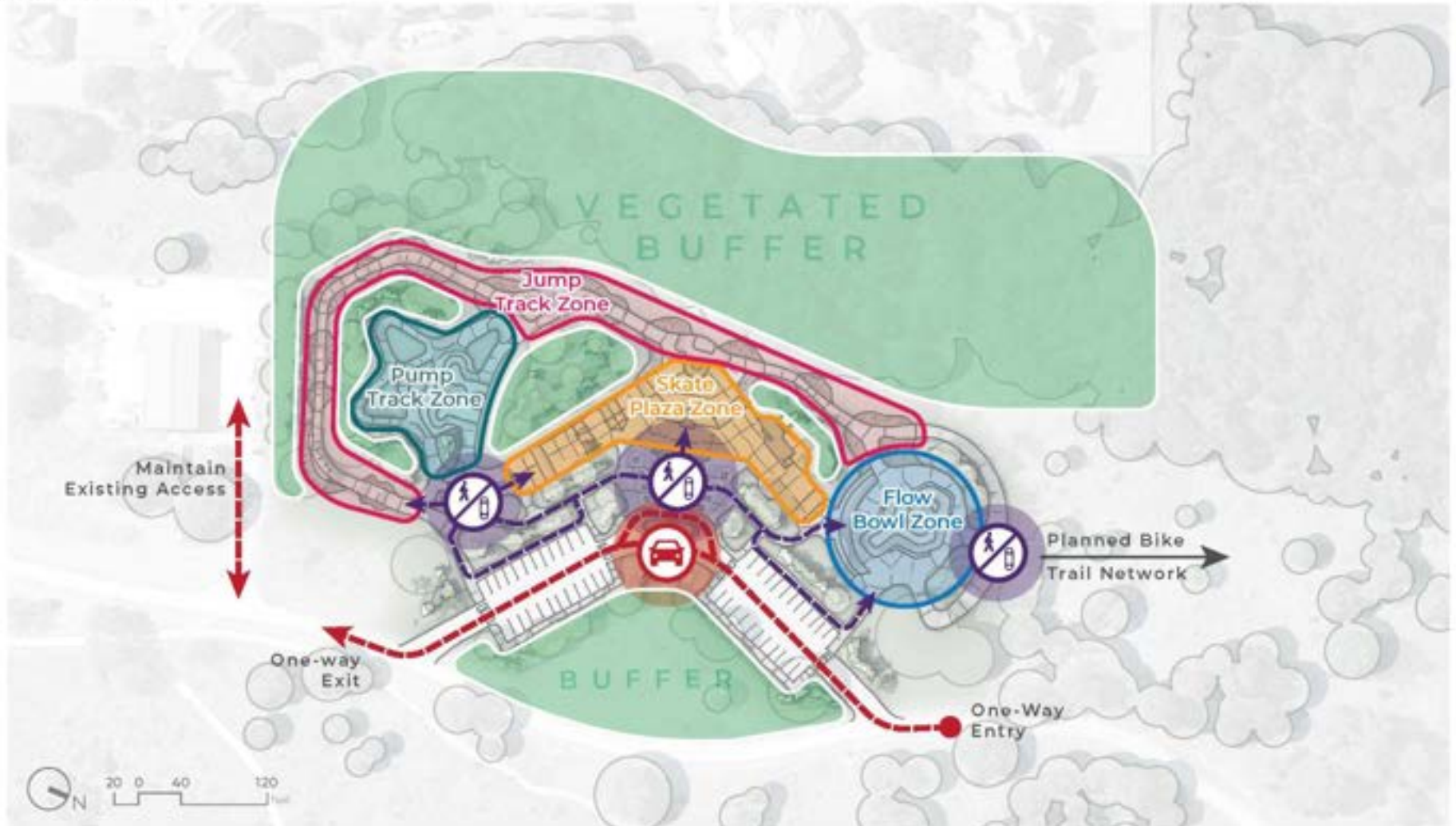
Skatepark features are schematic and will be modified based on community input, project budget and geotechnical findings. The current design is schematic to represent the intended terrain style within the project scope.



Concept #1

Flow & Programming

Design Direction 1



Concept #1



Skate & Bike Terrain

Design Direction 1

Concept #1



Connections & Gathering Places

Design Direction 1



Concept #2

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 entry, 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.

-  Pedestrian Circulation
-  Rider Circulation
-  Staging Area

Site Plan Legend

- 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.



Concept #2

Flow & Programming

Design Direction 2



Concept #2



Skate & Bike Terrain

Design Direction 2

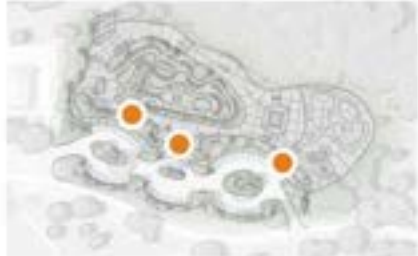


Concept #2



Connections & Gathering Places

Design Direction 2



Concept #2

Design Direction 1



Design Direction 2



Design Process- Online Survey #2



Additional Information

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.)



Your answer

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 *



BOWL / HALFPIPE



PLAZA / STREET



STREET COURSE / OBSTACLE



PUMP & CARVE

	1st	2nd	3rd	4th
Bowl / Halfpipe	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Plaza / Street	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Street Course / Obstacle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Pump & Carve	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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?



SCAN ME

SURVEY
LINK:

Sept. 7–Sept. 21

<https://tinyurl.com/Garey-Meeting-2>



A grayscale photograph of a skateboarder in mid-air, performing a trick on a ramp at a skate park. The background shows a building and trees. The image is overlaid with a semi-transparent gray layer on the right side and a solid orange layer at the bottom. The text 'Thank You' is centered in white with a drop shadow.

Thank You