Project Name: Cedar Skateboard Park  
Project File No.: SK2009-07RDN  
Date: June 3rd, 2009  
Attention: Elaine McCulloch - Parks Planner - RDN

Purpose
The purpose of this report is to provide a concise summary of all pertinent information regarding the conceptual design phase for the Cedar Skateboard Park located within the Regional District of Nanaimo in Cedar, British Columbia, Canada and to ensure clarity and consistency for all parties involved. The report contains summarized information about the project background, a brief analysis of the site, feedback from the public workshops, a design project 'brief' explaining how the final design satisfies the design objectives and the next steps that the project must take to be constructed.

Background
The process of planning and developing a skatepark in Cedar has been ongoing for a number of years as a community driven initiative. An action committee was formed by parents and youth who recognized a gap in the available opportunities for young people in the Cedar Community. The goal of the action committee is to push for the development of a facility for young people who ride skateboards and BMX bikes to recreate and socialize.

The proposed project site is located on property owned by the Nanaimo-Ladysmith School District No.68 who has indicated that they will grant a lease for the use of the property only after funds are in place to construct the new skatepark. New Line Skateparks Inc. and van der Zalm + associates Inc. were hired as consultants through an RFP process issued by the Regional District of Nanaimo to complete a community consultation and conceptual design for the proposed project. The conceptual design phase, that has now been completed, was initiated as a means to ensure funds and grants are obtained to realize the project.
Site Analysis

The project site is an irregular shaped property adjacent to Walsh Road and the York Creek Riparian Zone. There is a zoning setback that runs 5 metres off of the lot line and 15 metres off of the York Creek high water mark. The skatepark must be located within these setbacks. The site is largely open, hummocky, grassland with sparse vegetation. It has a surficial geological setting consisting of marine deposits: silt, clay and stony clay over bedrock. Bedrock was encountered at a depth of 1.3 metres. (Refer to geotechnical report: EBA May 24, 2006). The site is visible from Walsh Road and adjacent lots to the south and east, but somewhat isolated from the school property and adjacent ball fields because of York Creek and its surrounding vegetation. Access to the site must be constructed over an existing ditch from Walsh Road and pedestrian access may be considered from the schoolyard to the skatepark area via a constructed walkway.

![Site Analysis Diagram]

![Image 1]

![Image 2]

![Image 3]
Workshop Feedback

Site Meeting - February 20th, 2009
The original start up meeting was held in Cedar on February 20th. At the meeting feedback was received from the action committee. Their hope for the skatepark was that it would add to the surrounding recreational amenities (ball fields, community centre/day care) and become a space that would support the local community and families as well as skateboarders. They explained that they wanted the park to fit a ‘rural character’ and that the urban nature of the hard surfaced park should be softened to fit that character. They expressed that they would like to see the park cater to both BMX and skateboarders and that the priorities for design would happen at the later public workshops.

Workshop #1 – March 12th, 2009
The first workshop was intended as an introduction to the design team and a summary of the progress of the project to date. The goal of the meeting was to set priorities, establish guiding principles and gain consensus on a design direction. The meeting was well attended by approximately 30 young people and parents who were very enthusiastic about the project. The results of the meeting were as follows:

General site and project guiding principles:
- Rural Location
- Integrate into surrounding landscape & neighborhood.
- Work with existing conditions (setbacks, water ways, etc.)
- Adhere to CPTED principles (good visibility, access for emergency, etc.)
- Work within a proposed budget of approximately $300,000.

Active park terrain guiding principles:
- Create a ‘timeless’ design
- Provide a variety of terrain styles that respond to local user needs & desires (ie street, transition, etc.)
- Accommodate a variety of ability levels (beginner- advanced)
- Good overall flow
- Use of unique materials & detailing
- Must have a unique ‘sense of place’.

Workshop #2 – April 8th, 2009
A second public workshop was set up to present some conceptual designs. The goal of the meeting was to solicit feedback from the local user group to ensure it would meet their vision. Three dimensional rendered images of the proposed park were presented to the group. The overall design was very well received and there was a lot of discussion about the minor details regarding the parks terrain.
Commission Review – April 15th, 2009
At the Park and Recreation Commission review a project summary and the final concepts were presented by the consulting team. The design was well received by the commission and a number of questions were asked. The nature of the questions dealt mostly with operational issue such as parking, lights, graffiti and noise/hours of operations.

Final Meeting – May 14th, 2009
The final meeting was a public open house with committee members in attendance. No members of the public expressed concern about the project.
Design Project Brief
The Cedar Skateboard Park design went through an evolution of changes as ideas were presented and improved and as comments and feedback was received. The final design has considered all this information to become a project that we feel will be a destination for riders and a positive addition to the local community. The final design satisfies a number of objectives and is explained more thoroughly below.
**Objective 1:** Provide a variety of terrain that accommodates a variety of ability levels

The final design contains obstacles and features that will satisfy all-styles of riders. The miniramp, wedge bank, pyramid slappy, and circular transition features offer the transition skater a number of options to experience and the manual, ledge, and rail features will keep the street-style skaters happy. These features come in a variety of heights and sizes providing terrain that both the beginner as well as the experienced rider can enjoy. This type of terrain allows skaters to build their skills and helps to foster a natural progression of riding.
Objective 2: Create a design that has good overall flow
The final design has a layout that optimizes flow between and around features that allows users to minimize their output by maintaining momentum throughout the park. If you refer to the design you can see that the relationship between features allows them to interact with each other. For example, each corner of the design has a “turnaround” feature that allows users to maintain momentum into that obstacle, turnaround, and then carry their momentum into another well placed obstacle. This theme is carried throughout the park helping to create a unified design rather than a mix of random features.
Objective 3: Integrate the park into the surrounding community and landscape
The final design takes into consideration the surrounding community and landscape in a number of ways. The entry point to the south allows automobile users to access the site easily from Walsh Road. This entry is marked with signage and is void of heavy vegetation allowing passerby’s visibility into the site and clear information on what they are looking at. The entry at the northwest provides pedestrian access into the site from the adjacent schoolyard and will help the skatepark unify with the surrounding ball fields and larger recreational area. The design integrates a picnic area to the north providing an enjoyable space for families and community members who wish to observe the action. This space helps to make the park feel more welcoming to the community and give it more of a ‘rural’ feel. At the second workshop an issue arose that the park may be a potential eyesore for the adjacent lots. In order to solve this problem we have planted the east side of the site quite heavily to act as a visual and acoustic buffer.

Objective 4: Create a ‘timeless’ design with a unique sense of place
As stated earlier the Cedar Skateboard Park went through an evolution of changes as ideas, feedback and comments were provided and considered. All of this information had its own unique challenges and solutions and because of this the final design has a form and aesthetic that is all its own helping to create a timeless design and a unique sense of place.
NEXT STEPS

1. Approve site/design

2. a) Fund the technical drawings  
b) Fund the construction drawings

3. Complete working drawings  
eget district approval/final sign off

4. Mobilize for Construction