



BINNINGUP SKATE PARK

FINAL CONCEPT REPORT

SHIRE OF HARVEY

NOVEMBER 2024

CONVIC

PREPARED BY**CONVIC****FOR****QUALITY INFORMATION**

PROJECT NAME	BINNINGUP SKATEPARK
PROJECT NO.	24015
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ACKNOWLEDGEMENTS

CONVIC Pty Ltd. Acknowledge the contributions of all those who participated in the pre-design consultation of the Binningup skatepark, including the Shire of Harvey staff and residents, community groups and other stakeholders who responded to the various opportunities for input and/or who provided advice and information where required.

CONTENTS

01	Background	03
02	Consultation Methodology	05
03	Consultation Summary	07
04	Concept Development	09
05	Concept Design	11
06	3D Renders	12
07	Palletes	17
08	Moving Forward	18

REVISION HISTORY

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			NAME / POSITION	SIGNATURE
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01

BACKGROUND

EXISTING SITE - PHOTO STUDY

1. Binningup Hall looking towards Recreation Ground
2. View down slope towards old skatepark
3. Area sited for new skatepark
4. Binningup recreation ground from car park
5. Shade and BBQ area with old playground behind
6. Old Playground set for future refurbishment
7. BBQ area
8. Cricket nets to the north
9. Old skatepark hardstand set for refurbishment into half court



EXISTING SKATE CONTEXT

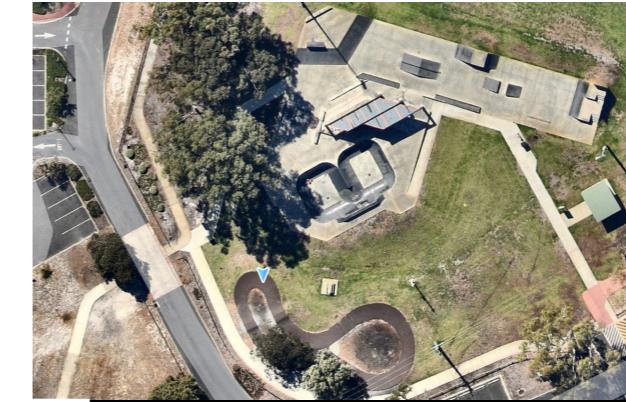
In order to determine the style of facility proposed for the Binningup Skatepark, it is first important to undertake a study of skate facilities within a close proximity to the proposed Skatepark to identify their style and where gaps in provision exist. Skate facilities consist of three distinct style: 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 mainly newer contemporary parks with a variety of provision for youth in the region.

With this in mind, and in keeping with the results from user consultation as well as designing to the site conditions, it is advised that a combination style facility will be best suited for the Binningup skatepark, focussing on maximising functionality in a smaller scale facility.



01 Binningup Skatepark



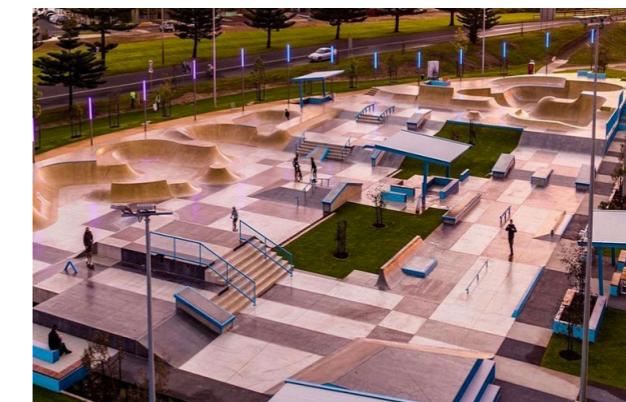
02 Australind Skatepark



03 Eaton Skatepark



04 Glen Iris Skatepark



05 Bunbury New Skatepark



06 Bunbury Old Skatepark



07 Dalyellup Skatepark



08 Harvey Skatepark



09 Waroona Skatepark

02

CONSULTATION METHODOLOGY

APPROACH

The consultation process is an integral component of the development of youth spaces and skate facilities. In order to ensure the success and longevity of these key community assets it is crucial to engage with the future users of the space.

The consultation comprised of two phases of community workshops:

- Pre-design Consultation: 20th June
- Draft Concept Consultation: 22nd October

The events were held at 3.30pm and 6pm to capture after school youth and people who may of been working and unable to make the earlier times. The consultations were then followed up with a two week online survey to allow people who couldnt attend to provide feedback.

THE DESIGN WORKSHOPS AIMED TO :

- Engage with community members and key stakeholders before the design of the new skatepark.
- Inform community of the site and receive welcome feedback.
- Inform participants about the project's time line.
- View previous exemplar design examples and precedents to inform and inspire the participants.
- Gather user information and build user profiles.
- Discuss user requirements to aid the future design.
- Highlight other facilities in the area to indicate the vision for the new facility and avoid double up.
- Have community and users take ownership of the consultation process outcomes.

PROMOTIONAL SCOPE

The consultation aims to increase the community awareness of the proposed Montrose Skatepark and to do so in an open, public and transparent process. Promotional tools to encourage involvement and comments included physical and online advertising targeting skate park users, youth groups and local residents.



YOUR PARK YOUR SAY

HAVE YOUR SAY!
BINNINGUP SKATEPARK

We want your help to design the new **BINNINGUP SKATEPARK!!** Come along to either of the pre-design consultation workshops listed below and let us know your thoughts on what you want to see included in this exciting new community space!!

HOW CAN I GET INVOLVED?

DESIGN WORKSHOPS:

Thursday 20th June
14 Driftwood Way, Binningup WA 6233

Workshop 1 - Binningup Community Library:
3.30pm - 5.00pm

Workshop 2 - Binningup Community Centre:
6.00pm - 7.30pm

Come down, get involved and share your ideas on what you think would be best for the new design of the space!!

CONVIC  **SHIRE OF HARVEY**

Consultation flyer created and distributed on various platforms by the Shire of Harvey and Convic

DATA HANDLING AND ANALYSIS

The data handling and analysis has been carried out by CONVIC. The workshop was designed to increase inclusiveness and generate data for analysis into themes and direct design response. All participants were initially informed of workshop objectives and how the information provided will then be used.

All responses are treated in confidence, to ensure the anonymity of respondents. In line with our privacy policy, no identifying information is included with any responses for this report.

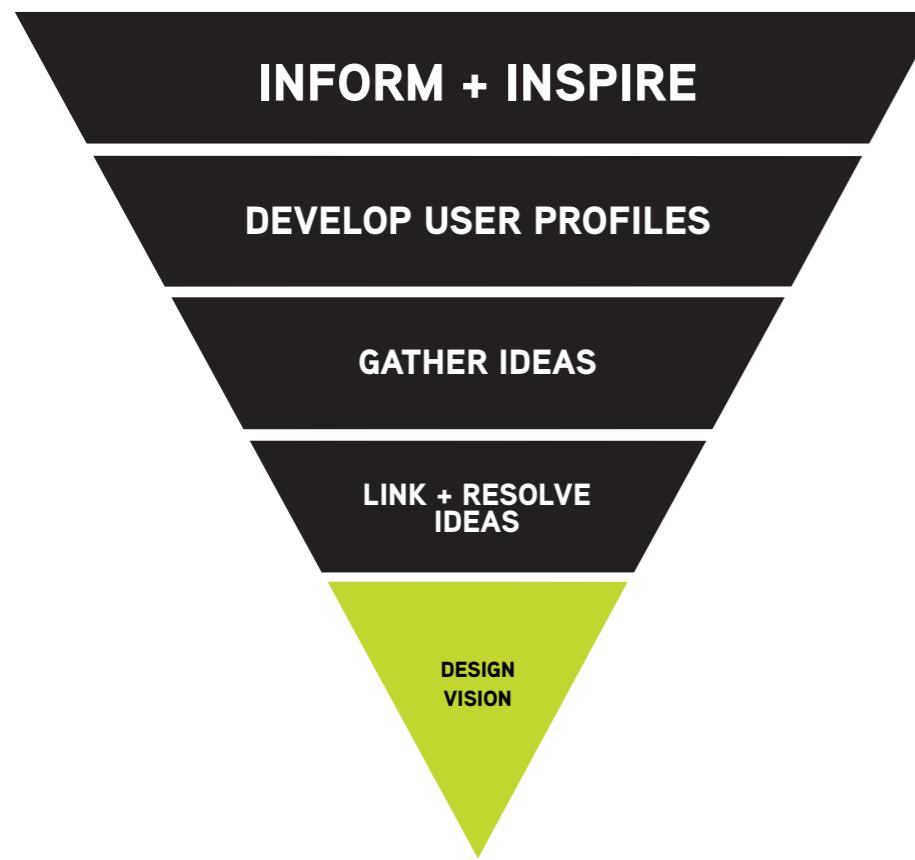
REPRESENTATION

The views collected in this report are not statistically validated, however they represent the views of user groups and community members. Themes presented in this report are derived from workshop contributions.

METHODOLOGY

The workshop session helps build a sense of community and is a useful tool in seeking the opinions of a community group, allowing many differing contributions. Unlike a survey, they enable the discussion of complex issues and any possible underlying concerns.

The workshop was semi-structured to allow the process to unfold freely and invite users to make commitments, suggestions and comments towards a common and collective design vision. The workshop was structured as follows:



PRESENTATION (INFORM AND INSPIRE)

- Present the project parameters, including project brief, site opportunities and constraints and project overview. This informs residents and stakeholders of what is included in the project.
- View and assess existing skateparks in the municipality so as not to replicate existing facilities and to create a site responsive and unique space.
- Present a selection of 'things to consider' in order to inspire and inform the potential options and capabilities that are possible within in the youth facility.
- Illustrate the nature of contemporary skate parks with a variety of integrated, broader community usage options. To show not just skater only facilities, but to include a variety of elements such as, social gathering spaces, sculptural elements and other additional recreational opportunities, as well as illustrating the potential for activation and other community events.

QUESTIONNAIRE (DEVELOPING USER PROFILES)

- Develop an understanding of the participants demographic.
- Understand user skill level, facility type and frequency of usage.
- Understand local park usage and user location preferences to understand user needs and requirements based on their current habits.
- Collate feedback analysis into representative outcomes.

DESIGN WORKSHOP (LINK AND RESOLVE IDEAS)

- Collaboratively explore and resolve individual ideas through group discussion and creativity, resulting in collective group theme, by developing spatially located design responses.
- Workshop participation and presenting the results to an open forum and wider group discussion.

Utilising this workshop method ensures the evolution of a highly resolved and informed design outcome that is unique to the community. The consultation process encourages the local community to take an active role upon completion of the built outcome to become guardians of the space and most importantly activate the facility.

03

THE BINNINGUP SKATEPARK WILL BE A LOCAL LEVEL PARK THAT IS A UNIQUE, FAMILY FRIENDLY DESTINATION PROVIDING A FUN, FLOWY AND QUIRKY LAYOUT, WITH OBSTACLES THAT LINK TOGETHER AND GENERATE CREATIVITY.

CONSULTATION SUMMARY

CONSULTATION SUMMARY

The community consultation outcomes have been summarised to inform a community driven design brief for the Binningup skatepark. The information collected from the design workshops have informed this brief. These are all outlined thematically and have been 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 and intermediate was the most common response, advanced level will still need to be considered - it is key to provide for skill progression within the facility. This will allow for beginner users and future generations to learn and continue their ongoing progression. Providing some challenging obstacles alongside fundamental low impact obstacles helps maintain user interest and ongoing usage.

SKATE TYPOLOGY

Participants favoured a transition and flow style park that still incorporates some street areas.

SKATE VISION

The community workshop had an open forum for the skate typology discussion, with the majority of riders favouring an interesting creative facility with a focus on transition and flow. Conversation and results highlighted a mini bowl as a high priority, as well as flow throughout the skatepark. A separate pump track or jumps track should be a future consideration as a complimenting facility.

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, whether purpose built or looking to utilise natural shade. Many highlighted the need for breakout spaces to allow for social hangout zones and spectating areas, this will be considered when developing the concept design. A drinking fountain is considered a high priority inclusion.

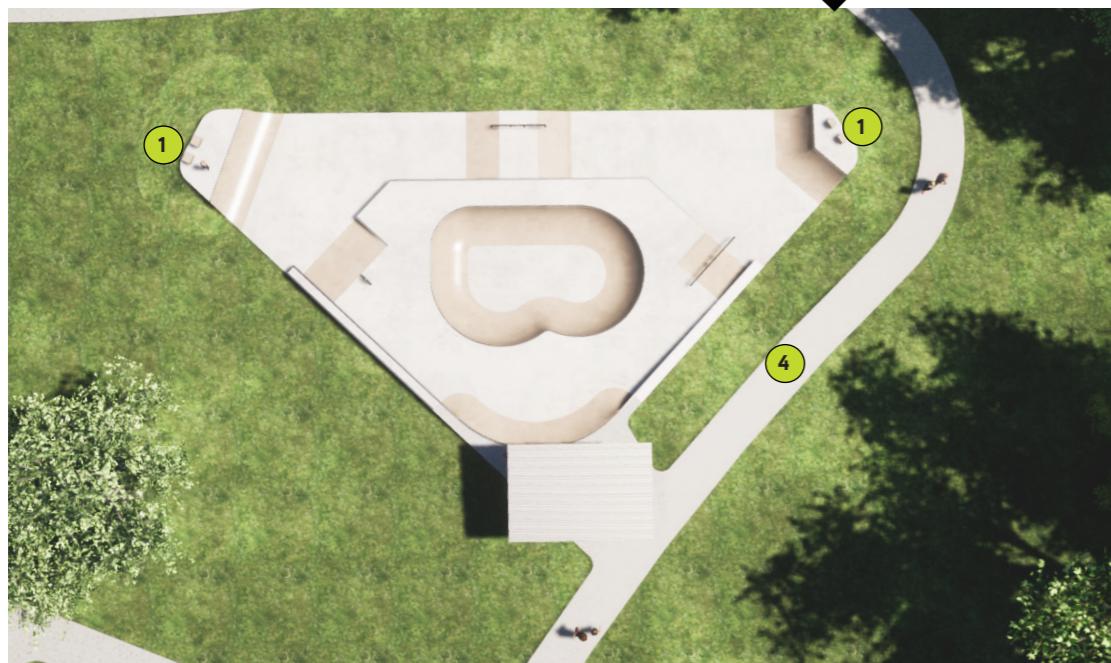
ICONIC ELEMENTS + LOCAL IDENTITY

To celebrate Binningup and give the park its own identity the design should reflect the surrounding natural environment and the coastal beach town vibe.

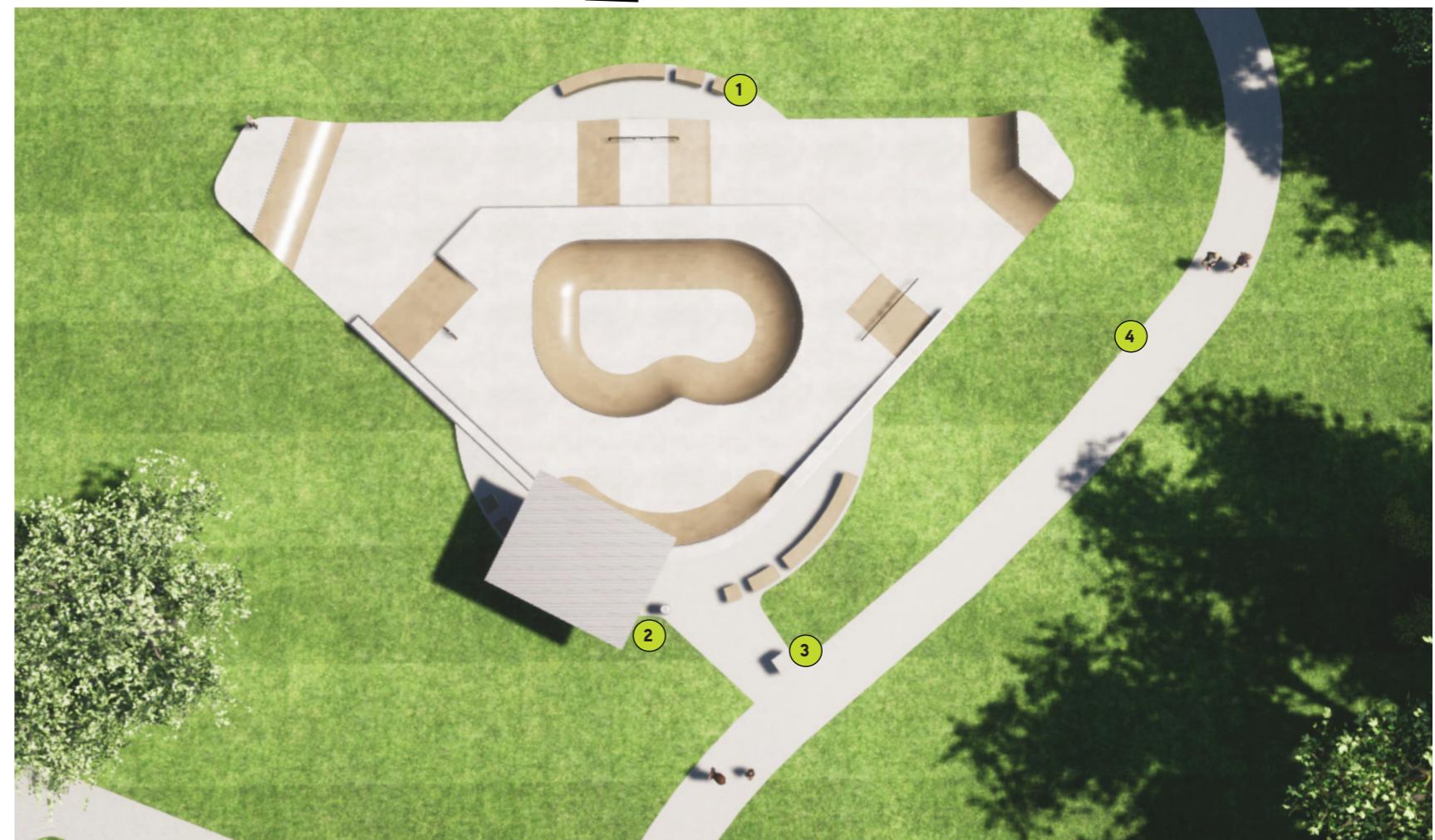
DRAFT DESIGN FEEDBACK

The draft concept design was well received by the community, who expressed excitement about the proposed design and eagerly anticipate the project's completion. The design direction, layout, and selection of skatepark obstacles were all strongly supported. While there was a desire for a larger facility, the community acknowledged and understood the project's constraints.

DRAFT CONCEPT



FINAL CONCEPT



KEY CHANGES

- 1 Move seating away from platforms to allow more open platform space
- 2 Provide drinking fountain as a high priority item.
- 3 Provide rubbish bin
- 4 Create wider lawn or landscape spaces between skatepark and footpaths

04

CONCEPT RATIONALE

The skatepark design has been developed around three terraced levels that cascade down the site to tie on with the steep gradient of the hill and allows spectators to look out down across Binningup Recreation Ground.

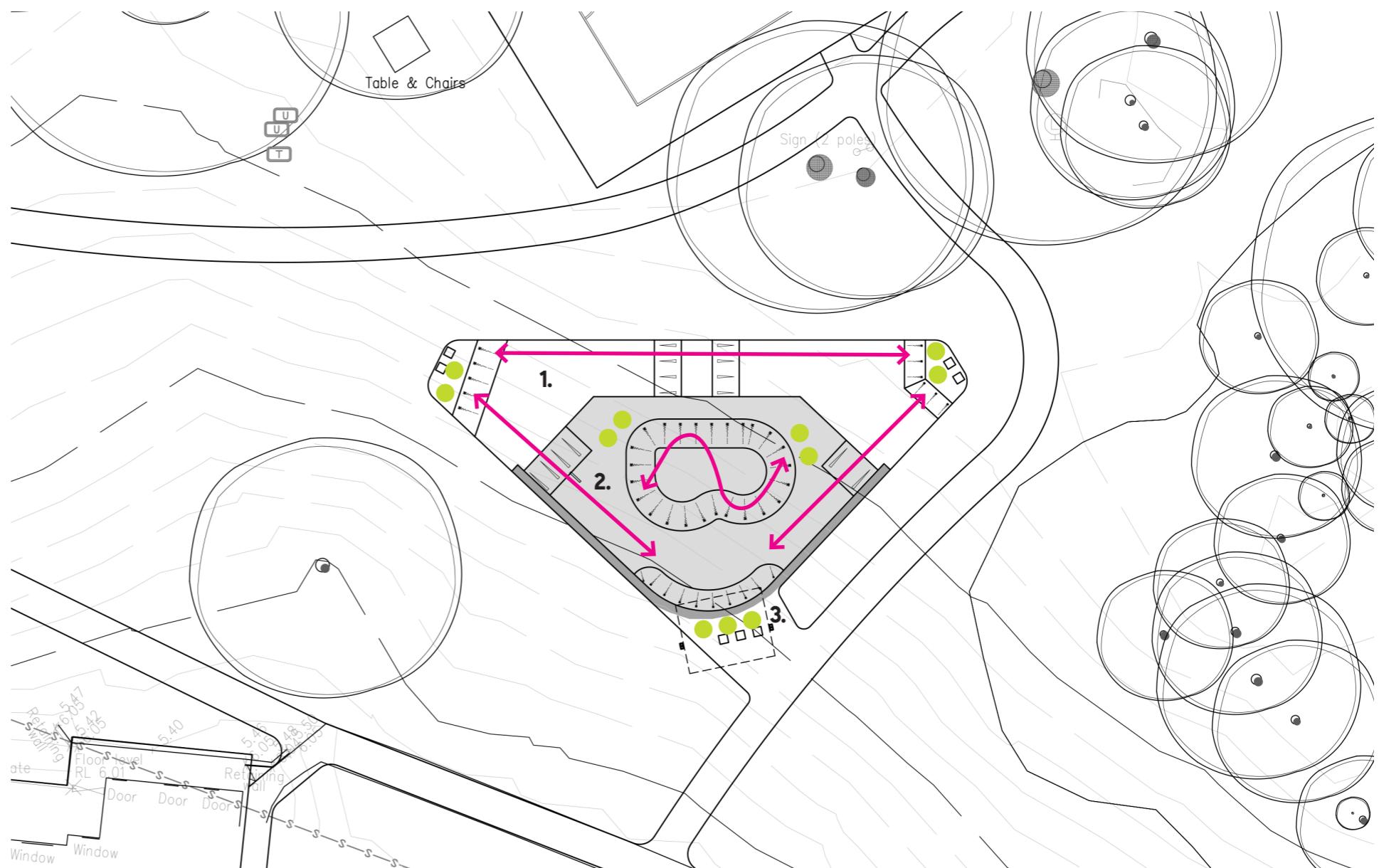
A triangular layout forms three efficient main lines of flow around a mini bowl centred in the middle of the space, meaning the majority of features and obstacles can be incorporated in the design in a smaller skatepark. Safe waiting areas have been located on corners and centrally to allow stopping and starting to wait turn and areas for spectators to watch.

LEGEND:

● Safe waiting area to stop and start runs.

↔ 4 main lines of flow.

3. 3 Levels terracing down the slope working with the natural topography of the site



LEGEND

SKETCH DESIGN

DRAFT MASTERPLAN

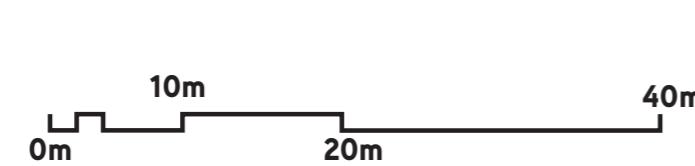
- 1 New equal access pedestrian path linking to Kane Place.
- 2 Future contemporary children's playground located closer to early childhood centre and in front of BBQ area and shade shelter.
- 3 Existing concrete skatepark hardstand refurbished into concrete half court with painted games and seating area.
- 4 Centrally located grass lawn between skatepark and proposed playground location. Potential area for future skatepark expansion.
- 5 New concrete skatepark located to the east of the site tucked into existing trees to maximise shade.
- 6 Future shade shelters, seating, drinking fountain and rubbish bin.
- 7 Proposed equal access pedestrian path linking to cricket nets and existing footpath network.
- 8 Existing cricket nets
- 9 Future pump/bike track location
- 10 Existing Public Toilets



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PROJECT

Binningup Skatepark

TITLE

Draft Masterplan

DATE

29.08.24

REVISION

A



05

LEGEND

SKATE WORKS

- 1 900H Quarter Pipe
- 2 Long 350H Ledge + Manny Pad
- 3 Kicker to kicker
- 4 Out ledge
- 5 400H Flat bar
- 6 900H Quarter Pipe Hip
- 7 350H Flatbank / Kicker
- 8 Pole Jam
- 9 380H Down Rail
- 10 400H Long hubba
- 11 600H DIY Blended Quarter
- 12 1100H Mini bowl
- 13 Tight Hip
- 14 Long straight coping
- 15 Tight pocket

FUTURE LANDSCAPE WORKS

- 1 Half Court
- 2 Concrete Seating
- 3 Shade Shelter
- 4 Drinking Fountain
- 5 Rubbish bin
- 6 Concrete Footpath



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1m
0m 2m 5m 10m

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PROJECT

Binningup Skatepark

TITLE

Final Concept Design

DATE

28.11.24

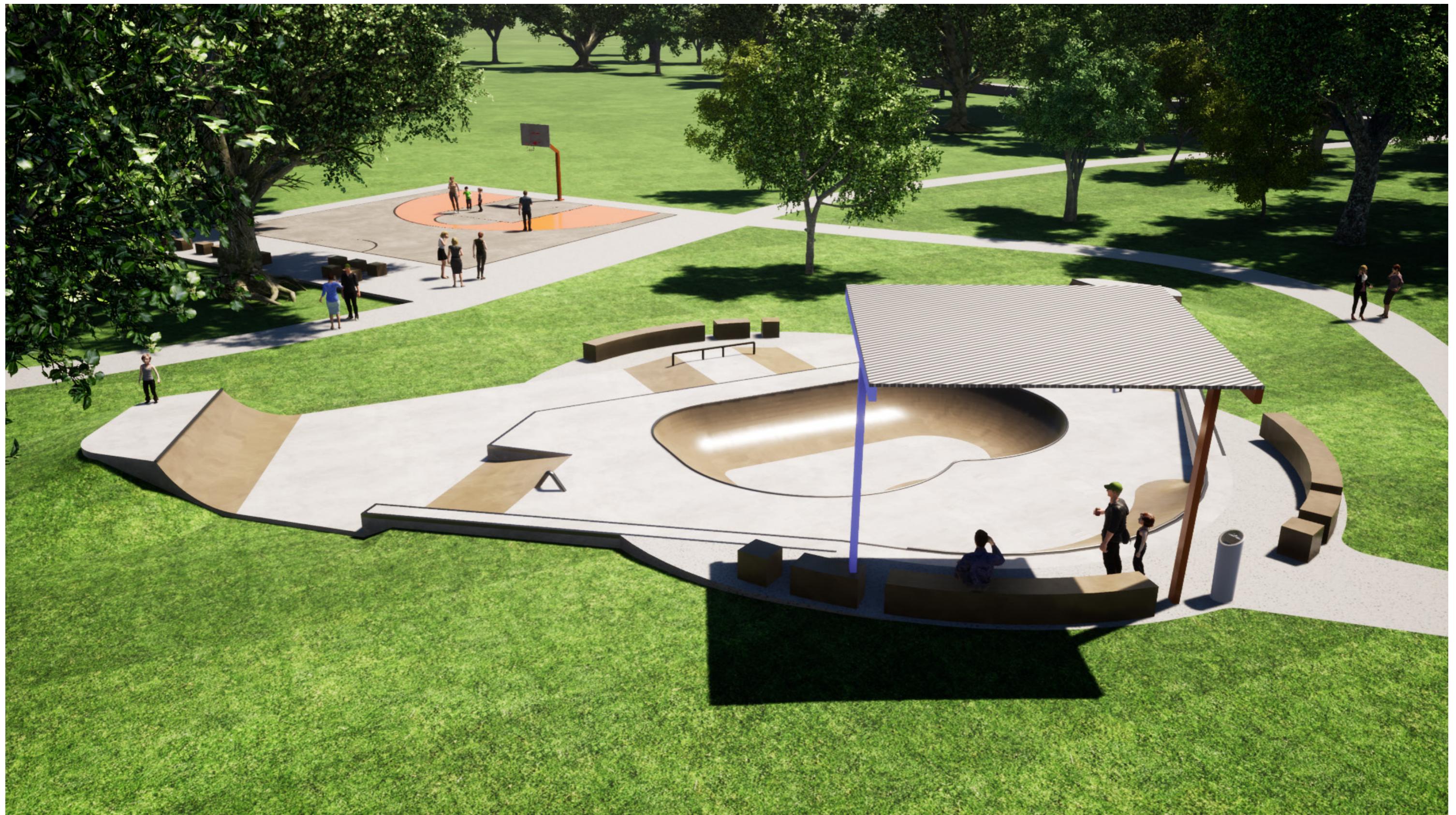
REVISION

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06









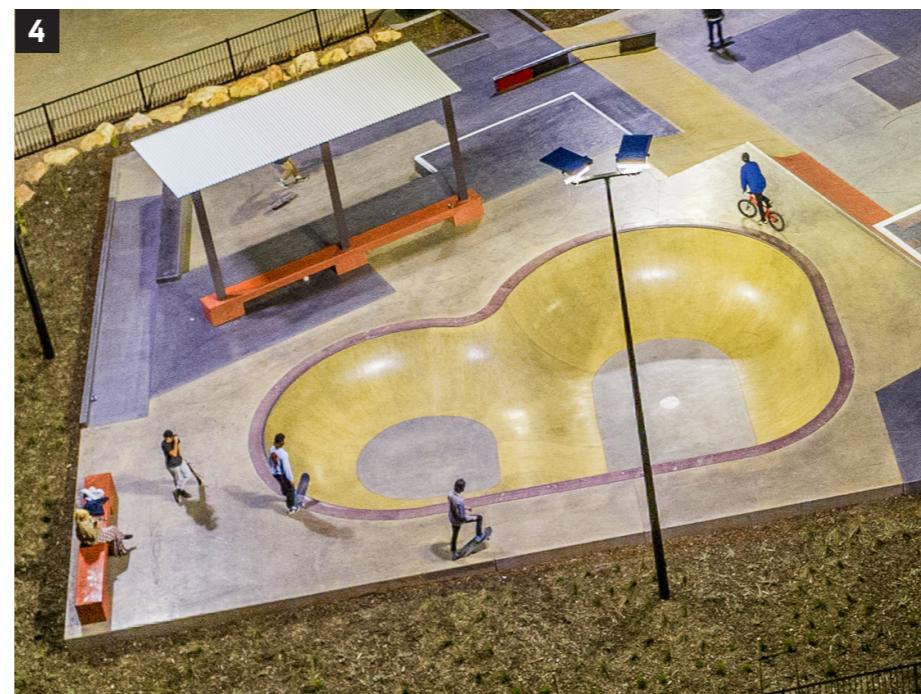


07

PALETTES - SKATE

SKATE FEATURE PRECEDENTS

1. Out Ledge
2. Pole Jam
3. Kicker to Rail
4. Mini Bowl with coloured concrete
5. Hubbas



08

MOVING FORWARD

Moving forward, the skatepark concept design will be developed into construction drawings, which council will utilise for tender purposes. A specialist skatepark contractor will then be engaged to build the facility. Provisional plans for surrounding footpaths, furniture, lighting, and landscaping will be included in the construction drawings, but their delivery will depend on available funding. If funding permits, these elements may be completed alongside the skatepark.

The skatepark design will undergo a design development phase to ensure that all safety, functionality, engineering and construction requirements are fully addressed in the final documentation.

CONVIC

CREATE COMMUNITY

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