

CONCEPT DESIGN (rev 02) - Design intent

LETHBRIDGE SKATEPARK REDEVELOPMENT - DESIGN REPORT
GOLDEN PLAINS SHIRE COUNCIL // BASEPLATE // EASTBYWEST

The design of the Lethbridge Skatepark has been strongly shaped by community feedback coupled with existing infrastructure, site opportunities/constraints and importantly neighbouring facilities throughout Golden Plains and beyond.

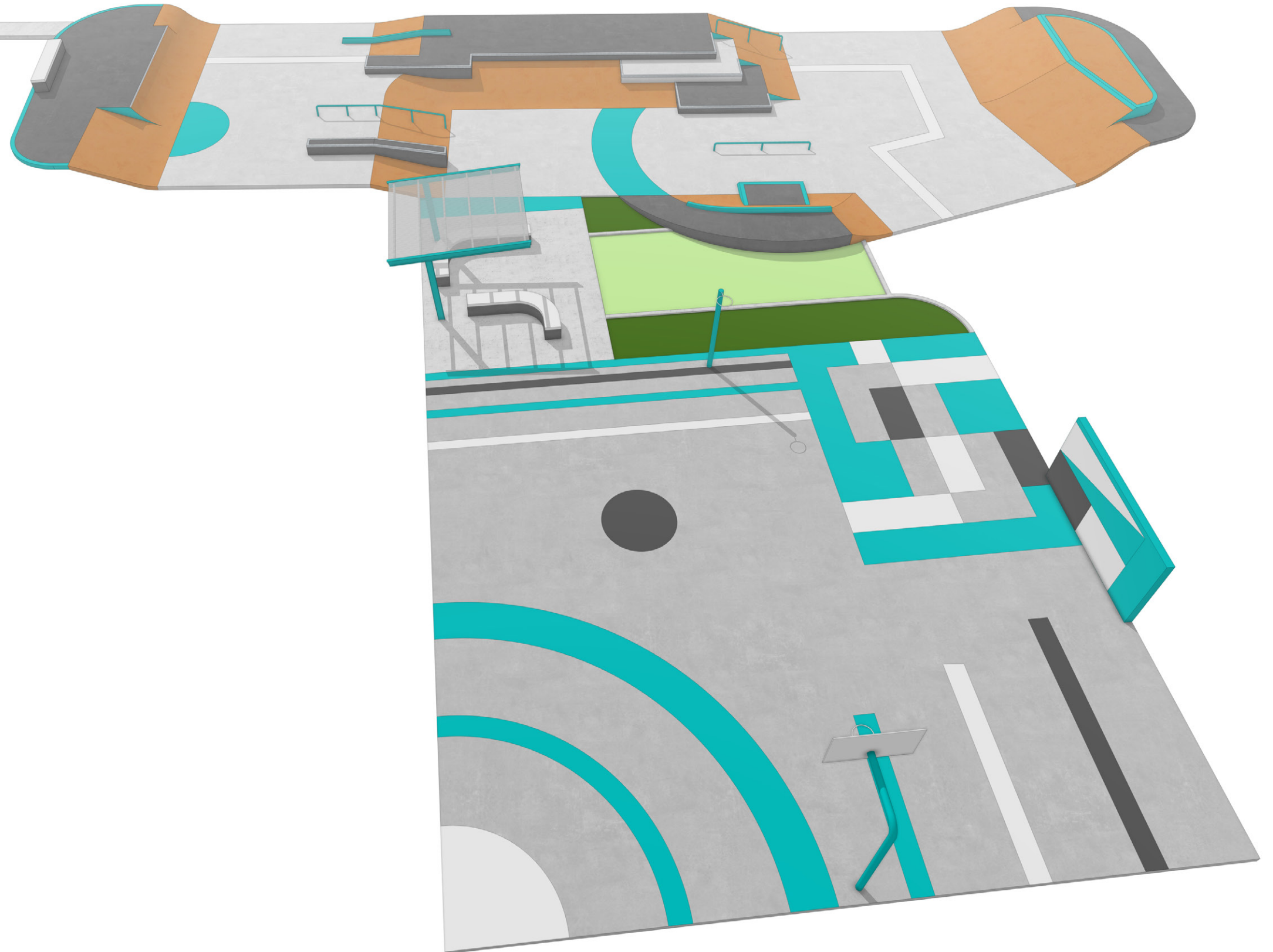
Due to the diversity of those consulted the design features a mix of elements for varying styles i.e. transition and street along with a range of skill levels i.e. lower level rails to elevated banked hips. It's a park that encourages participation from the inexperienced whilst ensuring those more experienced can be challenged by most of the elements through more difficult tricks.

With consideration of existing parks in Bannockburn, Inverleigh and Meredith we factored in their elements and how Lethbridge could have points of difference, offering a space for not only residents of the town but also the shire. This is achieved by not repeating the same elements, and if they are similar, ensuring they use different heights, angles, radius, etc.

Due to the length of the skatepark and the spatial layout of the ramps it allows users to flow through the entire park where despite the sites topography going in one direction the southern end of the park features large banks which pushes users back in the opposing direction. Importantly the space can also be broken up into separate spaces, allowing multiple users to session these individual spaces. This extends to the capacity to host workshops.

The park is highlighted through coloured concrete and varied materials, offering a connection to the adjoining space and further afield within Lethbridge.

Overall it offers a community space with integration into the existing active spaces with paths, shared refuges and materiality. It includes several entry points from the existing path including DDA access.



CONCEPT DESIGN (rev 02) - Detailed plan view

