## **SKATE PARK & PUMP TRACK DESIGN AGENDA**

The Eildon Skatepark and Pump Track has been designed as a space for all whether its the young female who is just starting on a bike/scooter, more advanced skateboarders, socialising youth to spectating parents. It ensures a space that caters for beginners with lower level elements to those that will inevitably quickly progress with more advanced/higher elements.

The overall space has been designed to respond to the central site, celebrating its access and connections to various communities facilities throughout the town. Further encouraging activation from both passive and active users. The sweeping path is utilised for not only access but due to its elevated position it allows views over the entire space whilst offering several refuge areas with seating to cater for spectators and resting active users in addition allowing the provision for shelters. The built space has minimal impact on the site by shaping itself with the existing topography, connections to the adjoining basketball court and maintaining the existing vegetation.

The skatepark features all the elements to keep ongoing participation whilst ensuring it adheres to 'less is more' to not create tight spaces and impediment between users. One of the main focuses (and focal points) will be the intermediate level bowl, designed to offer homage to the original mini ramp. Complimenting the bowl is a variety of street and flow elements that utilise the shifting site levels to allow flow between all. These include a central funbox with rails and ledges, transition/ banked walls, slappy kerbs and transition ends of varying heights to allow back and forth flow. Importantly it offers elements that are different to surrounding skateparks. The park even features a curved cantilevered banked wall as a connection to the nearby dam wall, with a focus on skate function whilst offering the opportunity for inclusion of local artwork

To ensure even more diversity of the park accompanying pump tracks are connected to the skatepark, including a beginner one and a more experienced track with intermediate and advanced level lines. The latter includes jump boxes as requested by the local users. The overall layout of the tracks will ensure ongoing interest along with the ability to connect between each. A shared platform with the skatepark allows users to maintain flow through the entire track.



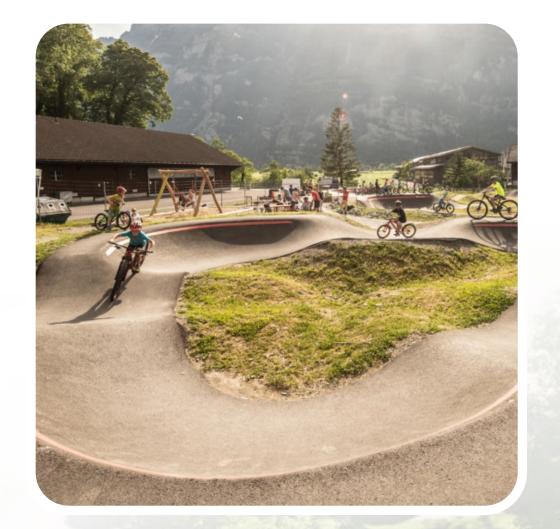
### TRANSITIONS

The park includes quarter pipes and banks of varying heights, radiuses and angles within its street area. These are featured for points of different from each whilst catering for the differing skill levels. Whether it's the tight quarter at one end, mellow kickers of the fun box to the high banked wall with kerb on top.



### DAM WALL

To offer a connection to the town the park features a cantilevered high and curved banked wall, replicating that of the local dam. This advanced element is unique to the park and could encourage the inclusion of local artwork to feature enhance its distinctiveness.



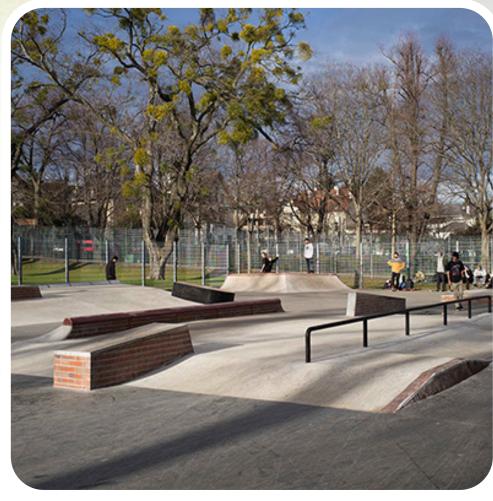
### **OPTIONS**

There are both an asphalt intermediate level track and a beginner track to ensure the space caters for all skill levels whilst allowing progression. Although the differing tracks are clearly defined they offer a link to allow a seamless connection between each.



### STREET

The park ensure it includes the staple street elements i.e. ledge and rail whilst being coupled with a slappy kerb/manual pad. All of differing heights they ensure points of difference from each. The design assures there is sufficient space between each allowing sufficient space for flat ground tricks.





### LAYOUT

The tracks can be ridden in both directions if required. There are several 'B' lines to allow users to either avoid more challenging elements or transfer between different areas of the track to allow ongoing interest.



### **JUMP BOXES**

As requested by the locals the track does including some traditional concrete BMX jumps. To ensure this doesn't deter the less advanced users there is a secondary loop around these jumps that links back up.



BERMS



### FUNBOX

A central element that features a variety of elements and combinations. Whether it's the banked side with a flat/sub rail to the opposing bank ends which include hubba and a rail along with hips at two of the corners. An element that can be used in a myriad of different ways.



### **STAIR**

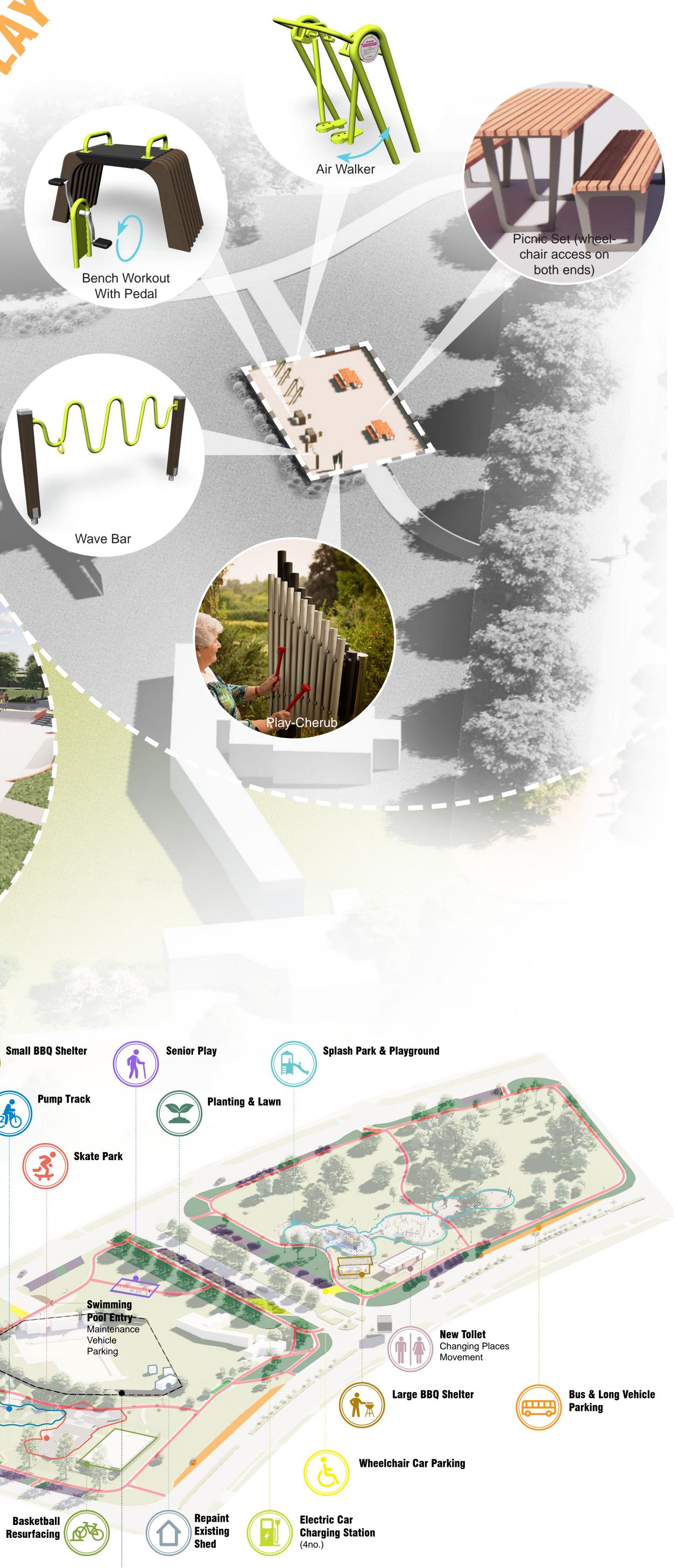
8

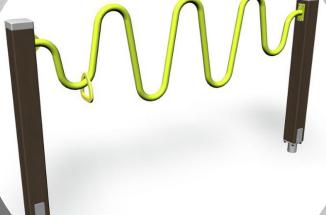
Not only to be used as a connection between the two levels the stairs have been included as an advanced street element. One that will definitely challenge users whether it's the ability to do tricks down the set or to do tricks on its frontside/backside rails.



BOWL

The layout of the pump track ensures the users engage with a variety of berms that not only offers an unique layout but also challenging through their different layouts. Whether it's through a 90 degree corner or linked 180 degree berms.









As a homage to the previous mini ramp the 4ft deep bowl has been designed to ensure it caters for the same audience. This is achieved through its simple layout coupled with a 5½ft deeper pocket to ensure it caters for more advanced users and progressive opportunities. Its elevated position encourages spectating by the passing community.



**Shared Path** Upgrade to 2m Width Shared Path

Angled Parking 

**Bicycle Parking** 

New Fencing Replacing the Existing Cyclone Fence with Black/Dark Green Polycoated Cyclone Fence

# **OVERALL CONCEPT**

Eildon Reserves design links site history, cultural history and natural history into the spatial configuration of the entire site. Through reflecting back the historical moments, events, elements, the reserves will reveal the stories of the region, invite people to engage, respect and be educated and inspired. The site narrative will enhance the identity and improve the connectivity of the site and the region.

### **Site History**

Eildon Dam and Lake Eildon are the identity of the town of Eildon that was originally built to support and service the construction of the Sugarloaf Reservoir that supplied water for agriculture and irrigation and that of Lake Eildon Dam Wall that expanded the capacity. The formation of the two belongs to the hard work of the people.

### **Cultural History**

Rivers present profound spiritual significance in Taungurung culture. The Taungurung people, one of the five adjoining tribes which make up the Kulin Nation, are the Traditional Owners of the valleys now flooded by the waters of Lake Eildon connecting the five river valleys of the Delatite, Jamieson, Goulburn, Big and Howqua.

### **Natural History**

Forest degradation caused by the operations of Lake Eildon and Goulburn Weir have significantly altered the ecosystem and the natural flow along the river and damaged bank vegetation and eroded the riverbanks. Eildon Reserves play an important role in the connecting the broader ecosystem between aquatic and terrestrial habitats.

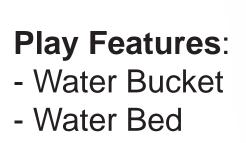
### **Design Narrative**

### The story of Water

The water narrative reflecting in the play space design starts from the Spillway connecting the Goulburn River and channeling water to Eildon Pondage and to downstream. Playing as water traveling through land, there are wetlands, fields and higher lands on the journey. As water runs through from aquatic to terrestrial to mountain habitats, children will play as fish traveling through water, play as frog living in wet and dry environment, play as rodents jumping up and down, crawling here and there through the tunnel, and play as birds flying freely and hovering in the sky.

### The story of Culture

For Taungurung People, fish traps were used to capture fish whilst canoes had many uses including for fishing and traveling. Today, fishing boats are used for recreational activities in and around Lake Eildon. These different uses and stories have been embedded in design of the Splash Park for the Toddler and Adventure Play that is unique to Eildon and the community.



# Eidon Reserves Improvement Plan Stage Two



















