

Fact sheet

Introduction

This survey is a chance for future users, or parents and guardians, to let us know what you think about the layout and obstacles we have designed for the skate park and BMX facilities at Princess Wallington Community Parkland.

Are they what you want? Have we missed anything?

You can also tell us what you think about the overall parkland design.

This survey is made up of three parts:

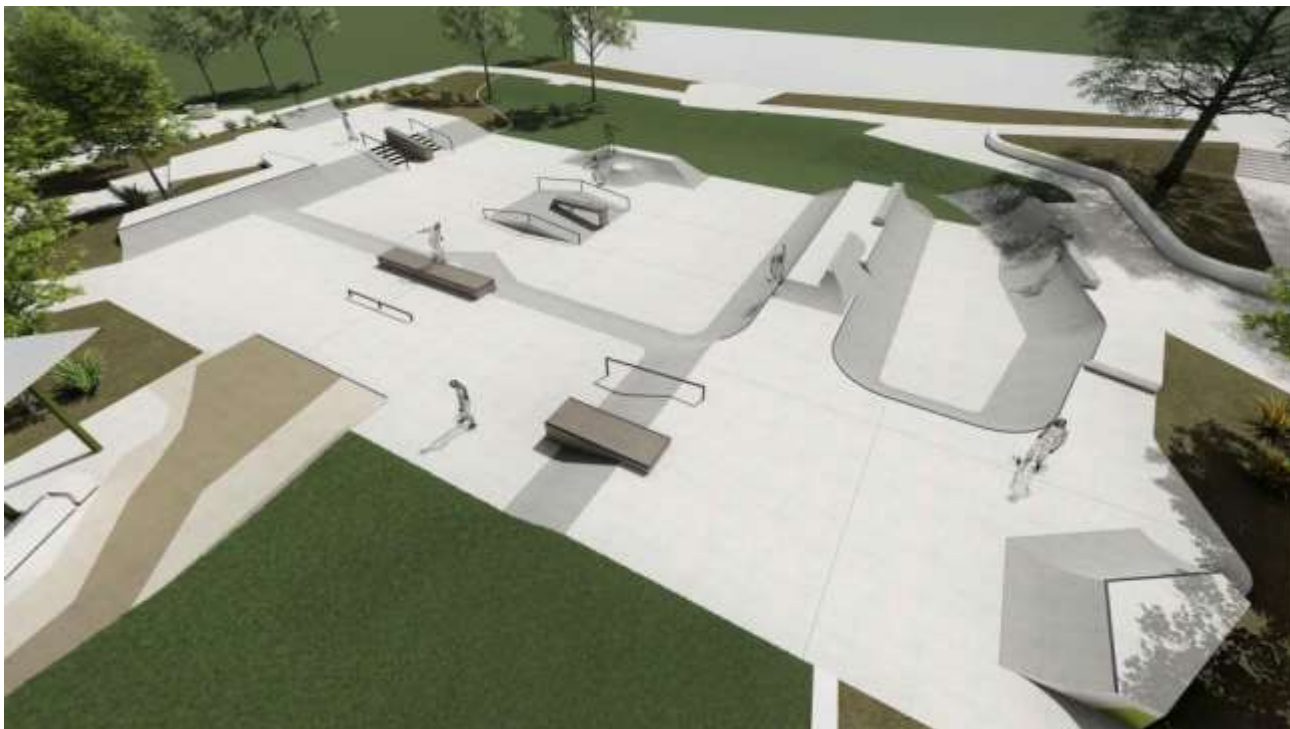
- Skate park layout and obstacles
- BMX facilities including the advanced and junior tracks
- Princess Wallington Community Parkland concept design.

Give us your thoughts about everything, or skip the bits that don't apply to you.

We will listen to all of the comments from this survey but any decisions we make about the final designs will have to consider the project's budget as well as any safety, technical and design guidelines that apply.

Skate park layout and obstacles

The skate park has three areas and elements suitable for skaters of all abilities. It is a plaza style skate park located beside multi courts.



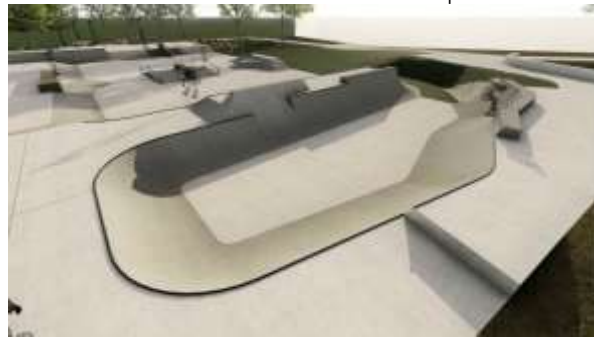
Princess Wallington Community Parkland skate park design



Upper plaza

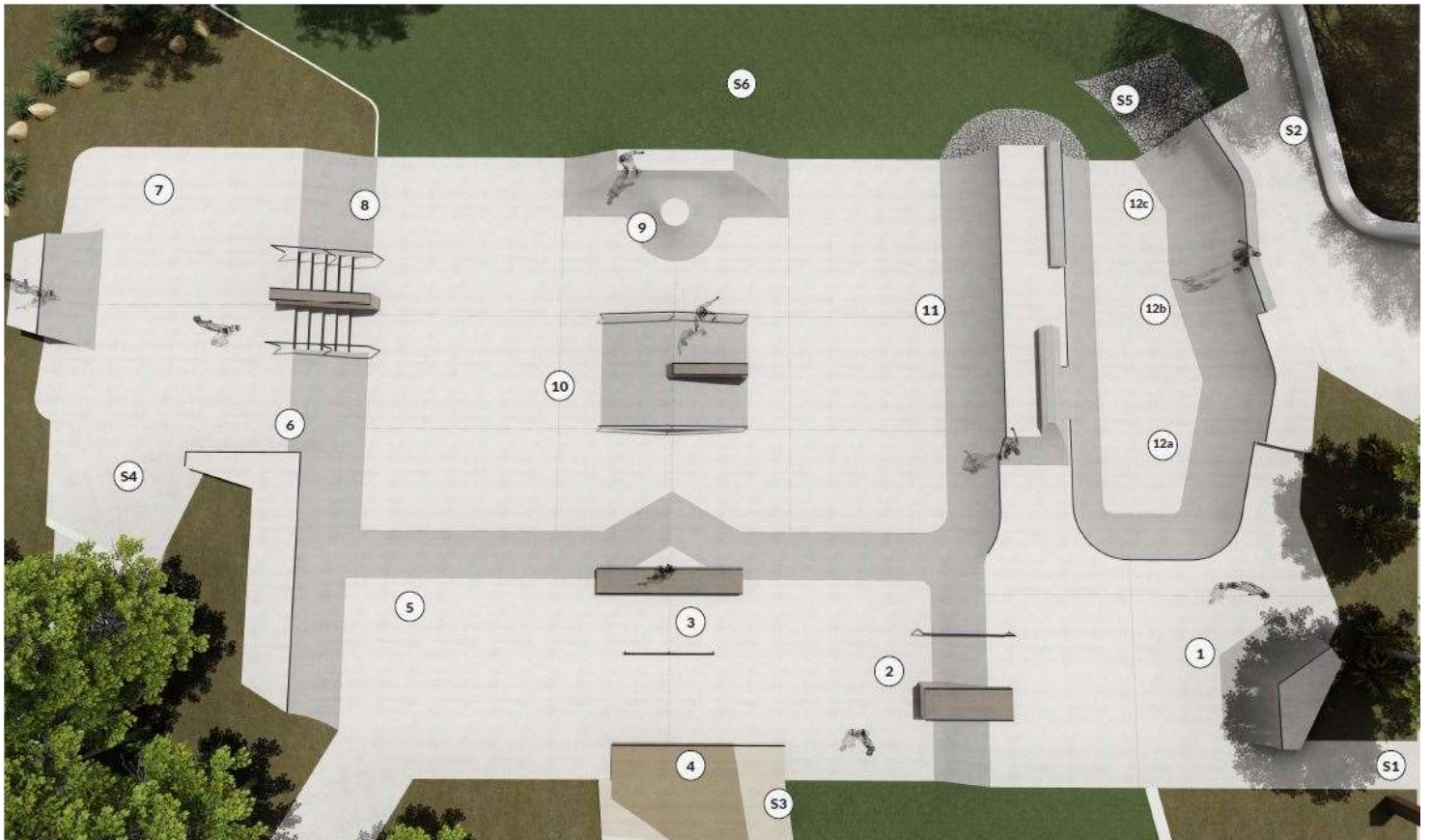


Lower plaza



Mini ramp zone

Skate park obstacles



Princess Wallington Community Parkland skate park design with obstacle elements numbered

Individual skate park obstacles



Hipped quarter pipe [1]



Bank with pier 7 ledge and down rail [2]



Flat rail and ledge [3]



Manual pad integrated to stage area [4]



Quarter pipe drop in/ turn around/ transfer between lines [5]



QP/ bank/ out ledge interface [6]



Drop in/ turn around for lower plaza [7]



Five stair set with hubba ledge and down rails [8]



Volcano/ slappy combo feature [9]



Bank to bank with low/ high A frame rails and central ledge [10]



Bank hip to ledge [11]



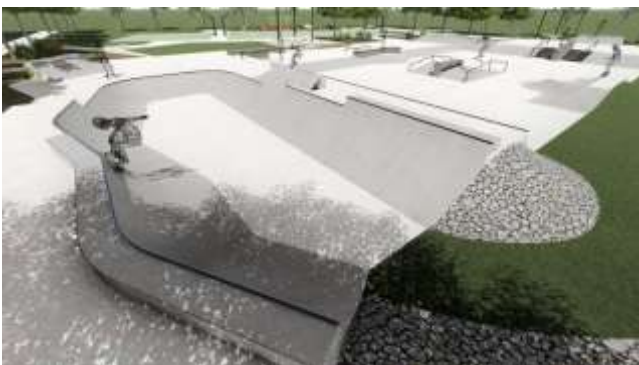
Drop in/ turn around for lower plaza with long grind coping [12]



900 (3') deep mini ramp with end pocket [13A]



1200 (4') deep mini ramp with steep bank extension [13B]



1500 (5') deep mini ramp extension [13C]

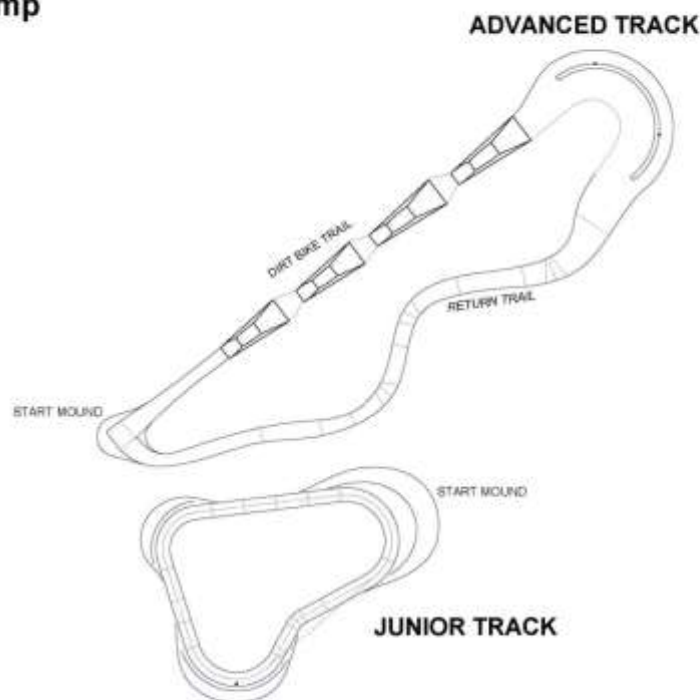
BMX facilities including the advanced and junior tracks

The BMX cycling facility at Princess Wallington Community Parkland has two areas, which are located next to each other.

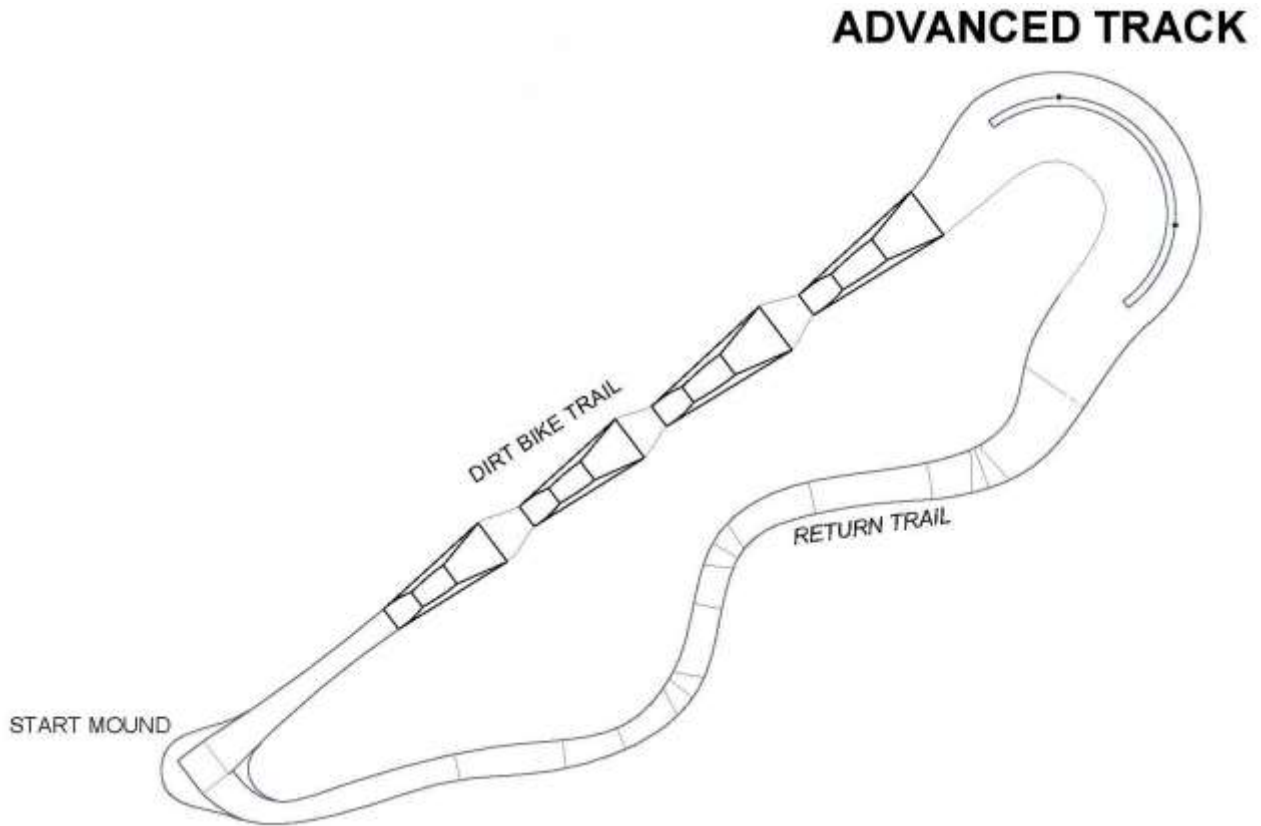
The advanced track has a single jump line and is suitable for experienced riders.

The junior track is designed for younger riders and beginners and has a single loop pump track. The design includes logs and vegetation to separate the area from the adjacent carpark and roadway to make it safer for the younger users.

BMX Dirt Bike Jump / Pump Track Design



Advanced track design

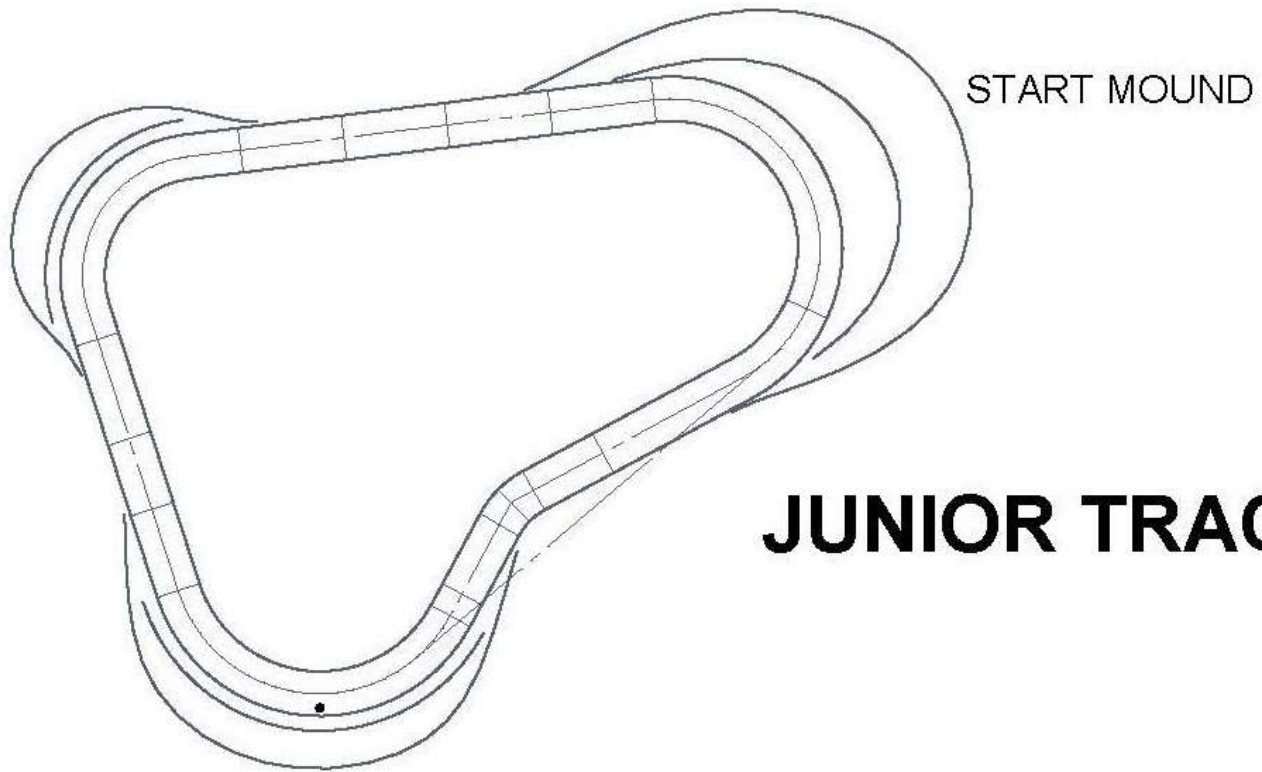


Example of advanced track



Southlakes pump track

Junior track design



Examples of junior tracks



Perena Rochi Reserve Yangebup

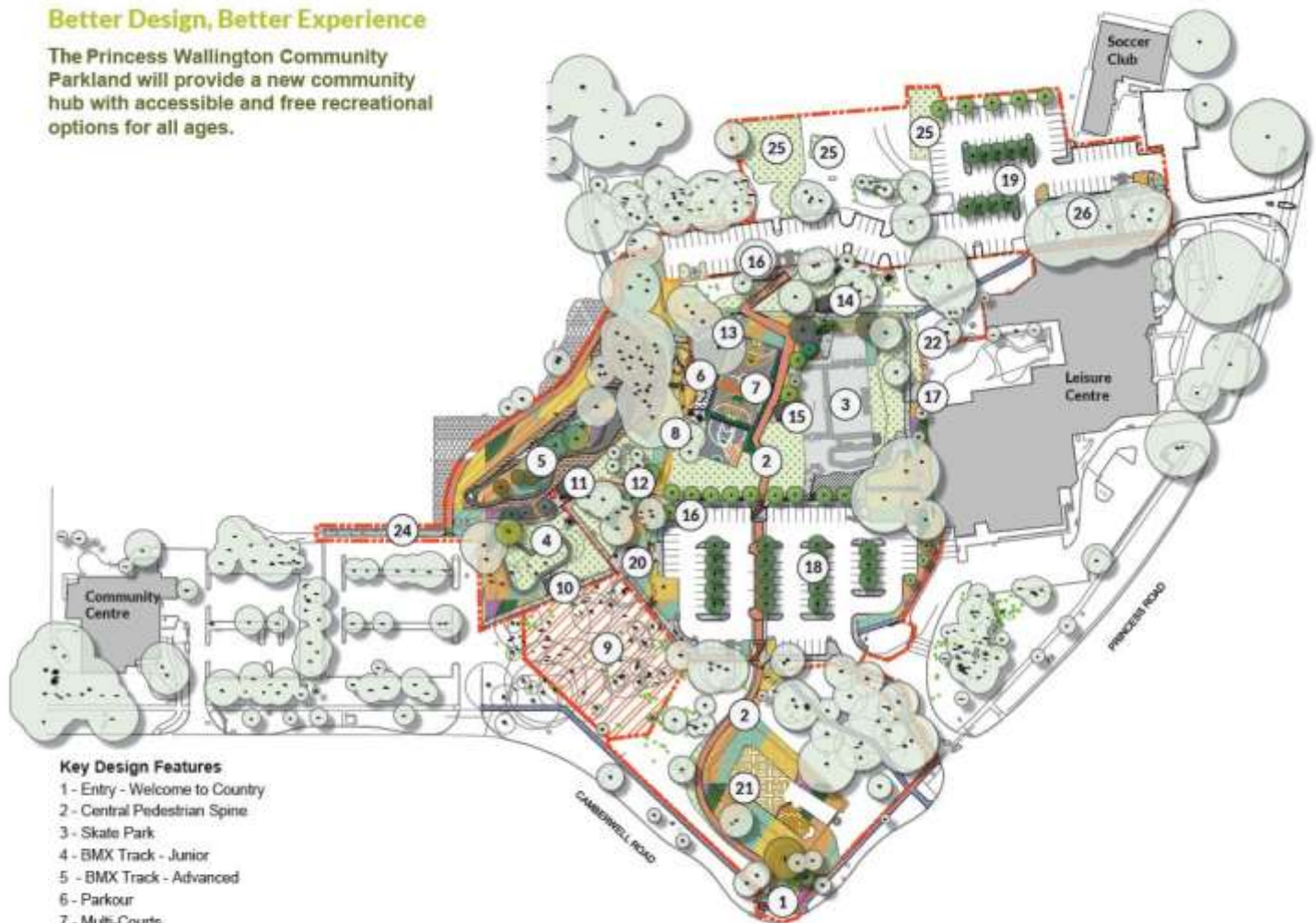


Perena Rochi Reserve Yangebup

Princess Wallington Community Parkland concept design

Better Design, Better Experience

The Princess Wallington Community Parkland will provide a new community hub with accessible and free recreational options for all ages.



Key Design Features

- 1 - Entry - Welcome to Country
- 2 - Central Pedestrian Spine
- 3 - Skate Park
- 4 - BMX Track - Junior
- 5 - BMX Track - Advanced
- 6 - Parkour
- 7 - Multi-Courts
- 8 - Dry Creek Bed Trail
- 9 - Playground (Design by City of Stirling)
- 10 - MAKARU Picnic Amenity
(including a large shelter, art opportunity, double barbeque, bike racks and picnic table)
- 11 - BIRAK Picnic Amenity
(including a large shelter, art opportunity, bike racks, custom viewing seat with built in 15Amp power supply and BMX Rules Signage)
- 12 - KAMBARANG Picnic Amenity
(including an art opportunity and picnic table)
- 13 - DJILBA Picnic Amenity
(including an art opportunity and picnic table)
- 14 - DJERAN Picnic Amenity
(including a large shelter, art opportunity, double barbeque, drink fountain and picnic table)
- 15 - BUNURU Picnic Amenity
(including a large shelter, art opportunity, bike racks and a custom viewing seat with built in 15Amp power supply)
- 16 - Potential Food Truck Location
- 17 - Potential Hardstand Cafe Area
- 18 - Southern Carpark
- 19 - Northern Carpark
- 20 - Toilet Facility
- 21 - Sump Beautifications
- 22 - Urban Art / Free Wall
- 23 - Pedestrian connection
- 24 - Remove existing facilities
(replace with new turf)
- 25 - Temporary Sewer Connection for Events