



ALDINGA SKATEPARK

FINAL DESIGN REPORT

CITY OF ONKAPARINGA

MAY 2024

CONVIC

PREPARED BY

CONVIC

FOR



QUALITY INFORMATION

PROJECT NAME ALDINGA SKATEPARK
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ACKNOWLEDGEMENTS

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CONTENTS

PAGE

01	Introduction	03
02	Background	04
03	Site Analysis	06
04	Conceptual Ideation	08
05	Draft Design Consultation	10
06	Final Concept Vision	11
07	Final Concept	12
08	Skate and Material Palette	19
09	Moving Forward	20

REVISION HISTORY

REVISION	REVISION DATE	DETAILS	AUTHORISED	
			NAME / POSITION	SIGNATURE
A	31.05.2024	Final Concept Design	BRYCE HINTON / DESIGN MANAGER	
B	24.06.24	Final Concept Design	BRYCE HINTON / DESIGN MANAGER	

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UNDERSTANDING SITE CONTEXT

The City of Onkaparinga are proposing a major upgrade to Aldinga Sports Park. Along with upgrades and extensions to existing recreation infrastructure a new skatepark and youth hub will be created.

The site is in close proximity to Payinthe College and residential areas. Main South Road is located to the East of the site with open space to all other edges.

The site is currently relatively flat and barren with a central vegetation line of mature trees and shrubs posing both opportunities and constraints within the broader park development.



MASTERPLAN

The precinct masterplan developed by Inside Edge, JPE and the City of Onkaparinga will be a significant recreation space for Aldinga and broader community. Facilities to compliment the skatepark include sports courts, spectator seating, picnic area, flexible open space and regional playground.

City of Onkaparinga have a number of project objectives that have been identified early within the project design phases that include:

- Satellite skate facility with the ability to host events, competitions or demonstrations.
- Lighting for night time use.
- Incorporate CPTED principles.
- Provide a safe and challenging facility for users of all ages and of a beginner to intermediate level.
- Consider integration with adjacent facilities including car parking, future toilet and future regional play space.

ALDINGA SPORTS PARK MASTER PLAN

MASTER PLAN LAYOUT



City of Onkaparinga Masterplan.

EXISTING SKATE CONTEXT

While many skate facilities have a number of similar features, due to their diversity of use it is important to undertake a study of parks within a close proximity of the proposed facility. This helps develop the typology of the proposed facility while identifying possible gaps in provision within the local skatepark network.

Within recent years South Australia has undergone a boom in delivering spaces tailored for alternative recreation including skateboarding, BMX, roller blading and scootering. An investigation of nearby facilities has shown a mix of both older and contemporary skateparks. Although some nearby parks show signs of wear, they all offer a variety of riding experiences.

In order to compliment this network, Aldinga Skatepark should look to accommodate a new and contemporary skatepark style. Avoiding duplication of nearby provision, Aldinga should develop as a point of difference facility which will offer local riders from Aldinga and the wider region a unique experience and attract end users.



01 Aldinga



02 McLaren Vale



03 Sellicks Beach



04 Seaford



05 Willunga



06 Flagstaff Hill



07 Oaklands Reserve



08 Hallet Cove



09 Christies Downs

SITE FEATURES

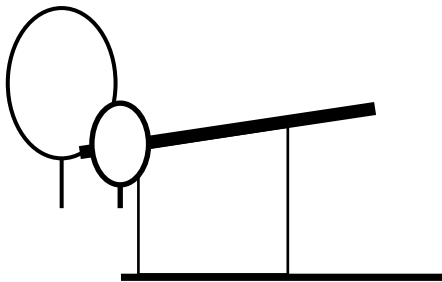
The proposed skatepark site is located within the south west corner of the precinct. The site is a vast open space bordered by field and paddocks on all edges. Future recreation development is proposed to the north and east edges, and proposed housing development to the south.

An existing tree avenue divides the site from north to south. This cluster is formed of native gums, introduced pines and low level shrubs. The design of the skatepark will need to consider integration with adjacent proposed program and spaces to allow for circulation and connections.

- 1 Proposed skatepark area
- 2 Proposed recreation
- 3 Proposed housing
- 4 Football oval

TOPOGRAPHY + HYDROLOGY

The site is relatively flat with less than 300mm of level change from north to south. During the site visit period the site was dry, however it was noted that during wet weather periods it is prone to holding water. Stormwater pits are located on the east edge, however there is currently no site drainage.



LEGEND

-  STORMWATER PIT
-  TREE LINE



CIRCULATION + ACCESS

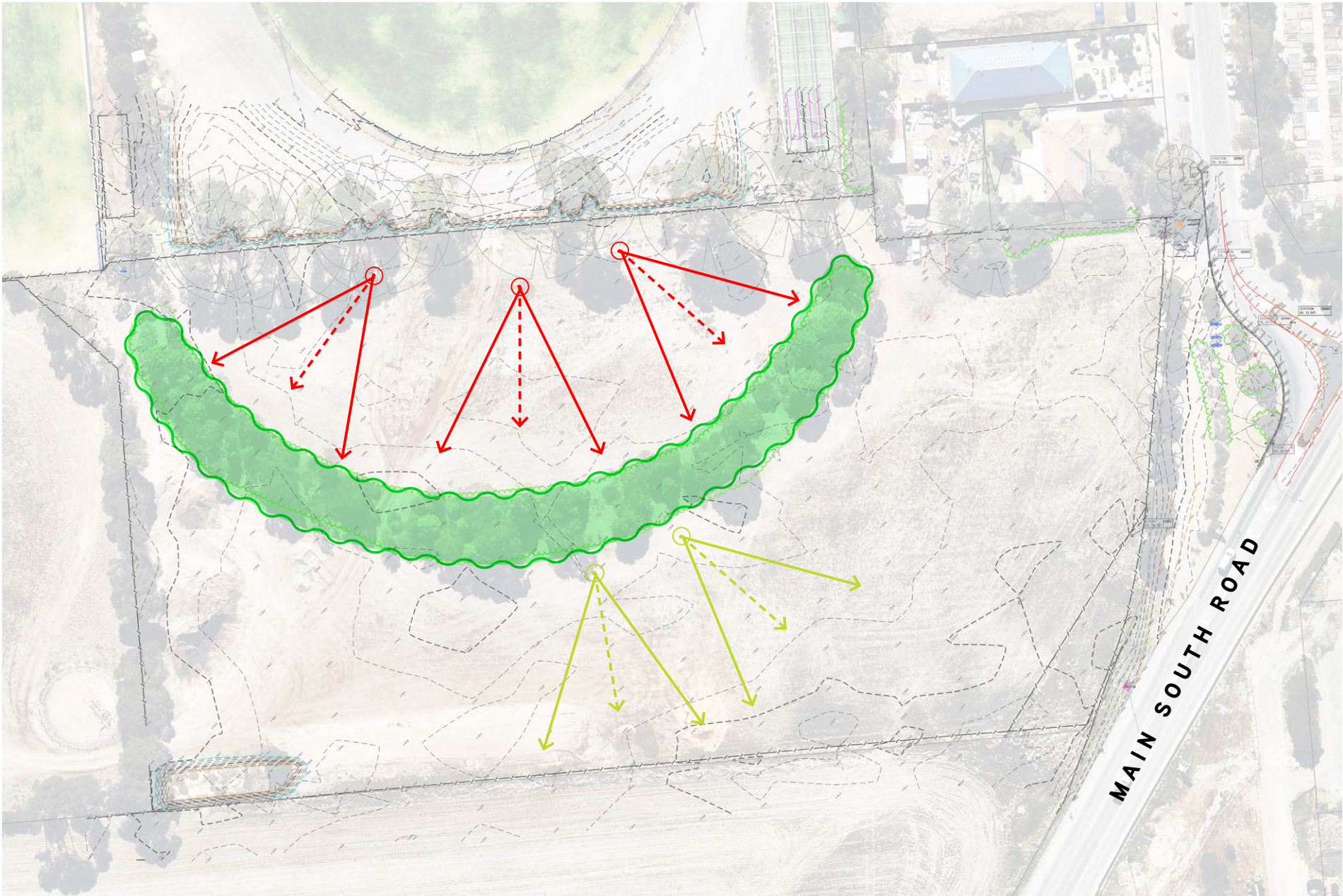
The proposed skatepark site has no circulation or access externally or internally. Pedestrian zones, circulation and access must form a key driver in the projects development.

VIEWS + CONNECTIONS

The proposed skatepark site sit at south western section of the site adjacent the central tree line and empty paddock space. Future development is planned for these edges, however the current proposed arrangement poses CPTED issues.

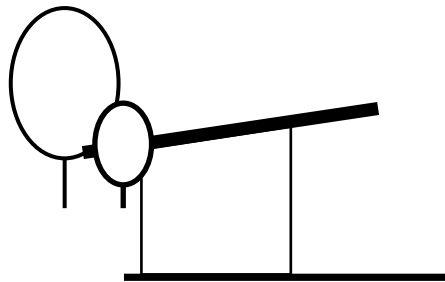
It is essential for the design of any youth facility to allow for and encourage clear views into, across and through the site.

This promotes passive and natural surveillance for the space and discourages anti-social behaviour. Views into and from within the site are to be enhanced throughout the conceptual development phase.



LEGEND

-  OBSTRUCTED VIEWS
-  PRIMARY VIEWS

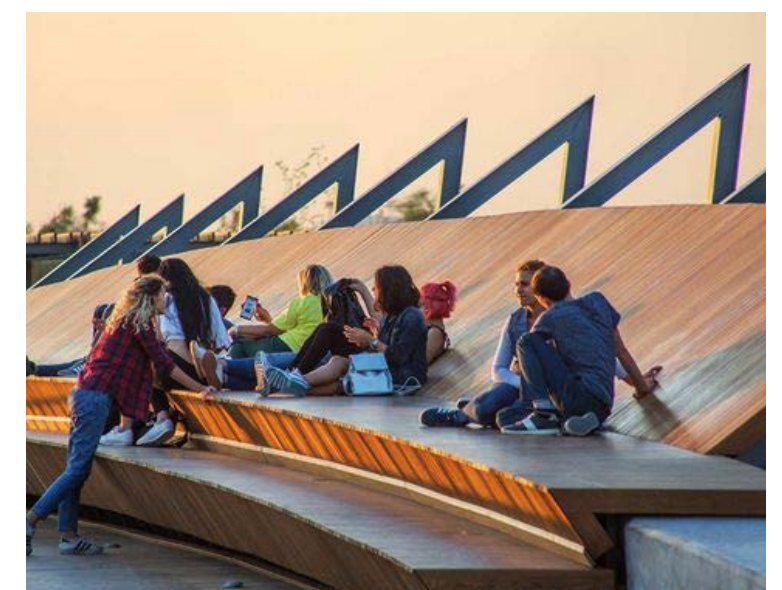
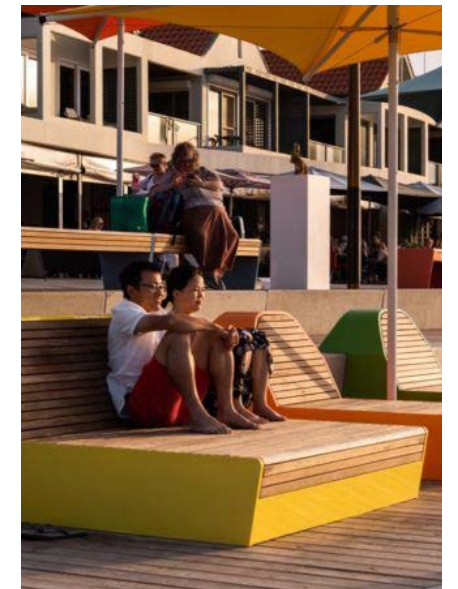


CONCEPTUAL IDEATION

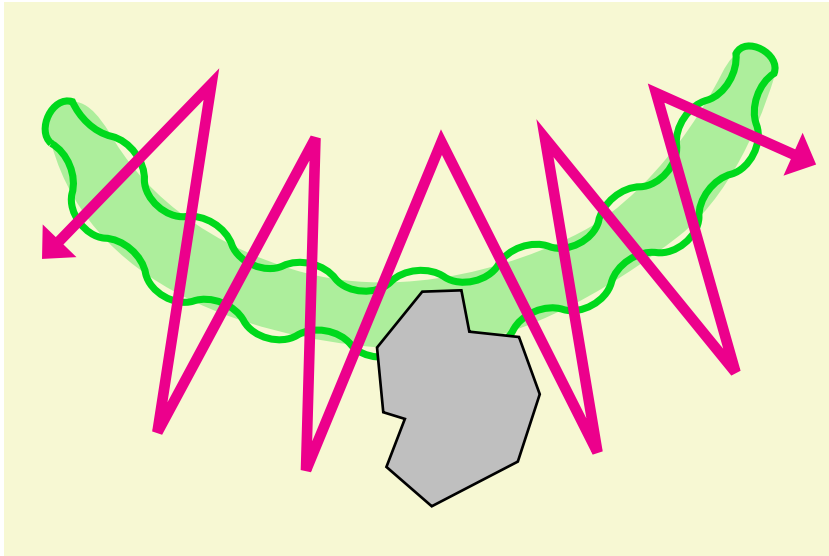
ROLLING HILLS

The Aldinga settlement is nestled between rolling hills and coastal beaches. The proposed site is situated at the base of hill ranges with views looking out towards a unique vista.

To celebrate its unique context, the design will carefully consider spectator areas and viewing spaces in order to connect with the landscape. Drawing reference from its form and palette the design will look to integrate colours giving the space a unique identity connecting with its surrounding natural context.



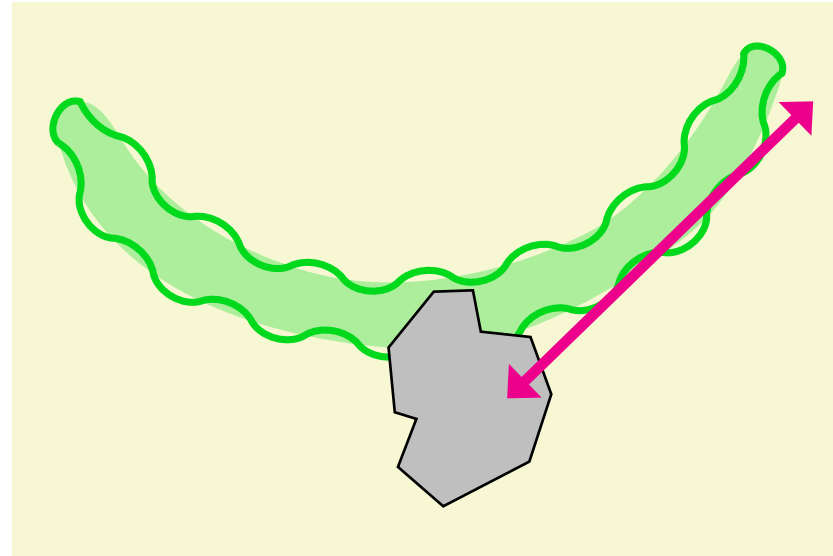
CONCEPTUAL DEVELOPMENT



1. CONNECT SITE

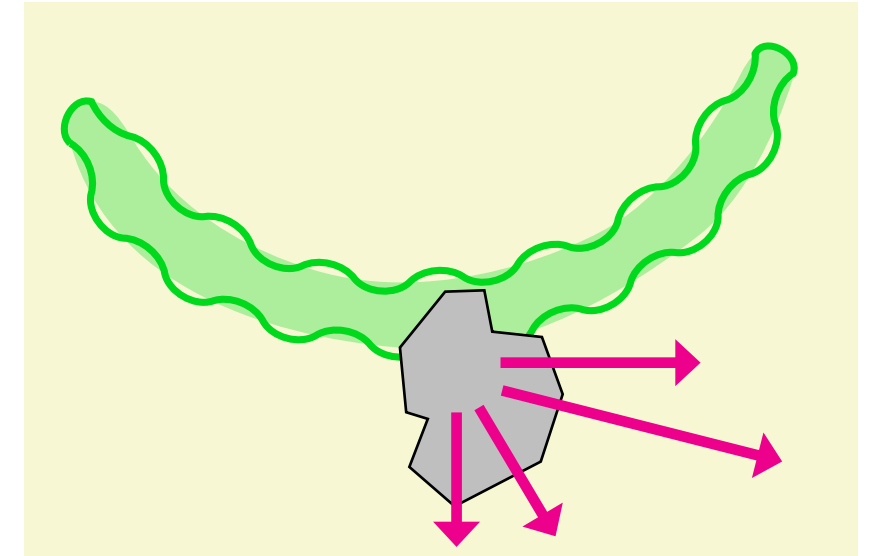
Creating a center piece the skatepark is nestled into the existing tree line. Clearing a section of vegetation allows the skatepark to connect with the northern program, opening views and pathways. Building up skate platforms creates a beacon at its center for viewing across the site.

The proposed footpath network is the catalyst to treat the whole site and wider precinct as one space. Stitching the site together, pedestrian access weaves between north and south areas. Crown lifting the vegetation at access points, site lines and pedestrian journey will tie together and consolidate the site.



2. DIRECT ACCESS

Careful consideration of the skatepark location has been made to maintain sight lines. Defining a clear connection between the entry carpark and skatepark brings users to the heart of the space whilst maintaining visual connections to active edges.



3. CELEBRATE VIEWS

The skatepark has developed to orientate views south east and celebrate surrounding context. Active and spectator seating looks down the skatepark and out to the rolling hills vista. The main shelter and spectator area is positioned at the highest platform of site creating a vantage point to capitalise on views in and out the space.

DRAFT DESIGN CONSULTATION SUMMARY

ONLINE FEEDBACK - ALL

STANDOUT COMMENTS FROM ONLINE RESPONSES

- Total of **120 responses**
- Total of 36 responses with no suburb identified (before ‘which suburb you live’ question was added)
- Bowl was standout favourite feature
- **Bowl not deep enough** - size not suitable for advanced riders
- Missing street obstacles - dedicated transition style facility does not cater for street style riders
- Transition style facility is minimal in **capacity** and number of riders at one time
- Lacks open flow area for beginner **provision**
- Lacks **unique** features - elements and layout is generic

ONLINE FEEDBACK - LOCAL

STANDOUT COMMENTS FROM ONLINE RESPONSES

- Total of **50 responses** from Aldinga and surrounding suburbs
- Bowl was standout favourite feature
- **Bowl not deep enough** - size not suitable for advanced riders
- Beginner space is missing - open flow and spacing
- Street style elements are missing

DROP IN SESSION DISCUSSIONS

STANDOUT COMMENTS FROM DROP IN SESSION

- Total of 14 attendees
- Total of 4 from Aldinga and surrounding suburbs
- Attendees were an even divide of street / transition riders
- Transition riders: consensus was for a deeper advanced bowl
- Street riders: capacity concerns, pushing for a plaza style area with open flow and spacing

FINAL CONCEPT VISION

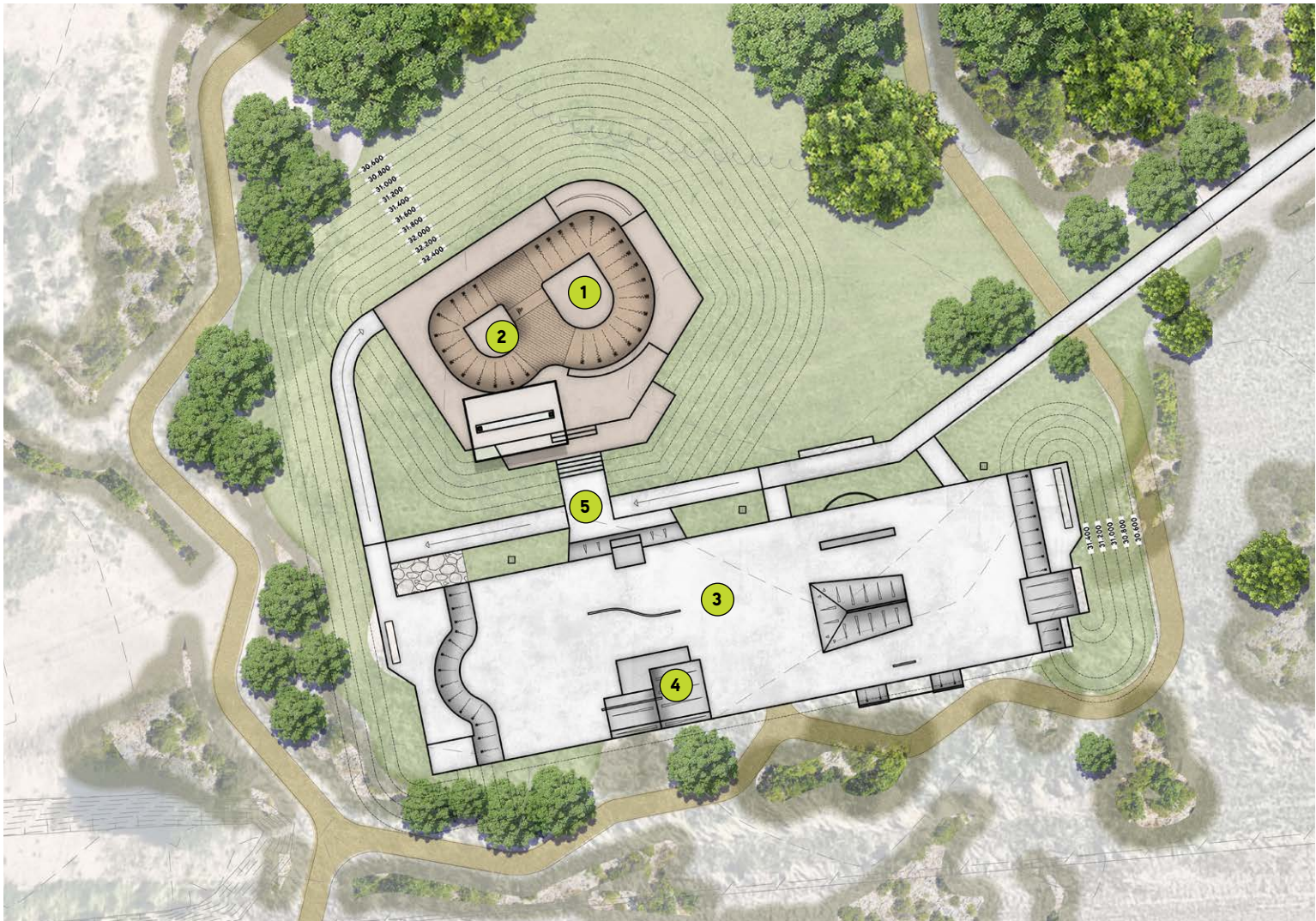
- **INCREASE DEPTH OF BOWL**
- **REPLACE FLOW SECTION WITH STREET PLAZA**
- **MAXIMISE FOOTPRINT WITH OPEN FLAT SPACE TO INCREASE CAPACITY AND BEGINNER PROVISION**
- **INTEGRATE BEGINNER RAMPS INTO STREET PLAZA**
- **INTEGRATE UNIQUE SKATE FEATURES**

CONCEPTUAL DEVELOPMENT

DRAFT CONCEPT



FINAL CONCEPT



- 1 Bowl height increased overall
- 2 Bowl shape developed with deep end facing east as per community discussions
- 3 Flow run replaced with street run
- 4 Street run integrated with unique obstacles
- 5 DDA ramp integrated to all platform levels

CONTEXT PLAN

ALDINGA SPORTS PARK FOOTBALL OVAL

LEGEND

SKATEPARK WORKS:

- 1 Skatepark with lighting
- 2 Shelter with seating and power
- 3 Unsealed car park for 40 cars
- 4 Pedestrian unsealed path to football oval and existing public toilets
- 5 Gateway statement and signage
- 6 Irrigated turf for seating and viewing
- 7 Bitumen path from carpark to skatepark
- 8 Drinking fountain
- 9 Repair kit

- Proposed new trees
- Gum trees to be removed
- Staged removal and crown lifting of pines to improve site visibility (approximate location)
- Existing gum trees to be protected
- Proposed underground storm water
- Proposed underground electrical
- Future opportunity boundary

FUTURE STAGES: (SUBJECT TO FUNDING)

- A Regional play space
- B Basketball
- C Sealed carpark
- D Picnic seating and shelters

FUTURE: (BY DEPT OF TRANSPORT)

- E Shared path
- F Rest node



RENEWAL SA FUTURE HOUSING

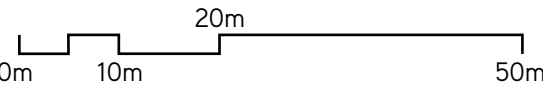
CLIENT:



DESIGNER:

CONVIC

SCALE: 1:750 @ A3



PROJECT:

Aldinga Skatepark

TITLE:

Final Concept Plan

DATE:

31.05.2024

REVISION:

A

CONCEPT PLAN

LEGEND

SKATEPARK WORKS:

Street Run:

- 1 Quarter Pipe - 1050H
- 2 Quarter Pipe - 1500H
- 3 Steep Bank - 500H
- 4 Stoop Slappy Steps - 150h
- 5 Curved Flat Bar - 350H
- 6 Manual Pad - 150H
- 7 A-Frame - 450H
- 8 Pyramid Wedge - 900H
- 9 Wedge Kerb - 150H
- 10 Flat Ledge - 350H
- 11 Curved Slappy Rail - 300H
- 12 Quarter Channel - 600H
- 13 Bank Extension - 2500H
- 14 Pole Jam - 400H

Advanced Bowl:

- 15 Shallow End - 1800H
- 16 Waterfall - 750H
- 17 Deep End Low - 2650H
- 18 Deep End High - 3000H
- 19 Turf Mounding - 1:4



Light Pole

LANDSCAPE WORKS (BY OTHERS):

- 1 Entry Path
- 2 DDA Ramp - 1:20
- 3 Spectator Seating
- 4 Central Shelter
- 5 Planting Areas
- 6 Gravel Pedestrian Pathway
- 7 Drinking Fountain
- 8 Repair Station



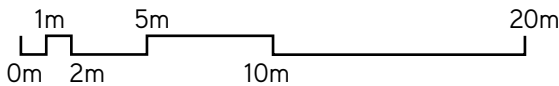
CLIENT:



DESIGNER:

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SCALE: 1:300 @ A3



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Aldinga Skatepark

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31.05.2024

REVISION:

A

OVERVIEW



STREET RUN 01



STREET RUN 02



ADVANCED BOWL



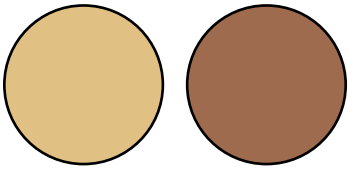
SKATE AND MATERIAL PALETTE

REFERENCE IMAGES

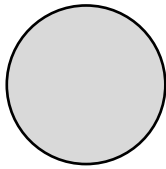
Skate obstacles have been designed to create a unique rider experience with features that are multifunctional and can be used in a variety of ways.

Forming a destination point, the advanced bowl has been highlighted to celebrate the precinct. Earthy brown colour tones have been selected to connect colours of the rolling hill vista and highlight the space within the wider precinct. To accentuate this area, the lower street run area is grey to be sympathetic to surrounding precinct and bowl.

- 1. Advanced bowl
- 2. A-Frame
- 3. Flat Ledge
- 4. Bank Extension



bowl



dish / mini ramp



MOVING FORWARD

Upon Council endorsement of the final concept design the project will be developed into detailed documentation drawings. Construction is anticipated to commence in mid 2024.

CONVIC

CREATE COMMUNITY

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