

City Center SkatePark Design Workshop #3

November 10th , 2009



MEETING REPORT

Workshop time: 6:00-8:00 p.m.

Workshop location: Downtown Branch, Eugene Public Library Bascom Tykeson Room

Workshop facilitators: Emily Proudfoot, City of Eugene; Troy Mears, Mark Scott and Burke Morris (DreamLand SkateParks)

Other City staff present: Carrie Peterson (POS Parks Planning), Adam Steffen (PWE), Colette Ramirez-Maddock (LRCS)

BACKGROUND

This was the third in a series of design workshops led by the City of Eugene and DreamLand SkateParks to receive public input on the design for the City Center SkatePark.

Key goals for the workshop were:

Present two revised concept designs that DreamLand had developed in response to feedback from the last meeting and three concepts presented therein.

Answer questions and provide a forum for discussion around the two new designs

Get user feedback on what they did and didn't like about each design and how they could be improved.

Encourage folks to go online and fill out SurveyMonkey questionnaire.

ADVERTISEMENT

Advertisement for the workshop included the following:

- Posting on the SkateEugene.org website
- Posting on the City Meetings Calendar
- Posting on the City of Eugene POS City Center Skatepark website
- Posters were put up on site at each of the existing skateparks (4)
- Press release was sent out to all media contacts the day before the event

PRESENTATION

DreamLand staff ran the entire meeting followed by presenting the two revised designs they had developed after receiving feedback from the second design meeting meeting. Mark Scott presented Design Concept 'D' by going over the features in 3D on the screen. Main features included the flower

bowl and an added snake run component on the existing east bank side of the site. Burk Morris presented Concept 'E' in a similar fashion, pointing out that he had worked hard to place as much of the park under the bridge as possible. The presentation lasted about ½ an hour with the public asking questions and then turning to discuss the two designs at the groupings of tables and filling in the questionnaires.

Both design concepts proposed a good diversity of materials including brick ,steel, textured steel, exposed aggregate concrete, marble, granite, concrete curbs and pool coping.

Troy Mears pointed out that the sustainable design components of either of the designs would include effective storm water management; use of recycled concrete materials and an equal balance of cut and fill to minimize off site trucking and dumping of material.

ATTENDEE QUESTIONS/COMMENTS

Q: How wide is the lower flat area in the street skating section of Concept 'E'?

A: About 25'. The two upper areas are about 20' wide each, plus or minus.

Q: Are you open to using round steel? I'd like to donate some and I also have a line on polished granite. Are you interested?

A: Yes!

Q: If there are a bunch of flat areas shown, do they vary in height?

A: Yes – refer to the + and – numbers shown on the plans.

Q: How big is the flower bowl? And how about more bumps in it?

A: It's about 74' in diameter – not sure we could do more bumps without making it bigger!

Q: How big is the coping?

A: It's usually 2-1/2" inside diameter round steel coping – which means it's a little bigger on the outside.

Q: What about the stairs in the pool? Don't they hurt more than help? I'm concerned that "stairs break bones"

A: We added them in response to comments from the first meeting – the stairs provide a great challenge and people want that. It also provides an area to carve between the top step and the coping (about a foot wide) and it makes it easier to climb out of the pool if you need to.

Q: How wide is the lower flat area in the street skating section of Concept 'E'?

A: About 25'. The two upper areas are about 20' wide each, plus or minus.

Q: On Concept 'D' could we get the last 1/3 of the park under the bridge and keep it dry?

A: It probably wouldn't fit, but we can do some good strategic drainage and add ridges in to help with this.

Q: How wide is the lower flat area in the street skating section of Concept 'E'?

A: About 25'. The two upper areas are about 20' wide each, plus or minus.

Q: Can you point out areas where little kids can learn in each concept?

A: In Concept 'D' maybe the middle of the street section and along the snake run. In concept 'E' the little bowl and the 2' bank areas would probably be good.

Q: What would you say is the "signature piece" in each design?

A: On Concept 'D' it's the flower bowl – on 'E', there's less of a single signature item and more of a focus on just designing a really outstanding skatepark as a whole. There's more of a goal of fitting it all in on 'E' and less on a single signature piece. We also worked really hard on getting as much of the park under the bridge as possible on this concept.

Comments:

- That 'S' curve thing is cool!
- How about a full tranny depth on one of the bowls – like and 11' vert – x-games style? Maybe up to 13' deep – maybe too gnarly. You could catch huge bangers!
- Can you throw a ½ pipe in there? It could be mini or huge.
- I don't really like Concept 'D' because it's too centrally focused and there aren't enough good lines. There aren't enough lines to keep from interfering with other users. It's important to have non-restricted flow to be able to utilize all the tricks without shutting it down. More users at a time is key!
- How about an extravert at the top of one of the bowls? (like curb height)
- How about more street?
- How about more tranny?

QUESTIONNAIRE/SURVEY QUESTIONS

The questions on the form (and the on-line survey) were:

- 1) From the beginning one of our key goals has been to create a signature, destination skatepark. Does either of these proposed concepts or individual elements fit your vision of this goal? Why or why not?**
- 2) Another priority is to accommodate many user styles and skill levels in one space. Does either of the proposed concepts offer the ration of tranny and street that you feel is appropriate? Why or why not?**
- 3) Creative use of a diversity of natural materials (e.g. granite, rock, boulders, basalt, concrete cut-outs etc.) has been expressed ans an important requirement. What do you like about the use of natural materials in each of the proposed concepts? What would you like to see more or less of?**
- 4) Which items, features, and elements from either proposed concept do you like the best and which do you dislike? Please explain why.**
- 5) Which of the two proposed concepts do you like the best and why?**
- 6) Is there anything you would like to see in the final design that you do not see reflected in either of these two concepts? Please explain.**

In all, including logins on the SurveyMonkey website, 67 people responded to the survey and included very specific comments on likes and dislikes about each of the revised concept designs. See the attached survey monkey reports for further details.

FINDINGS

While the meeting was more sparsely attended than some previous ones, a good diversity of users were again well represented. Most were very interested and engaged in discussing the design and found the two designs compelling, exciting and discussion worthy. The survey responses collected at the meeting and over the following week on-line revealed the following:

- 1) When asked if either design met their expectations for a “destination” skatepark about 2/3 of the respondents agreed that it did, although for a variety of reasons. Some found features that were particularly interesting or attractive (e.g. the flower bowl, good balance of street and tranny, diversity of terrain, nice inclusion of classic elements etc.), others found the design concepts appealing in general as design wholes. The 1/3 of respondents who didn’t agree that the design concepts had “destination” quality also had a variety of reasons for their opinions including: No special features they hadn’t seen elsewhere; overly segregated components with lack of connective flow; not enough street skating area; not enough ‘big’ transitional area; and lack of creativity in the design overall.
- 2) The second question asked if the design concepts adequately struck a balance of skating styles while providing for a variety of skating abilities. Out of 62 respondents to the question, About 2/3 agreed that the design concepts show a good balance of style and skill and most people in this group stated that they preferred the balance and variety shown in Concept ‘E’. Those that did not agree with the statement were varied in their reasons why, but generally these people wanted either more street skating areas and features (8 of 62 total) or more transitional skating areas or features (4 of 62 total).
- 3) This question addressed creative use of materials and textures in the skatepark surfacing. Most people responded very positively to this question, particularly around the use of tile as pool coping in the kidney bowl in Concept ‘E’. Others mentioned successful use of brick and boulders as positive since these kinds of element replicate ‘real’ street skating experiences well. Those concerned about the potential for mixed materials (10 out of 59 respondents) cited a wish for consistently smooth material to skate on that wasn’t too slick or too rough. Some also cited cost concerns and didn’t think it would be worth additional expense.
- 4) Question 4 asked which components people did and didn’t like and why. Answers varied widely, however there were consistent specific comments regarding the following:
 - The flower bowl (11 liked, 11 disliked, 3 unsure about it)
 - The snake run (17 liked, 0 disliked)
 - The ribbon and ‘onion petal’ art components (4 liked, 0 disliked)
- 5) When asked to select one preferred design people overwhelmingly chose Design ‘E’, though many added that including some key components of Design ‘D’ would be really great. Overall 75% of respondents selected Design ‘E’ and 24% selected Design ‘D’. Many people again noted a nice balance of street and transitional style skating in Concept ‘E’ as well as the kidney bowl with the coping; the street plaza elements; and overall flow and ability of the design to accommodate a lot of park users at once. Adding the snake run from concept ‘D’ to ‘E’ was a popular choice as well as adding more street features around the edges of ‘E’.

Overall people were very detailed in their responses on this question in particular about what they liked, what should be added, and what they didn’t like. For additional survey details see the survey attachments at the end of this report.

- 6) Question 6 addressed items that might be missing or that users would like to see more of. Main themes on this question included: More rails of all types – round for roller bladers; stepped; slanted; rainbow, square and flat. Ledges and longer benches or curbs were often mentioned in the same context for a similar type of experience. The classic ½ or ¼ pipe was also mentioned several times as a component that folks would like to see included or added. Changing or augmenting the shape and depth of the square bowls was also mentioned a few times with specifics including “the deep bowls should be at full size” and “ the deep end of the square vert bowl should be done to ‘x-games’ specifications (11’ tranny, 2’ vert.)”

Supporting amenities such as restrooms, drinking fountains, stage, electrical outlets and other facilities that might support large scale skating events were mentioned as important as well. While these items aren’t shown in the skatepark concept plans they will be included in the overall park improvements associated with the development of the skatepark.

- 7) The last question was aimed at capturing how often respondents were skating with 0 being “never” to 5 being “all the time.” 54% of those who answered said they skate all the time (5) and an additional 25% answered a “4”. The remaining 20% answered 3 or less. In the “other” category BMX bicycling was the most frequent answer.

The level of detail provided in the responses was again impressive and very helpful. The responses also reflected important knowledge and firsthand experience from skaters, bikers and bladers of many ages, styles, abilities and, to a degree, opinions.

CLOSING

The meeting concluded with staff thanking attendees for their time and thoughtful input at the meeting. All were invited to attend the next meeting on December 15th, 2009 at the downtown Library when the two concepts presented will be morphed into one based upon public feedback and comments. All attendees were encouraged to go on line and fill out the on-line survey and tell their friends about it.

WRITTEN COMMENTS

See attached Survey Monkey report for detailed responses.

MEETING ATTENDEES

Matt Patton	Wade Schwartz	Frank Walter	Jaron McClain
Mark Hunt	Jamie Carlsen	Frank Martinez	Jamie Thomason
Bridgett Poduy	Kimmy Knowles	Jeffrey Noblet	Sarib Khalsa
Jonathan Faulkner	Michael Nicholson	Nick Propios	Matt Koehler
Bob Chandler			

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From the beginning one of our key goals has been to create a signature, destination skatepark. Do either of these proposed concepts or individual elements fit your vision of this goal? Why or why not?		
		Response Count
		61
<i>answered question</i>		61
<i>skipped question</i>		6

Response Text		
1	Yes. D is unique, E has a more solid range of flow/ use.	Nov 14, 2009 4:24 AM
2	Design E would be a destination skatepark for sure - no question about it. Classic kidney bowl with pool coping is major, the other two well laid out bowls, with a range of variety for everyone at every skill level. The street section is very appealing too with a really nice variety of creative features and textures, lots of room. I really like it. A big plus is that the design would allow for a lot of people to skate at the same time.	Nov 16, 2009 10:38 PM
3	Yes; either would achieve this goal. I think concept "E" would be more successful, and would certainly be the more likely for me to visit (from Texas!).	Nov 17, 2009 4:06 AM
4	yes, design d looks the best. But i feel that it is not inviting enough for the community at hand and looks complicated	Nov 17, 2009 4:23 AM
5	Design E has an interesting tranny section, but why is there so much open space devoted to the street portion? It's hard to tell who the big area with brick design is going to serve and it seems unfairly large. It is hard to tell how big these ramps are going to be from this computer view and we can't find a total square footage from the park to compare to other Dreamland web designs. If a few of these tranny ramps in Design E are really big then yes, maybe it will be a destination park. Not really, yet, no. This isn't yet in the BattleGround or Lincoln City excitement class although there are some creative obstacles here.	Nov 17, 2009 4:44 AM
6	No. When I compare this to Lincoln City and Battle Ground there are elements in those parks that are unique and challenging and also what looks like a good flow around the elements. These proposals look like they are on the way to something but they are not finished. They look like they might work for a local park but not a destination park. Keep designing and it will come.	Nov 17, 2009 5:56 AM
7	yes letter E does because its a good seperation from the street and tranny.	Nov 17, 2009 7:06 PM
8	both the new designs are great combinations of the first three designs, i like both designs very much but am leaning a bit more toward plan E, as long as you have a good flowing park, that will make it a destination for any avid skateboarder	Nov 17, 2009 8:37 PM
9	concept e, because it is just better	Nov 17, 2009 9:13 PM

Response Text		
10	Destination skatepark? i go out of my way to skate some rather ridiculous stuff by most peoples standards. so they are all destinations for me. you leave your house, you arrive. will people come from other areas outside of Eugene to skate either one of these parks and spend money there on food and drinks, gas, maybe a hotel? of course because a great company was picked to build it.	Nov 17, 2009 9:24 PM
11	Design E - something for everyone, including a spectators area.	Nov 17, 2009 10:59 PM
12	yes, both are very unique. there is a wide variety of terrain, with obstacles that are usually only found in dream spots like barcelona or japan. they also have both creative street sections and creative transition sections.	Nov 18, 2009 2:08 AM
13	I think although original, the designs are very creative but how will they work? They "Flower" bowl is going to be wet when it rains. I am not a fan of the bowl itself.	Nov 18, 2009 3:50 AM
14	yes	Nov 18, 2009 6:32 AM
15	I feel that Concept E is more of a destination skatepark with the diversity of terrain presented. There seems to be plenty of area for street skaters, the bowl skaters.	Nov 18, 2009 7:31 AM
16	yes the design for the park looks pretty unique, incorporating street and tranny aspects that would accommodate most if not everyone's interests.	Nov 18, 2009 10:43 AM
17	yes design d I like the mini bowl have never seen anything like it.	Nov 18, 2009 5:01 PM
18	Not seeing enough big transition to make it a destination for me, Nothing I can't get elsewhere. Either design looks cool enough to make it worth making it part of a road trip.	Nov 18, 2009 5:11 PM
19	The weird flower bowl in Concept D looks like a destination park.	Nov 18, 2009 5:14 PM
20	I think the flower bowl looks incredibly unique, but question it's actual skatability....what's the crash factor in something like that? I like the idea, but for a centerpiece of a park, if only one person can skate it at a time, I'm not so sure it's a good idea.	Nov 18, 2009 6:45 PM
21	yes, both designs have big enough footprints, enough variety of terrain features and enough creativity to be considered a signature, destination park. Also, the simple fact that this park will be covered and lit helps to qualify it as "destination" park regardless of how good, or not, the design/build is.	Nov 18, 2009 8:51 PM
22	Version D because it is 100% unique. The mushroom bowl and brick banks everywhere are great. If Eugene wants a skatepark that is world renowned, then Version D is a must. If Eugene wants a good skatepark, then Option E will suffice, but I guarantee if Version D is built it will bring much more acclaim and visitors.	Nov 18, 2009 9:07 PM
23	concept e is the most realistic and accessible though the flower is a heady idea(mushroom in the middle excluded) and i kind of like that	Nov 18, 2009 11:26 PM
24	Either of these concepts would be an impressive destination skate park that would attract skaters from around the world.	Nov 18, 2009 11:49 PM
25	yes concept E. it has the best of both worlds street and tranny.	Nov 19, 2009 3:05 AM
26	where is the duck?	Nov 19, 2009 3:23 AM
27	concept E	Nov 19, 2009 3:24 AM
28	yes, concept E. it has a variety of street and tranny.	Nov 19, 2009 3:40 AM
29	No. Both designs are transition oriented, just like 95% of the other skateparks in the northwestern U.S.	Nov 19, 2009 4:56 AM
30	Concept E I think would be a destination park, that would keep people coming back, concept d I think would bring people once to see the "flower bowl" but would be just fading novelty to most.	Nov 19, 2009 5:03 AM

Response Text		
31	park E it's got a pool of to the side and an all around good look and flow	Nov 19, 2009 5:16 AM
32	No, Dreamland parks are all different in the exact same way. Lots of "creative" transition sections that look kind of cool in a blueprint but actually end up being really gnarly. This is a park I plan to use, not watch pros. The "street" section is pathetic.	Nov 19, 2009 4:53 PM
33	yes and no. The designs have great features, but it looks like you will either have a good bowl or good street. I'd like to see both. mainly bowls.	Nov 19, 2009 8:37 PM
34	No, not at all. The flower bowl is unique but everything else is very uncreative and very segregated, there is hardly any park flow at all which was a GIANT request from many of the local skaters who have been involved in this project. There is not one open quarterpipe incorporated into the street area and there is no street (other than a sub box) incorporated around the tranny.	Nov 19, 2009 10:09 PM
35	Design E has a nice flow of back and forth in the street section that you can skate all day without much traffic while keeping the transition area kind of seperate. The park has a nice flow that you can skate all day.	Nov 19, 2009 11:31 PM
36	both would fit the goal. Concept E seems more skateable.	Nov 19, 2009 11:48 PM
37	For me concept E is thew one. I think its got the creative flow but also doesnt stray to far from the essentials. tranny wise it has variety.	Nov 20, 2009 1:01 AM
38	yes. large area and undercover.	Nov 20, 2009 1:09 AM
39	Yes, some of the design ideas work well with what I would love to ride. The big bowls and snake run are a great aspect to the park.	Nov 20, 2009 1:14 AM
40	Well I like D but it seems to have to much tranny and not enough street. But it still looks like it will be great anyways. I just wanted to let you know that i think that there should be like a 7 and or 8 stair with a flat rail and or a hubba, and just more stair sets and rails. Thanks, I hope it will be lots of fun i am looking forward to it and i will be spending lots of time there. It will be great.	Nov 20, 2009 4:24 AM
41	Yes both meet this. But I still think that some both designs should be combined. They both have unique things. The flower bowl, the china banks,. The kidney bowl and the ribbon. As a whole I like concept E more.	Nov 20, 2009 7:36 PM
42	I think it does because both designs incorporate features that I've never heard of inside a skate park.	Nov 20, 2009 7:56 PM
43	I like the perimeter of Skalels around model D with all the tucked away shesh spots. I like the China banks (tall is great but not too steep. I gotta get tech. I like the benches. I like the curbs. We vote out the flower bowl for the tranny concept in concept E. I like the street in concept D	Nov 20, 2009 9:38 PM
44	Concept E Rocks. They are both cool but E is my strong Preference.	Nov 20, 2009 9:44 PM
45	Concept E is more apt to Eugene. You need more of the Valley feel. Deep holes and Big air.	Nov 20, 2009 9:49 PM
46	Both are solid designs. Both meet the vision	Nov 20, 2009 9:53 PM
47	Concept E looks best. Clean is good D for Dangerous don't like the new stuff.	Nov 20, 2009 9:59 PM
48	Both are improvements, above what Eugene currently offers.	Nov 20, 2009 10:14 PM
49	Definitely, I could not say it reminds me of any other parks I've ridden or seen.	Nov 20, 2009 11:05 PM
50	Both designs have signature features and look that makes them unique to all skateparks.	Nov 20, 2009 11:15 PM
51	MUSHROOM TEA!!!	Nov 20, 2009 11:18 PM

Response Text		
52	Plan E definitely fits my vision of this goal! I really like the transtional aspects and I think the layout of the street section appears safe, fun diverse and aesthetically pleasing.	Nov 20, 2009 11:29 PM
53	Yes both especially the flower bowl	Nov 20, 2009 11:33 PM
54	I'm desiging street rails and skate boxes. I'm hoping to donate time and material to help start my own company	Nov 20, 2009 11:40 PM
55	Yes I like the flower bowl with the mushroom	Nov 20, 2009 11:44 PM
56	I like the snake run on concept 1 but over all I like the second concept the best!	Nov 20, 2009 11:48 PM
57	To be honest no. I feel that the springfield skatepark is a better design then this one. 50% of the park seems to be a generic tranny section which in general is never popular with skaters and the street section seems to be very dull.	Nov 21, 2009 12:47 AM
58	The flower bowl is cool but it seems like it would get boring.	Nov 22, 2009 7:20 AM
59	The ribbon in concept E and just the hole way it's set up IS PERFECT don't change it!	Nov 22, 2009 7:31 AM
60	Oregon has so many bowl-oriented skateparks already (Churchill being the closest to Eugene-area). I don't think putting in large bowl ramps and then making the street sections a second thought are only signature in that Dreamland seems to plop bowls down and call them skateparks.	Nov 22, 2009 12:23 PM
61	YES!!!!!!!	Nov 22, 2009 4:50 PM

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Another priority is to accommodate many user styles and skill levels in one space. Do either of the proposed concepts offer the ratio of tranny & street that you feel is appropriate? Why or why not?		Response Count
		62
<i>answered question</i>		62
<i>skipped question</i>		5

Response Text		
1	Yes, both have a good mix	Nov 14, 2009 4:24 AM
2	They both do, E has a bit more variety for different skill levels, and I think a better balance of street/tranny. I'd say it is also organized in a way that would allow more skaters on at once with less potential for getting in each others way.	Nov 16, 2009 10:38 PM
3	Yes- concept "E" has a better ratio, I think, and would allow more users to ride at once. Better street obstacles, as weel.	Nov 17, 2009 4:06 AM
4	design d does more.	Nov 17, 2009 4:23 AM
5	Design E has a better ratio. There is not enough tranny in either design. I strongly vote for the pool coping bowl in E. The tranny parts look really fun. I think there needs to be more.	Nov 17, 2009 4:44 AM
6	I am worried that the big covered street areas in both these designs are going to end up with groups of homeless people standing, sleeping, etc. I have sympathy for these folks and would like to see more sheltered area somewhere else for them, but it will kill this park if you can't make a change in the use to make that uncomfortable. Covered flat area is more of current status quo and the low obstacles will make nice seating and leaning area.	Nov 17, 2009 5:56 AM
7	yes there is alot of both in concept E	Nov 17, 2009 7:06 PM
8	both are pretty good about utilizing the space provided, except that the street stuff should maybe be beefed up a little more, it looks like to much flatground. but it still looks good	Nov 17, 2009 8:37 PM
9	concept e has a good balance, concept d is hard up for GOOD tranny.	Nov 17, 2009 9:13 PM
10	both designs accommodate any style.	Nov 17, 2009 9:24 PM
11	Design E - again, yes. In the tranny area there is both beginner and advanced terrain. The street has a public plaza feel - right on.	Nov 17, 2009 10:59 PM
12	they both appear to. it would of course depend on how steep step-ups, transitions, ledges, etc. are. but both seem to be able to handle any skill set, all the way up to professional. they also both have plenty of both street and tranny, albeit in different ratios and different types.	Nov 18, 2009 2:08 AM
13	I think that more of a bowl to bowl concept with a surrounding street or tech section, would be more useful.	Nov 18, 2009 3:50 AM

Response Text		
14	make a street corse	Nov 18, 2009 6:32 AM
15	The ratio in Concept E looks very appropriate. Although the odd looking bowl in Concept D appears unique by design it looks to be rather an unfunctional skate form. It is too complex.	Nov 18, 2009 7:31 AM
16	yes there looks to be a little of everything that is appropriate for all styles and skills levels.	Nov 18, 2009 10:43 AM
17	yes the areas are separated on D so there can be different sessions going on at one time. Less stairs more banks.	Nov 18, 2009 5:01 PM
18	Looks like a good variety of terrain in both cases.	Nov 18, 2009 5:11 PM
19	Yes	Nov 18, 2009 5:14 PM
20	I thought the overall park in concept D is better for different features/levels of skating.	Nov 18, 2009 6:45 PM
21	Concept E, although it is more "traditional" looking than D, seems to have a better ratio of street vs tranny.	Nov 18, 2009 8:51 PM
22	Version D because it has both throughout the park and also separate areas for tranny and street.	Nov 18, 2009 9:07 PM
23	ratio is fine for design e	Nov 18, 2009 11:26 PM
24	The ratio seems appropriate in both concepts.	Nov 18, 2009 11:49 PM
25	concept E has a little of everything so i think it will be the best for all skill levels.	Nov 19, 2009 3:05 AM
26	they are both sick	Nov 19, 2009 3:23 AM
27	both have great ratio of tranny and street but E has more open space and I think more for different skill levels	Nov 19, 2009 3:24 AM
28	concept E	Nov 19, 2009 3:40 AM
29	Most skateboarders prefer "street" style skateboarding. Even though the skatepark builders and many of the older skateboarders who attend city meeting are transition skaters, they do not represent skateboarding as a whole. The new skateparks that are being built should have primarily street obstacles.	Nov 19, 2009 4:56 AM
30	Again, I think concept E is a great model of this, open areas with many different obstacles, and seperated well so beginners and advanced would not often be in eachothers way. I think D is mostly wasted space, too much repetition around the park.	Nov 19, 2009 5:03 AM
31	again park E have way more diversity	Nov 19, 2009 5:16 AM
32	Like I said above Dreamland is a bunch of tranny skaters, and have really done nothing for the street skaters in the NW. Your street sections are all very weak.	Nov 19, 2009 4:53 PM
33	they are OK, but on the first design there is a awsome looking bowl and I don't get the disco colored part looks like a waste.	Nov 19, 2009 8:37 PM
34	yes I feel it is appropriate, but I dont feel the designs incorporate either very well. spread the street features out around the park, STOP DIVIDING THE STREET AND TRANNY! I want to be able to ollie a pyramid after slashing some copping, There is not one quater pipe around any of the street features and there is no street incorporated around the tranny. This is not a park for little kids and that means to stop designing it like we need to be seperated from eachother based on our street vs tranny styles... MAKE A DESIGN WHERE I CAN FLOW THROUGH THE ENTIRE PARK IN ONE RUN!!! Eugene has many advanced riders that can skate both tranny and it would be a lot more fun to skate a skatepark and not sections of a skatepark. I dont want to have to push, stop or get off my board in order to hit a feature, street or tranny. I understand about a kidney bowl, wich I think we need, but open up the flower bowl so people can flow in and out of it, open up the other bowl so people can flow into the street section and then back into the bowl. All these designs are segregated and riders have to 'fly out' of a bowl just to get to the street section. And that is the most ridiculous thing to have to deal with when trying to flow on a skateboard through a skatepark.	Nov 19, 2009 10:09 PM

Response Text		
35	I believe that design E has a nice accomodation of all skill levels and has an appropriate ratio of tranny and street, while design D has a tranny area that would be best fit for more skilled riders and the street section would be more suited to more skilled riders as well.	Nov 19, 2009 11:31 PM
36	I like E because there is a clear tranny and street section, they are seperate enough to keep things sane.	Nov 19, 2009 11:48 PM
37	I like what I see as far as tranny goes and the street looks pretty fun to. I dont skate stairs and all that but a street course with transition fused in in the right places can be really fun a lot of the other parks just have stairs rails and ledges which you need but to have wall ride type things and jersey barriers make it fun for transition skaters too.	Nov 20, 2009 1:01 AM
38	design E. street course is well diversified in all skill areas. tranny section is pretty advanced but there is a smaller section and pool. two great places to learn.	Nov 20, 2009 1:09 AM
39	I think there is an over all skill level meeting appeal to the park, I personally would enjoy some more vert in the park: nine-twelve foot quarter pipes would be a good add on, also using the bridge post/beams as a vert wall or punk wall.	Nov 20, 2009 1:14 AM
40	I think it should have some more street (stairs and rails)	Nov 20, 2009 4:24 AM
41	Yes they both seem to have a good ratio. I'm looking for a highest street presence. The flower bowl very intricate and the bowl section in E has a lot of flow to it.	Nov 20, 2009 7:36 PM
42	Yes I do	Nov 20, 2009 7:56 PM
43	Utilize the skate entrances for skating. Mix D street with E tranny mellow out the brick banks in concept E. Skateable viewing areas a plus	Nov 20, 2009 9:38 PM
44	I'd say they both do. E seperates shile levels a bit better and allows more skaters on at the same time	Nov 20, 2009 9:44 PM
45	E has the flow and expanse	Nov 20, 2009 9:49 PM
46	D is dangerous too many bad corners. E is very friendly to kids as young as my son	Nov 20, 2009 9:59 PM
47	Concept E offers a good ratio because theres plenty of large trannys and bowls as well as curbs and ledges.	Nov 20, 2009 10:05 PM
48	Both designs attempt to address these requiriements. Design E seems to provide more options for seperation and openness to provide more simultaneous users.	Nov 20, 2009 10:14 PM
49	They both do, but I feel concept E does a better fit	Nov 20, 2009 10:53 PM
50	Yes but they are not combined. The one with the best tranny is lacking some features in street. I defenitly don't think a curb height ledge is worth the high expense of marble.	Nov 20, 2009 11:05 PM
51	Both designs give a really good ratio of street to tranny. Design D has less flow for each section. It seperates them more. Design E seems to keep the features together for street and tranny.	Nov 20, 2009 11:15 PM
52	Do 50/50 or more street. Add a rail	Nov 20, 2009 11:18 PM
53	Yes. Plan E certainly accommodates multiple skill levels (3-4 ft bowl) and the street section seems to have excellent obstacles even for those that are less skilled. For example, the curb height ledges/boxes	Nov 20, 2009 11:29 PM
54	As an older skater who is still a beginner they are both perfect, the ratio that is	Nov 20, 2009 11:33 PM
55	I like the diversity of all styles coming together	Nov 20, 2009 11:40 PM
56	Yes the first concept is perfect	Nov 20, 2009 11:44 PM
57	Concepts 1 Looks good! Really not into the flower bowl. Maybe a few more quarter pipe by the kidney for begginers.	Nov 20, 2009 11:48 PM

Response Text		
58	The street aspect of skate parks are always the most popular. When parks are designed to try to evenly accommodate street and tranny, the tranny half of the park generally goes to waste while the street portion becomes overcrowded fairly easily. I feel that 10% tranny and 90% street is a good ratio.	Nov 21, 2009 12:47 AM
59	Concept E does the most because it has a wide street section and lots of tranny.	Nov 22, 2009 7:20 AM
60	Concept E definetly does. Concept D not so much	Nov 22, 2009 7:31 AM
61	The proposed street obstacles seem fairly small. I will say the triple ledges seem the most fun (although the brick run up in D could be a major issue for keeping speed up).	Nov 22, 2009 12:23 PM
62	THEY BOTH LOOK KILLER!!!! I've got young kids who are just starting out, but i've been skating for 25 years. so it'd be so cool to have a place where all of us can have fun and advance our skills.	Nov 22, 2009 4:50 PM

City Center Skatepark Design Workshop #3

Creative use of a diversity of natural materials (e.g., granite, rock, boulders, basalt, concrete cut-outs, etc.) has been expressed as an important requirement. What do you like about the use of natural materials in each of the proposed concepts? What would you like to see more or less of?		
		Response Count
		59
<i>answered question</i>		59
<i>skipped question</i>		8

Response Text		
1	The range of materials is good but don't stretch it too far and end up with a 'garage sale' of materials. Keep it tight but unique. Basalt columns are local but may need to be worked to make it skateable.	Nov 14, 2009 4:24 AM
2	I love the inclusion of pool coping.	Nov 16, 2009 10:38 PM
3	I like the grade changes in concept "E"- more fun to change elevations as you skate, and separates the skating areas, preventing collisions/board runaways. Also especially like the viewing area with the curved ledges- nice touch.	Nov 17, 2009 4:06 AM
4	sick boulders would be sick	Nov 17, 2009 4:23 AM
5	Very hard to tell what is what from these flyovers. If the natural materials affect the concrete or the surface we are skating is rough that will not be fun for me or skaters like me, or if it blocks obstacles or ways to get on ramps.	Nov 17, 2009 4:44 AM
6	I looked back at your design notes and saw this was one thing that got some votes, but not such a high priority among the attendees, and it was one thing among many others. Not sure how this came to be such a priority and I worry it will drive up cost.	Nov 17, 2009 5:56 AM
7	more of it, its alot more fun specially since there is none of that in eugene now.	Nov 17, 2009 7:06 PM
8	any natural element will bring out each object as a more defined and different spot, making it unique and creative, i support the use of different building materials for this park, i think it will help make it look not as dull as the other parks around town	Nov 17, 2009 8:37 PM
9	who cares! make it good, hype will ware off	Nov 17, 2009 9:13 PM
10	i like rocks and boulders to skate on. if i roll up to a park and there are some odd features or odd materials used then all the better. hell, make an asphalt bank or transition.	Nov 17, 2009 9:24 PM
11	not sure.	Nov 17, 2009 10:59 PM
12	sounds very sick. i am very interested in and excited about the use of these materials.	Nov 18, 2009 2:08 AM
13	This is one thing that I am totally against. The cost of such materials is much greater than concrete or steel, or real pool coping.	Nov 18, 2009 3:50 AM

Response Text		
14	more becuse of the way it feels on your weels	Nov 18, 2009 6:32 AM
15	The use of ceramic tile on the pool is always a very nice and authentic "pool feel" touch. Granite is great for grinding on ledges. The more the better.	Nov 18, 2009 7:31 AM
16	the natual materials used give the obstacle a more realistic type street setting that you would find at a real spot, i.e. pool, ledges, etc. These types of materials will give the park a real feel.	Nov 18, 2009 10:43 AM
17	I like the colored cement it gives it a non skatepark feel like you are skating an actual street spot.	Nov 18, 2009 5:01 PM
18	What materials are available on-site? The park being under the bridge provides an opportunity to use the bridge support pillars.	Nov 18, 2009 5:11 PM
19	Yes. Brick looks good.	Nov 18, 2009 5:14 PM
20	I really like how the snake run in concept D seems very intertwined with natural elements.	Nov 18, 2009 6:45 PM
21	too hard to judge from the designs. A lot of this seems to happen during the "build" phase - boulders are exposed upon excavation, evaluated and determined how to incorporate into the build. The build is tested (skated) as sections are poured and modifications and incorporations of natural materials happen in "real time" as construction progresses	Nov 18, 2009 8:51 PM
22	I love the brick snakerun. I would like to see more unique terrain and less standard skatepark obstacles.	Nov 18, 2009 9:07 PM
23	yeah, where it provides useful	Nov 18, 2009 11:26 PM
24	These features seem excellent in both.	Nov 18, 2009 11:49 PM
25	I think the use of all the natural materials is fine i hope but i don't know if it will be to slick for the riders.	Nov 19, 2009 3:05 AM
26	rock extensions like at duvall wa would be sick if you pulled it off a little better	Nov 19, 2009 3:23 AM
27	I get just a little concerned about some materials being to slick (like the Harrisburg park) some kind of anti- graffiti overlay. the granite too	Nov 19, 2009 3:24 AM
28	all the natural materials sounds alright, as long as its not too slick like Harrisburg skatepark	Nov 19, 2009 3:40 AM
29	I think both concepts do not display much of this, but that also would not be something I would want to have as part of the skatepark persay, but more part of the general improvements happening in the area.	Nov 19, 2009 5:03 AM
30	way to much brick in D	Nov 19, 2009 5:16 AM
31	Sounds great. Diverse materials would make it seem less like a sterile skatepark.	Nov 19, 2009 4:53 PM
32	art is nice but expensive. If they incorporate art it should be functional. (rideable)	Nov 19, 2009 8:37 PM
33	im not sure how expensive natural materials are, so if they are super expensive, dont use them, because we dont have money to waste on fancy material. but if its cheap and artistic/aesthetic then yes please incorporate the material.	Nov 19, 2009 10:09 PM
34	I think it would be a great idea, I would like to see more natural ledges and natural coping in the pool.	Nov 19, 2009 11:31 PM
35	I've enjoyed what they have done with brick banks in the past. Also incorporating some boulders can be fun.	Nov 19, 2009 11:48 PM
36	I like the laying down s thing and depending on how big it is it could be rad. One thing i like that you guys do is use diffrent materials for coping, im not just talking about pool and metal coping. Things like brick,rock or parking blocks really create a diffrent challenge to your skateboarding.	Nov 20, 2009 1:01 AM
37	brick has a feeling that reminds street skaters of the feeling of a street. raw and uncommon materials make you feel more at home. tranny riders just want concrete to be smooth and fast, that's not what skateboarding is about(to some). skating is suppose to be difficult, the more random and diffiiclut features you have the more popular and appreciated it will be by all.	Nov 20, 2009 1:09 AM

Response Text		
38	I like the idea of using other materials as long as they are smooth and that they will stay that way through our northwest weather.	Nov 20, 2009 1:14 AM
39	it is all ok to me as long as i can ride on it.	Nov 20, 2009 4:24 AM
40	I like the materials. Marble is very good. I would stress that a lot of ledges should have marble.	Nov 20, 2009 7:36 PM
41	Straight up, the more marble the better. The multicolored floor is work. The pole jam should be moved so that when you come off of it you land in a bank or off a drop. I really like the idea of the pyramid from concept E having a lowered top	Nov 20, 2009 7:56 PM
42	Yes marble and brick a little less of the sterile cookie cutter skate parks where its just grey and then metal coping. Thats not inspiring like mixed media	Nov 20, 2009 9:38 PM
43	I like the balance of materials and surfaces in both. Maybe a little too much brick in D	Nov 20, 2009 9:44 PM
44	Eugene is known for refuse. See if we can bring more to the project. Pipe grinds	Nov 20, 2009 9:49 PM
45	E is just too much going on and money. More D less E	Nov 20, 2009 9:59 PM
46	I like the use of natural materials but if it doesnt grind then what is it good for like maybe bassalt for example	Nov 20, 2009 10:05 PM
47	Nice to see different textures and surfaces.	Nov 20, 2009 10:14 PM
48	I love plan E's "ribbon" and also the other arty concrete slabs. I think plan E needs concept D snake run. I'd love to see more funky concrete slabs like the "ribbon"	Nov 20, 2009 11:05 PM
49	The brick layout or the flat is sick. More granite and marble. Way better than first designs with use. More specific. thanks	Nov 20, 2009 11:15 PM
50	Less bright color. More earth tones	Nov 20, 2009 11:18 PM
51	I think the use of natural materials is an excellent idea because it offers more/less abrasive surfaces. The granite boulders basalt etc will or can serve as an art form.	Nov 20, 2009 11:29 PM
52	granite marble and basalt are all good	Nov 20, 2009 11:33 PM
53	I like the look of natural material mixed with Hi-Tec	Nov 20, 2009 11:40 PM
54	Granite is easy to grind so more granite	Nov 20, 2009 11:44 PM
55	I am down with the natural materials...maybe some tile in the kidney	Nov 20, 2009 11:48 PM
56	Sure just as long as there's lots of street I'm happy	Nov 22, 2009 7:20 AM
57	Sure	Nov 22, 2009 7:31 AM
58	Granite/Marble could definitely be interesting.	Nov 22, 2009 12:23 PM
59	i just really want to see lines and flow.	Nov 22, 2009 4:50 PM

City Center Skatepark Design Workshop #3

Which items, features, and elements from either proposed concept do you like the best and which do you dislike? Please explain why.		
		Response Count
		62
		answered question 62
		skipped question 5

Response Text		
1	The reverse kidney, snake run, and jersey barriers. Also the ribbon and 'onion petal' are super fun! The flower bowl is unique but not sure about flow/ directionality issues.	Nov 14, 2009 4:24 AM
2	I like many things about both designs. The flower bowl in D is super unique and looks interesting, but I just like everything about E so much better. I really like the banked snake run thing in D. Don't like the spine in the big bowl very much. The pyramid in D is pretty cool. What do I like about E though? Everything. If it could have the snake run and the flower bowl too that would be great.	Nov 16, 2009 10:38 PM
3	The "eternal snakerun" in concept "D" is very cool, but in this park, it would limit the number of riders. The main bowl in concept "E" is a real homerun- good workable shallow end, nice hips, true vert deep end with good flow and sight lines, plus a (spined?) minibowl next to it. Great design. Also really like the viewing hill with the curved ledges.	Nov 17, 2009 4:06 AM
4	in d, I dislike the beginning feature which is that fountain yellow complex. i feel like it is too complex. section e has way to many bowls	Nov 17, 2009 4:23 AM
5	Best - pool coping bowl, connecting bowl section in Design E Least - big open spaces with no obstacles I would go for the bowls in Design E and the weird circle around the table thing in Design D with some not boring street area around this to please everyone	Nov 17, 2009 4:44 AM
6	I hope you will try to make something more exciting that is more likely to draw people from out of town like Lincoln City or Battle Ground, because that is the most likely to transform the site and make it safe for local kids and keep police and community interested. The first design with the circular thingy could be a signature thing and some really deep and varied bowls could help. The big horizontal S sculptural thing looked weird enough.	Nov 17, 2009 5:56 AM
7	concept D is like a park u would see on tony hawk. not fun in real life. concept E has so much different things to skate and more spread out	Nov 17, 2009 7:06 PM

Response Text		
8	i am a very avid skateboarder so anything you put in front of me i will ride to it's fullest potential, i feel like alot of people have put time into these ideas and none of them should be discredited, however as previously stated i think plan E looks a little funner to me	Nov 17, 2009 8:37 PM
9	I hate the huge flower thing in concept d, the bowl in concept d is not as good as the one in E, I would be very dissapointed if concept D gets built. concept E is really good!!	Nov 17, 2009 9:13 PM
10	i like it all. nothing i see am i like "oh, i really don't wanna skate that."	Nov 17, 2009 9:24 PM
11	you guys just make great things happen, so have fun, this is Eugene and be as creative and inclusiuve of many skate styles as you can.	Nov 17, 2009 10:59 PM
12	the snake run in D. The flower-shaped bowl in D. the bump-bump-to-wall in E. the weird bowly, concavey, manny pad in E. Both have so many cool features, i wish they could just be combined.	Nov 18, 2009 2:08 AM
13	I want a design that works, each one of the designs have flaws like if it rains. I DO like some of the design I just think that it could be so much better.	Nov 18, 2009 3:50 AM
14	dis like d	Nov 18, 2009 6:32 AM
15	The snake run in Concept d should empty into a bowl so that the skater can carve and make a return back. The current design of this snake run empties out into the bottom of a set of steps and a rail. This area will undoubtedly become a regular collision zone.	Nov 18, 2009 7:31 AM
16	i'd be stoked if any of this stuff was built for skateboarding.	Nov 18, 2009 10:43 AM
17	Not sure about the small pyramid on d looks like it has a yellow ledge going across ? That should not be there it should be used for doing tricks over. The curb going across is just going to get in the way.	Nov 18, 2009 5:01 PM
18	China banks and kidney pool features in version E. I would add tiles, death box, maybe inset side steps or shallow end stairs. Flower bowl, big reservoir banks, spine bowls and skate path look good in version D.	Nov 18, 2009 5:11 PM
19	I like the flower bowl from concept D it is super crazy and unique and there is nothing else like it, it needs to be built.	Nov 18, 2009 5:14 PM
20	I think if you re-worked the flower bowl, D would be perfect....may be 2 or 3 separate unique bowls.	Nov 18, 2009 6:45 PM
21	The "star" bowl from design D is VERY creative - I like the effort to build something never-been-done-before. I prefer the street elements/design of concept E over concept D.	Nov 18, 2009 8:51 PM
22	Mushroom bowl and brick pyramid pit. Mushroom bowl because it looks like endless fun and the brick pit because it also looks fun and is what kids would like to skate.	Nov 18, 2009 9:07 PM
23	E big flower right out	Nov 18, 2009 11:26 PM
24	I would like to see a spine feature like the one in E which allows going from one bowl to another.	Nov 18, 2009 11:49 PM
25	i dont like the flower bowl, its to repetitive. i like the diversity of the concept E better.	Nov 19, 2009 3:05 AM
26	i dont understand the shroom at all but its cool that your trying new things. Concept E looks too much like every other park, make eugene the most creative park in the world!	Nov 19, 2009 3:23 AM
27	E has awesome bowls and I think beginners to intermediate would really like the snake run. The ribbon looks fun for more advanced. The flower looks like a lot of people will get hurt trying stupid things	Nov 19, 2009 3:24 AM
28	i like all of the street that is in concept E. the flower bowl in concept D takes too much space, hangs halfway out of under the bridge, and is set up only for skaters, not bikers.	Nov 19, 2009 3:40 AM


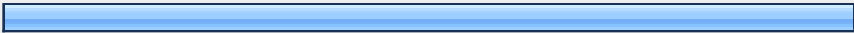
Response Text		
29	The gigantic "star" bowl with the mushroom in the middle is a waste of concrete. It will only safely accommodate one skater at a time, yet it is exactly the same all the way around. It is a terrible gimmick and I have a feeling it is only being promoted because Mark Scott sees a couple of glory airs he could do in it.	Nov 19, 2009 4:56 AM
30	I really like the amount of bowled transition elements in Concept E, they are diverse but work well together, the street area in E is very good also, lots of variety in a "linkable" fashion. Design D to me seems over-simplified and looks boring, a "street" area that is a pyramid with bakns on all sides seems boring, and the flower bowl just seems to repetitive, cool idea but I don't think it would be real fun in reality for a variety of users. I did like the snake run in design d which does a good job of creating separation end uses the space well.	Nov 19, 2009 5:03 AM
31	too much brick in D it's sounds cool and gives you a cool street feel but you could use way less at a skatepark brick slows you down	Nov 19, 2009 5:16 AM
32	I dislike the all the mega bowls. The concept E street section is better than concept D. If you want to see the definition of wasted street obstacles ples reference Pier Parks street area. It is TERRIBLE. It is still so said dreamland would put their name on it. The concept D street area will end up lust like pier park, I promise.	Nov 19, 2009 4:53 PM
33	The crazy hip bowl looks really interesting, but the street part looks a little dull and spred out.	Nov 19, 2009 8:37 PM
34	the flower bowl would be sic if it opened up into the street and if the umbrella island was replaced with 4 big wave rollers like the one in the florence skatepark. I would open up the center of the flower bowl so riders could flow through that too. I really love the snake run and wish it was 10 times larger and elongated through the middle of the park. I think the street sections in both designs need to be adjusted to not be so centralized like surrounding the street around the pyramid or how all the street features in design E end a persons run in the middle of it. people need to be able to hit a street feature and keep going in a run, all the street features are like one-trick-run features... all of these designs have huge flow issues, and considering how much that was requested, its interesting to wonder where all this segregation is coming from.	Nov 19, 2009 10:09 PM
35	I like the mushroom bowl in design D but the street section will cause a huge congestion problem because the main obstacle is in the middle and that would be most peoples concern. Design E has a better flow in the street section and more obstacles to skate, I like the flow design that it creates, it makes you improve your skills on different obstacles.	Nov 19, 2009 11:31 PM
36	Concept D seems more unique, but E seems far more functional.	Nov 19, 2009 11:48 PM
37	In concept e I really like the the kidney with stairs and hopefully death boxes. The one thing i could say about concept d is the bowl in the middle with the pyramid in it might be better if it were made in to a smaller version of the bowl with the clam shell in concept e.	Nov 20, 2009 1:01 AM
38	pole jam, convexed manual pad, jersey barriers, brick banks, granite ledges, bank extension, spine from deep to shallow and a ribbon. those are interesting features that all can skate and learn new tricks. i think the flower bowl is ridiculous and not in a good way. how can you have multiple skaters in that contraption? wast of space for the dollar.	Nov 20, 2009 1:09 AM
39	I like the big bowls and vert in the park designs, also the hips and ledges built into the bowls. . . I don't like all the open "street" sections, I feel that they are wasting much space and could be used to make the park flow better.	Nov 20, 2009 1:14 AM
40	I like the flower bowl, all the banks, the stairs, And the ledges.	Nov 20, 2009 4:24 AM
41	I like the ribbon. That needs to stay. But make the middle bump shallower. And make it grindable on the sides. I like the manule pads. But somewhere there should be a normal manual pads. On the bank with the granite ledges, make it one big bench. The snake run should stay.	Nov 20, 2009 7:36 PM

Response Text		
42	I'm not feelin the brick in the flatbottom (exposed aggregate strips) it just seems like it would get annoying real quick, it's cool on the banks and the snake run though. The ribbon absolutely has to be a part of the final design. The incline (concept E) manual pad next to the euro gap step up is sick but it should be pushed back a foot or 2. The granite benches on top of the pyramid in concept E should be combined into 1 lone bench. The big 3 from concept D is sick but it should be pushed a way from the edge of the overpass. The snake run absolutely has to be a part of the final design	Nov 20, 2009 7:56 PM
43	Snake run, (mix the tranny) big and little hits. What about murals.	Nov 20, 2009 9:38 PM
44	I like pretty much everything about E. Both the tranny and street sections. The flower is cool but makes me wonder if it will flow	Nov 20, 2009 9:44 PM
45	NO umbrella Island-dangerous for youth. but snake run is awesome. E looks easy-good and clean lines.	Nov 20, 2009 9:59 PM
46	I think the whole bank area in cocept D but I think the space could be utilized a little more. like some ledges and rails.	Nov 20, 2009 10:05 PM
47	Large transition. Diverse street obstacles.	Nov 20, 2009 10:14 PM
48	Concept E and snake run. I like foot print	Nov 20, 2009 10:53 PM
49	I love the stairs in pool, plaza style street in D, love the ribbon and random concrete slabs in E. The snake run in D. Dislike the idea of using expensive materials in "I guess not film worthy size length, or heights" ledges viewing area in E is too big add more funk around the outside instead.	Nov 20, 2009 11:05 PM
50	Take the snake run from Design D and put it in Design E	Nov 20, 2009 11:06 PM
51	The granite benches in e should be 1 long bench. The ribbon should be made out of a different material and should be wider by a foot or two. Marble or granite sides with different color material through the middle. Get rid of pole jam and make granite bench longer	Nov 20, 2009 11:15 PM
52	S-curve F1 Race Car	Nov 20, 2009 11:18 PM
53	My favorite thing about Plan E is the transtional section. In plan D the flower seems fun but could be rather intimidating to those with less skills. Plan E's street section seems to offer multiple lines (accommodates more skaters at once) while plan D's street section seems to bring everyone to the center.	Nov 20, 2009 11:29 PM
54	New flower bowl is I.M.O better and makes this project unique.	Nov 20, 2009 11:33 PM
55	I like the multiple zone and different areas	Nov 20, 2009 11:40 PM
56	I like everything on concept1. Concept 2 is all right but just not there	Nov 20, 2009 11:44 PM
57	Concept 1 Snake run Concept 2 Pretty much everything!!! I like the ribbon, the kidney with stars the clamshell like the hubba	Nov 20, 2009 11:48 PM
58	The street section in concept E is a good start. I feel if you were to take out a lot of the tranny you will be able to add a lot more creative street aspects to the park that will truly make the park become a destination park.	Nov 21, 2009 12:47 AM
59	I don't like the flower bowl because there's not much of a run, and on that same concept there's really no street wich Eugene needs more of.	Nov 22, 2009 7:20 AM
60	The way concept E is set up and everything in it	Nov 22, 2009 7:31 AM

Response Text

61	<p>I like the ledge features (D and E) the most. The issue becomes pleasing skateboarders, bikers and rollerbladers with the same grind obstacles. While thigh to waist high round rails are perfect for blading, they could be a little tall for most skateboarders. The same goes with curb or ankle high ledges. They're basically like skating a curb. Please implement some of everything, not just cater to the common denominator assuming it pleases everyone. There are bladers out here, we just don't seem as vocal.</p> <p>The fun box (D) could be promising if it's a decent size. Please consider making the coping on one side round instead of both angle iron.</p>	Nov 22, 2009 12:23 PM
62	<p>i don't dislike any of it!!!! but i like the big kidney bowl best.... i spent a decade in the pool scene down in PHX and sure do miss skating a real pool!!!!!!</p>	Nov 22, 2009 4:50 PM

City Center Skatepark Design Workshop #3

Which of the two proposed concepts do you like the best and why?			Response Percent	Response Count
Concept 'D'			24.6%	15
Concept 'E'			75.4%	46
			Please be specific.	62
			answered question	61
			skipped question	6

Please be specific.		
1	'E' has a solid range of pieces. Add the snake run from 'D' to it as an alternate option. Modify and further tweak the viewing and bench areas. Move the Ribbon from in front of the viewing area to a more publically visible spot, maybe even out on the west edge of the lawn viewing areas and make it out of colored concrete. Any uses for areas near columns around kidney bowl? Further consider optimum size and spacing for brick weave pattern. Maybe add a roll-in to one of the center bowls?	Nov 14, 2009 4:24 AM
2	E has a balanced mix of street and tranny. Its lay out can handle a lot of skaters at once. I really like all of the street features, nice variety of everything + some unique creative stuff. There is almost no limit to what you could work on streetwise. The tranny section is fantastic. The three bowls offer great variety and will definitely be a big draw. Love the pool coping. The inclusion brick texture is cool too. Really both street and tranny areas will be big draws and are sure to make it a destination park.	Nov 16, 2009 10:38 PM
3	Already stated above. One thing I'd change is the handrail into the lower street section; not much run-up to it. Maybe swap it with the step-up gap on the other end; then it would have plenty of run-up, plus you could extend a flat-bar from it on the top deck, so it could be hit going down or up. The step-up gap would still have a good approach if it were located where the handrail currently is. Also, maybe center the bench in the steep "china-bank" wall, and put the jersey barrier in the middle of the other wall. Otherwise, Nothing I'd change here. Great design!	Nov 17, 2009 4:06 AM
4	The snake run and the style of bowls and street	Nov 17, 2009 4:23 AM

Please be specific.

5	Because the bowl interlinking section and pool coping bowl look really fun. It looks like you are trying to do a Pier Park kind of thing with the street section. I think this could be really fun if the obstacles were interesting, i.e., brick banks, curved, slanted or kinked ledges, some kind of stair set, etc. If we want to make this a destination skatepark we need to have things that are interesting and different and challenging, more like Lincoln City.	Nov 17, 2009 4:44 AM
6	<p>A little of each put together. Less flat/street for less area for non skaters to congregate. I am not a skater but in observing lots of NW parks and talking with people in them I haven't seen people traveling to skate big flat areas with few obstacles.</p> <p>What I like best is this whole project and the excellent way you are all going about it. I appreciate the email updates and the upbeat tone of the project and I think this is a great site and it is going to be a fantastic park. Keep up the good work and thanks to you all.</p> <p>One thing I am thinking about is asking people to give small donations to the park instead of exchanging holiday gifts this year, maybe you can do something about that and/or have a table at Holiday Market (I volunteer to help). We were also thinking that if everyone that paid money to put up a "no skateboarding" sign or to police an area to keep skateboarders away could go positive and give that same amount of money to the park so that skateboarders have a place to go...you'd easily meet your goal!</p> <p>Last but not least, I hope you will make sure the public knows that the City of Eugene has superb parks and recreations programs for skaters of both genders and all sizes and this facility will make those programs even stronger.</p> <p>THANKS!!!</p>	Nov 17, 2009 5:56 AM
7	big bowl, pool coping, pool, clamshell, extensions	Nov 17, 2009 7:06 PM
8	the transition looks good, i really like the flow that seems to run through the park, just thinking about the tricks i want to try on the designed plans i can see them finished and it looks good	Nov 17, 2009 8:37 PM
9	I like everything about 'E', the bowl, the flow section is a MUST the bowl is good and the clamshell is awesome. there is a good street section and good tranny. concept D makes me sad!!	Nov 17, 2009 9:13 PM
10	mushroom bowl and the brick snake run thing are so good. all the brick stuff is great. rad bumps and ledges all over. of the two designs, i would be more excited to skate this one. would drive down to eugene alot.	Nov 17, 2009 9:24 PM
11	it seems like it flows better all around, the tranny and street elements seem less segregated. and that bump-bump-to-wall is bitchin. this is a very hard decision. if that snake run along the side of D was in E somewhere, though; itd be a done deal for E.	Nov 18, 2009 2:08 AM
12	This is my favorite by far is concept 'E' most of it is covered and it looks more like a park where they could have a larger competition.	Nov 18, 2009 3:50 AM
13	I think the weird giant curvy bowl thing in concept D would be hard to skate. I like the big connected bowls and spine transfers in concept E	Nov 18, 2009 5:39 AM
14	Curved grind rails, kidney bowl, serpentine up and down thingy, four stair, and the bank.	Nov 18, 2009 6:32 AM
15	Concept E feels more well-rounded in its overall design and will be embraced by a wider range of skaters from beginners to daily users to pros.	Nov 18, 2009 7:31 AM
16	i like to skate street obstacles more and concept E seemed to have a more street oriented design.	Nov 18, 2009 10:43 AM
17	I like the street area on E because of the space but the small bowl feature is my favorite on D because it is something new and will not get old fast.	Nov 18, 2009 5:01 PM

Please be specific.

18	More unique features in D but E is just strong.	Nov 18, 2009 5:11 PM
19	Concept D looks amazing top to bottom, something for everyone. Bring it on Dreamland!!!	Nov 18, 2009 5:14 PM
20	I like the entire park concept of D. I actually think the signature element (the flower bowl) is the weakest point.	Nov 18, 2009 6:45 PM
21	I applaud Dreamland and the effort to be creative and unique with Concept D, but I prefer concept E. Concept E seems like it has better street elements and a better layout for flow and use of the street elements. I think more skaters will be able to be accomodated (safely riding at the same time) with Concept E.	Nov 18, 2009 8:51 PM
22	Concept D is more original and one of a kind but still very user friendly and looks as if it flows together better than E. Concept E is more generic and standardized - young kids may think they want something generic but that is because they lack the experience to know better.	Nov 18, 2009 9:07 PM
23	its all encompassing	Nov 18, 2009 11:26 PM
24	I like E because of the variety of transitional spaces it offers, as flat ground doesn't seem as essential to a park as it can be found in many other non-park locations. Though I'm still not quite sure how the mushroom-like feature will work or if it is simply for aesthetics, the surrounding hips would provide a lot of mini-spots for skaters and help accomidate more skaters.	Nov 18, 2009 11:49 PM
25	CONCEPT EEEEE!!!! I would like to see the snake run in the concept E	Nov 19, 2009 3:05 AM
26	see above	Nov 19, 2009 3:23 AM
27	really open space, more riders at one time, ratio of tranny and street, great bowls, good design for all levels	Nov 19, 2009 3:24 AM
28	concept E has a variety of everything. its more set up for multiple riders to use the park at one time. it is more set up for bmxers and for skateboarders. i think concept E would be the best for all riders and i really like it alot.	Nov 19, 2009 3:40 AM
29	Mainly because it doesn't contain that ridiculous "star" shaped bowl with a mushroom on it.	Nov 19, 2009 4:56 AM
30	I liked concept E better because I think it will satisfy any rider/skater of any age group or ability level that comes to this skatepark. large open areas for both the transitional elements and the street elements means that many users will be able to use these areas without collision risk being high. it seems like there are not any hidden areas in this design where accidents may occur, and "traffic" flow seems predictable which is necessary for a multi-use facility like a skatepark. Although there were a couple elements that seem unnecessary, those are also the elements which will be a "signature" for this park, which totally validates them in my opinion. I really feel that design E will satisfy all of the goals and desires for everyone involved in this project, and make all future users of the space want to keep coming back, which is the most important part of any "attraction".	Nov 19, 2009 5:03 AM
31	it has a pool and the bowl dising in D is just way to belligerent and looks like it wouldn't really be that functional	Nov 19, 2009 5:16 AM
32	Please make a genuine effort in the street area, so far both C and D appear to be token efforts and the real attention getter is all the ridiculous bowls that like 10% of users will be excited about. For an idea of how you can have a simple and exciting street section check out the Skate Plaza in PDX, which is Oregon's first genuine street effort.	Nov 19, 2009 4:53 PM
33	I'd take a bit from both	Nov 19, 2009 8:37 PM
34	its has more potential. if the street section was divided in half by either the flower bowl or the snake run it would solve a lot of the flow issues. The flower bowl is like nothing ive ever seen, but if it would be modified to flow with the entire park, it would be the highlight of Eugenes destination skatepark.	Nov 19, 2009 10:09 PM
35	It has a very nice flow, a seperate area for all objects, but it all is connected if you know what you're doing, and a nice training area on the benches where you can improve your grind skills without getting in peoples way and the tranny area is very big and looks like it would be easy to maneuver in while keeping different skill levels seperated.	Nov 19, 2009 11:31 PM

Please be specific.

36	E looks to be the most functional. The street course is very usable, crossing lines are kept to a minimum so the crash up derby factor is minimized. I like the ledge section outside the park. the bowls look to be a great range of different sizes and shapes, lots of flow and lines... enough space to have a couple people skating at the same time and enough visibility to keep it safe.	Nov 19, 2009 11:48 PM
37	I like concept e the most because of transition, but know that i think about it the brick area in concept d would be sick if it were in concept e. Again ill say street obstacles that you might come acrooss on the street are some of the funnest thing to skate theres certain parts of d that might go good with e but im not a dsingner so i dont know the space issues and such.	Nov 20, 2009 1:01 AM
38	concept D's street course is not well balanced, a bit too much brick and does not flow in "runs" like street should and the flower and two bowls are not enough to keep the tranny kids stoked on shredding and skating fast. concept E is segregated by transition and street. keeping different types of skaters from getting in the way or cutting off other types of skaters. it also has a lot of random features that you would not normally see in your everyday park making this more of a "destination" park than any others i know of iin tha area. plus bums can totally camp out in the only right handed kidney pool that i know of in the NW!	Nov 20, 2009 1:09 AM
39	The design "D" would be my choice of park design. I like that there are many lines in the "vert" section of the park; hips, cradles, bowls, and ledges. There is a good amount of variety in the design. As a look at the design I see that the park is layed out in away that many people will be able to use it at once.	Nov 20, 2009 1:14 AM
40	I like D because it is better and it looks like it would be more fun to skate. It also has lots of features to skate. And i like how there are some granit ledges and it is really unique. But again it needs more street for the street skaters.	Nov 20, 2009 4:24 AM
41	I like the street section a little more. More straight visible lines. Maybe a little more sideways flow in this section. Again a manule Pad.	Nov 20, 2009 7:36 PM
42	E just seems to be a better blend of street and tranny where as D seems more tranny oriented	Nov 20, 2009 7:56 PM
43	D and E. They should be mostly mixed. eliminate useless skate act just have murals replace the useless skate art w better skateable get rid of the flower add the diverse tranny from concept E.	Nov 20, 2009 9:38 PM
44	I really like the way it allows lots of people to skate at the same time. Great features in both street and tranny sections. love it	Nov 20, 2009 9:44 PM
45	Concept D: Like the snake run Concept E: like size of bowls	Nov 20, 2009 9:49 PM
46	Lacks the signature flower but is balanced. The design seems a safer bet to satisfy the tranny around and provide the street terrain eugene is missing now.	Nov 20, 2009 9:53 PM
47	Clean easy good use of space youth friendly more than the other	Nov 20, 2009 9:59 PM
48	I like the concept E better because of the street course, but I would have the marble top ledge be taller than 6!. Less than a foot would be too small. Its marble.	Nov 20, 2009 10:05 PM
49	Seems more multi user friendly large transition lacking in eugene. Good flowing street also lacking in eugene.	Nov 20, 2009 10:14 PM
50	The flow seems like more user friendly for varying ability levels.	Nov 20, 2009 10:53 PM
51	Both: D: Awesome "PLAZA" Style street around the perimeter. Snake Run! Bank Plaza is Sweet! Both: E: Kidney bowl w stairs, bowl with clam shell and big tranny brick banks; Dislike the gap in granite bench on plan E	Nov 20, 2009 11:05 PM

Please be specific.

52	The look is clean. The flow is good. This has the best mix of tranny and street. The viewing area is sick. It has to be skateable too. the varying heights for sitting and skating is sick. The floating piece is so sick use a different color to distinguish.	Nov 20, 2009 11:15 PM
53	cant pick	Nov 20, 2009 11:18 PM
54	I don't think the Flower bowl in D offers the variety in levels like the tranny in plane E does. To reiterate what I've all ready written plan E has an excellent combination of street/ plaza and awesome tranny. We def needed a big bowl that lead to the smaller stuff.	Nov 20, 2009 11:29 PM
55	Lots of great street! Ribbon looks fun! Euro gaps will be popular and Weird gap to shell looks fun	Nov 20, 2009 11:33 PM
56	Love the flower bowl	Nov 20, 2009 11:40 PM
57	I am more into the tranny in this concept. Add the snake run to this concept...more street around the perimeter.	Nov 20, 2009 11:48 PM
58	I feel that concept E is the lesser of the two evils. There seems to be a little more street aspect in it but there is too much tranny that will most likely go unused. One bowl in a park that sized will be plenty of tranny. The street part of the park seems to be pretty slim. It seems that there could be a lot more obstacles put into the street portion of the park. Placement of the obstacles is also key. It is frustrating when there is a great ledge or rail at a skatepark that you are only able to hit frontside or backside. Having too little of runway for an obstacle is very common with skatepark design as well. Always add five to ten extra feet to the runway for whatever you are making. You never hear skaters complaining about too much runway, but too little will ruin the obstacle and money has just been wasted to create it.	Nov 21, 2009 12:47 AM
59	Because it has more street and lots of options.	Nov 22, 2009 7:20 AM
60	The way the hole thing is set up and everything in it.	Nov 22, 2009 7:31 AM
61	Concept D seems to have a nicely oriented street run built into it as well as the triple curve ledges. It seems to utilize it's space a little better and possibly flow better. Now that all depends on how long rails are, where kids will congregate and dump their backpacks/stuff/etc. Springfield's C-ledge is practically unusable since most kids use it as a bench.	Nov 22, 2009 12:23 PM
62	it's gotta big bowl....and a big enough street course to keep the groms outta the pool!!!!	Nov 22, 2009 4:50 PM

City Center Skatepark Design Workshop #3

Is there anything you would like to see in the final design that you do not see reflected in either of these two concepts? Please explain.		
		Response Count
		59
		answered question 59
		skipped question 8

Response Text		
1	Maybe a rainbow rail that is curved both vertically AND horizontally, embed both ends. Maybe even 2 or 3 of them at different heights. These could be almost sculptural and placed along exterior walks possibly. Or maybe in lieu of the pole jam?	Nov 14, 2009 4:24 AM
2	I would love to see two facing walls of the deep end of the square vert bowl done to "x-games" specifications (11' tranny, 2' vert). That would be a very unique feature and one that could put the park on the map with professional skaters and the "skate media". Kids with daily access to something on that scale could wind up with professional careers as part of the next generation of vert pros. Most importantly though it would be fun to skate (for both beginners and experienced.) All that said, I would love to see a humble fire curb as part of the design. Nice and long, slightly angled, regular curb height, with that slippery red paint, and good access to it. Either way, the design is killer as it is.	Nov 16, 2009 10:38 PM
3	See above.	Nov 17, 2009 4:06 AM
4	If you didn't get enough attendance at some of the design meetings, how about doing it on the weekend. I'd like to come but I can't come out for several hours on a school night at dinner time.	Nov 17, 2009 4:44 AM
5	Your policy is to build this for skaters but not bikers, but does the design make that possible? I can't really tell. In Vancouver B.C. we went to a park that had a turnstile gate system so you couldn't get in with a bike. My observation is that biker dominance is a real problem especially for young skaters and as a parent the near misses are hard to watch. Perhaps this is coincidence but I have also noticed that parks with dominant biker scenes tend to be parks where there are obvious hard drug sales going on, for example, the Corvallis park under the highway and the Florence park.	Nov 17, 2009 5:56 AM
6	pools !!!	Nov 17, 2009 7:06 PM
7	i really liked the duck idea from earlier designs, other than that all i want to see in eugene is some pool coping	Nov 17, 2009 8:37 PM
8	use of the columns,	Nov 17, 2009 9:13 PM

Response Text		
9	nope.	Nov 17, 2009 9:24 PM
10	I would like to see an elevated area that is raised overlooking the park with POWER nearby. This would allow us to host concerts and sk8 jams in the future. We may be holding an x-games type event for Eugene after this park is built and crowd seating plus a concert stage could be critical to success!	Nov 17, 2009 10:59 PM
11	the two designs have many unique and many normal obstacles. personally, i would rather have more unique, thus adding the unique sections from both parks.	Nov 18, 2009 2:08 AM
12	street course. 14 foot half-pipe.	Nov 18, 2009 6:32 AM
13	Water fountains, bike racks and bath rooms. Everyone uses/needs them.	Nov 18, 2009 7:31 AM
14	can't think of anything	Nov 18, 2009 10:43 AM
15	Just a basic ledge 1.5 foot tall 12 feet long that you can skate from both ways and has ends on both sides with lots of space around it so you dont feel confined to a small area with a bunch of hubbas and stairs.	Nov 18, 2009 5:01 PM
16	Lights! drinking fountain. Elaborate the skate path. How about a long ditch style run? Roll-in channel gap in the big bowls of version D.	Nov 18, 2009 5:11 PM
17	May be intergrate the bowls from concept E in to concept D. As I said, I just think the flower bowl is a lot of bowl to be used one person at a time. And hey, I may be missing the point, may be it should be skated by more than one person at a time. Also, I'm not local to Eugene. I just find that being able to participate is nice. I WOULD make a trip up there to check it out sooner or later.	Nov 18, 2009 6:45 PM
18	A small diameter and long full pipe that you could skate through or over.	Nov 18, 2009 9:07 PM
19	Yes, a mini half pipe space would be a welcome addition to either plan as it is one of the funnest skating features for many different levels of skater, from beginner to advanced.	Nov 18, 2009 11:49 PM
20	Half pipe	Nov 19, 2009 3:05 AM
21	the duck! people love the dyno already, animals in skateparks do mix	Nov 19, 2009 3:23 AM
22	half pipe	Nov 19, 2009 3:24 AM
23	i think a half pipe would be a good idea. there isn't a half pipe at any skate park around Springfield, Eugene	Nov 19, 2009 3:40 AM
24	A wide open flat area with basic ledges, a flat rail, and a manual pad. This area should not be in the middle of a bunch of intersecting lines from banks and quarterpipes.	Nov 19, 2009 4:56 AM
25	The only thing that I don't see in this design that I would like is a pyramid, it is a great obstacle for both bikers and skaters, is often found in real street settings, and is really good for the progression of skaters/bikers of every ability. It would probably be the first thing most skaters/bikers would ever jump/ollie over, do tricks on, and be able to continually progress on no matter how "good" they get.	Nov 19, 2009 5:03 AM
26	I like the way in D if you put it in E without all the brick some how that would be sick	Nov 19, 2009 5:16 AM
27	A step-up or euro gap in the street section.	Nov 19, 2009 4:53 PM
28	the bridge support utilized. vert wall or wallrides. mabe a flat spot on the side for the kickflip kids	Nov 19, 2009 8:37 PM
29	MORE FLOW!!!!!! I dont want to see ANY segregation in the final design. I would really love to see everything spread out, street and tranny. I want to see quater pipes at/around every corner or the park to keep the flow. I want to see street features all over the park and not surrounding a pyramid or through. I want a clean wide open pyramid like the one in Harrisburg, with maybe one box/ledge or rail on one side of it. I would like to skate a street section that lets me hit many features in a row. I would like to see the side of the Ribbon feature made into a quarterpipe.	Nov 19, 2009 10:09 PM

Response Text		
30	If design D is chosen I would like to see more flow in the bank area.	Nov 19, 2009 11:31 PM
31	I would like a true beginner street and bowl area in concept E. something to keep the groms happy and safe	Nov 19, 2009 11:48 PM
32	not really no.	Nov 20, 2009 1:01 AM
33	the viewing are should be skateable as well... why not?	Nov 20, 2009 1:09 AM
34	I would like to see some kind of a box jump or a "wave" included in the final design. It could be designed into the bowl area of the park.	Nov 20, 2009 1:14 AM
35	It needs more street, like rails, stair sets, and hubbas.	Nov 20, 2009 4:24 AM
36	A No Bike Sign	Nov 20, 2009 7:36 PM
37	I want to see a gap at least the size of a 10- stair. I would prefer to see an actual gap with grass or anything unskateable in between the take off and landing rather than just another set of stairs. Also there wouldnt need to be a rail. A No Bikers sign. Make every obstacle hittable from both sides. Front side and back side goofy and regular	Nov 20, 2009 7:56 PM
38	A little more of a street feel on some of the ledges, stairs and hubbas. clean up the ribbon a little. Clean up the waffer a little. This is a skate park not a BMX track	Nov 20, 2009 9:38 PM
39	Would love to see two facing walls in the square section of the deep bowls be at full size.	Nov 20, 2009 9:44 PM
40	Rail grinds, I want to donate a couple.	Nov 20, 2009 9:49 PM
41	1. add snake run to E? from kidney bowl. would need to more viewing area. 2. Less texture in plaza? Make squares larger to slightly reduce texture on the flat.	Nov 20, 2009 9:53 PM
42	Snake run in the D - sign would kick butt	Nov 20, 2009 9:59 PM
43	I would like to see where the pyramid lip is on concept E, a constant bench instead of 2 seperate benches and or a nice step up rail, manny pad or step up rail.	Nov 20, 2009 10:05 PM
44	More over vert in clamshell. upside down factor	Nov 20, 2009 10:14 PM
45	stage somewhere with electrical outlets. snake run included in E	Nov 20, 2009 10:53 PM
46	No just combinations of D and E together. Turn ribbon into a viewing feature also, maybe make the ribbon a submerged "salmon fish"	Nov 20, 2009 11:05 PM
47	Make the street section into a love park or EMB replica	Nov 20, 2009 11:06 PM
48	Use the blank space where the kidney bowl is for more tranny features.	Nov 20, 2009 11:15 PM
49	straight up 1/2 pipe old school lik 96	Nov 20, 2009 11:18 PM
50	No Awesome job on concept E	Nov 20, 2009 11:29 PM
51	More rails (flat rails) Screw what people first said, keep the duck people will like it when it's built	Nov 20, 2009 11:33 PM
52	Couple of Extra Steel Rails maybe. a big box	Nov 20, 2009 11:40 PM
53	more ledges and street	Nov 20, 2009 11:44 PM
54	Maybe a little less Kink on the ribbon. Also like the 6' granite leg to 2'	Nov 20, 2009 11:48 PM
55	I would suggest to take a page from Portland's newest skatepark design. The plaza style parks are becoming more popular because that is what skaters want to skate.	Nov 21, 2009 12:47 AM
56	Piramid in concept E	Nov 22, 2009 7:20 AM

Response Text		
57	A step up / step up rail in concept E	Nov 22, 2009 7:31 AM
58	<p>A long (10' or more), ROUND rail. Rollerbladers get creative with grinds by doing "switchups" which involves spins and switching both feet into another grind. A longer rail/ledge lets us do more technical stuff and keeps it interesting. Nearly every stand alone rail I encounter in Oregon parks is square. Springfield has a round staircase rail, but it's really steep. Something that's more handicap rail oriented or even a mellow stair down rail (probably harder to implement with limited space).</p> <p>Taking an example from the entrance to Newberg, there are two curved handrails. While maybe not intended for skating, a lot of bladers end up sessioning them for a good portion of the time there. Another good example of rollerblade oriented rails are at Skatebarn in Seattle. Here's a link showing what obstacles there are perfect for inline: http://www.youtube.com/watch?v=P6lKnXpIhY</p>	Nov 22, 2009 12:23 PM
59	both a really quite f-ing cool!!!!	Nov 22, 2009 4:50 PM

City Center Skatepark Design Workshop #3

On a scale from 0-5 how would you rate your participation in skating, with 0 being "never" and 5 being "all the time"?			Response Percent	Response Count
0 - Never			3.2%	2
1			3.2%	2
2			4.8%	3
3			9.5%	6
4			25.4%	16
5 - All the time			54.0%	34
			Other (please specify)	17
			answered question	63
			skipped question	4

Other (please specify)		
1	Ex-skater (old) that now only snowboards	Nov 14, 2009 4:24 AM
2	I would be a 5 if there were skateparks near my house, within bicycling distance, and if there were covered parks!	Nov 17, 2009 4:44 AM
3	I am the driver / water boy for a 4/5 skater, have been for 5 years, and have spent time in most of the parks in the NW.	Nov 17, 2009 5:56 AM
4	I work for the city programming skate contests, concerts and city-wide events. I also manage the City's Public Art Program and would love to help incorporate skateable public art into the site.	Nov 17, 2009 10:59 PM
5	I AM LOCAL 8+ YEARS!	Nov 18, 2009 3:50 AM
6	20 + years of skateboarding experience!	Nov 18, 2009 9:07 PM
7	I ride skate parke 7 days a week on a bike.	Nov 19, 2009 3:05 AM
8	site fround at skateandannoy.com	Nov 19, 2009 3:23 AM
9	mostly bike	Nov 19, 2009 3:24 AM

Other (please specify)

10	i ride bmx everyday, and would ride this park alot	Nov 19, 2009 3:40 AM
11	Except its bmx, not skating.	Nov 19, 2009 5:03 AM
12	I live in santa cruz ca so im not local but I just like oregon.	Nov 20, 2009 1:01 AM
13	I'm very involved in the sport but I'm not a skateboarder. I ride BMX Bikes. I'm 18 years old and have been involved in the sport for 10 years. I've been riding parks and building them for the past 6 years. Very excited on this new park. . . thank you for what you guys/gals are doing.	Nov 20, 2009 1:14 AM
14	10	Nov 20, 2009 7:56 PM
15	10	Nov 20, 2009 9:38 PM
16	BMX er skates sometimes	Nov 20, 2009 10:14 PM
17	6	Nov 20, 2009 11:18 PM

City Center Skatepark Design Workshop #3

If you are a non-skater, please share your interest in this project.		
		Response Count
		15
	<i>answered question</i>	15
	<i>skipped question</i>	52

Response Text		
1	Have friends with kids that might skate here.	Nov 14, 2009 4:24 AM
2	Mother of a young adult who is a serious skater who needs a safe and challenging place to go, not enough time in my life to go along on every time, and as skater ages that won't fly anyway.	Nov 17, 2009 5:56 AM
3	Non-skaters don't know what a good skatepark should be or is.	Nov 18, 2009 9:07 PM
4	im a advanced bike rider and i think this is a great plan to have a covered park open all year, since it rains like 9 months out of the year.	Nov 19, 2009 3:05 AM
5	dont sell my information i gave you below!	Nov 19, 2009 3:23 AM
6	we really need a covered park. no place to go when it's raining and it does rain a lot here!!!!	Nov 19, 2009 3:24 AM
7	bmx rider	Nov 19, 2009 3:40 AM
8	I would love to see skateboards and bikers be able to have a park to care for and share in this community.	Nov 20, 2009 1:14 AM
9	my son is a skater	Nov 20, 2009 9:49 PM
10	full time student myself but my son loves to skate with me.	Nov 20, 2009 9:59 PM
11	skate program coordinator	Nov 20, 2009 10:53 PM
12	I run and like to see people skate	Nov 20, 2009 11:15 PM
13	little boys	Nov 20, 2009 11:18 PM
14	can we sell advertisements to help with maintenance costs	Nov 20, 2009 11:40 PM
15	I've been blading for over a decade and I've gone through the different phases of respect/disrespect for my sport. I think any hostility between so-called "extreme" sports is ridiculous. As such I always look for a positive way to get everyone involved in why we all started to skate/bike in the first place. Let's make it an extremely inclusive park by implementing rails/bowls/ramps/ledges/whatever that include bikes, boards and blades.	Nov 22, 2009 12:23 PM