



# McCallum Park Active Area Community Consultation & Concept Design Report

On behalf of Town of Victoria Park



PREPARED BY:



ON BEHALF OF:



TOWN OF  
VICTORIA PARK

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# 1.0 INTRODUCTION

## 1.1 THE PROJECT

McCallum Park is an iconic landing point of connection of the Swan River foreshore recreational stretch between South Perth, the Stadium Parklands and as far north as Ascot. The redevelopment of this precinct is powerful in its ability to reach out beyond the extents of the Town of Victoria Park and draw community in droves to the new parkland experiences.

Herein, the opportunity for a landmark skate and active recreation hub are endless. The design team have worked to develop a concept that responds to the Town of Victoria Park's (ToVP) request for key area detailed design and documentation to the 'Activity Hub and All Ages Play' and the 'ToVP Gateway' as identified areas in the Urbis Concept Report (Taylor Reserve & McCallum Park Concept Report, URBIS, 1 May 2017).

At the heart of this design process is the vision for a state of the art activity and recreation precinct that is nestled into the surrounding existing and new landscape.

The landscape concept design draws on the opportunity to elevate spectators and visitors to the site in an engaging immersive context. The central spectator shelter and terraced seating is co-located between the plaza, bowl and flow activity and recreation precincts, with direct viewing towards the existing basketball courts.

Traversing through and around the site shall be universal access through the use of ramps, graded pathways where required. The proposed pedestrian bridge provides a direct connection from the existing Canning Highway underpass, through the site on an elevated walkway experience, and connects into the future main pathway connection between the activity and recreation precinct and the foreshore. The landscape will include amenity such as shelter, seating, toilets, water bubblers, open plaza for events and lighting.

Holistically, this precinct is one for cohesive design and function through the use of active recreation nodes and passive recreational pathway networks. It seeks to draw views from the surrounding mature landscape, Swan River and CBD, creating an iconic experience for the immediate community and visitors to the site.



# 2.0 CONCEPT PROGRESSION STAGE ONE

## 2.1 CONCEPT DEVELOPMENT

October 2019 saw the collaboration of Emerge Associates, Skate Sculpture and New Line Skateparks Inc, to flesh out the project brief, early planning desires of the Town of Victoria Park and the sites infrastructure limitations, such as existing Water Corp assets, existing skate precinct and associated drainage outlets, existing trees, vehicular and pedestrian connections to the site.

Our team expressed local knowledge of the precinct in terms of user access and functionality of the existing recreational elements, popularity of the site area with locals and visitors, and general discussion of the range of visitor numbers that the new design could draw, noting the flow and flux of visitors to the wider precinct area was common for the likes of pop up and Perth specific events (eg of previously held events: Perth Garden Festival, 4WD and Adventure Show, Embargo).

A vision for the project was set in terms of creating a local and nationally renowned activity and recreation precinct that could rival those of similar nature worldwide.



Image: McCallum Park Swan River setting

# 2.0 CONCEPT PROGRESSION STAGE ONE

## 2.2 ZONING PLAN

The second phase of this collaboration saw the generation of a zoning plan for key functions of the activity and recreation area and its collocation of niche activity precincts. The existing basketball court and skate bowl were key elements to design functional activation around and gave inspiration to a centralised spectator viewing area which would provide opportunity for day to day spectator needs and larger scale needs of programmed skate/ bmx community events and competitions.

Movement networks were a key priority in the development of the zoning plan. Creating an effective and pragmatic circulation network was paramount in allowing visitors to access and traverse the space comfortably, be that all access, wheeled connections for skateboards, inline skates, bmx, scooters or if they were simply pedestrian traffic.

Key connections to the foreshore were reviewed so as the flow from the activity zone was seamless in transition, yet inviting for those not necessarily engaged with the activity users, to observe the recreational pursuits in action. It is important for the overall cohesive design process to be in unison with the water's edge and be easily accessible either from the bikeway or from the activity precinct. Additionally, just as important are connections from the existing pedestrian footpath on Canning Highway and the pedestrian underpass.



- Skate Park** CONSIDERATIONS
- INLINE SKATE / ROLLER HOCKEY
  - PARKOUR
  - JUNIOR SKATE - SEPARATE LAYOUT
  - SPROUT CAFE



McCALLUM PARK ZONING PLAN

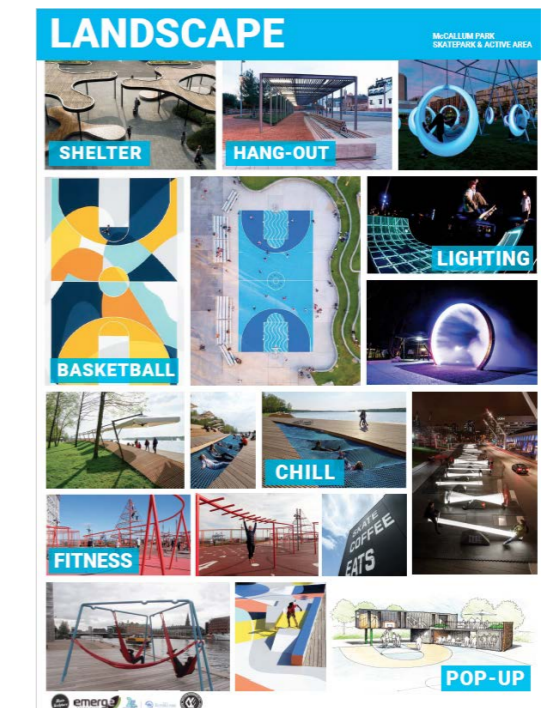
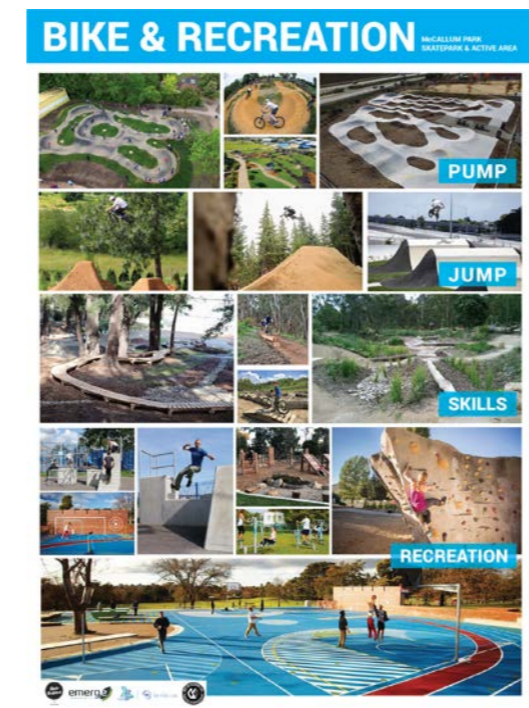
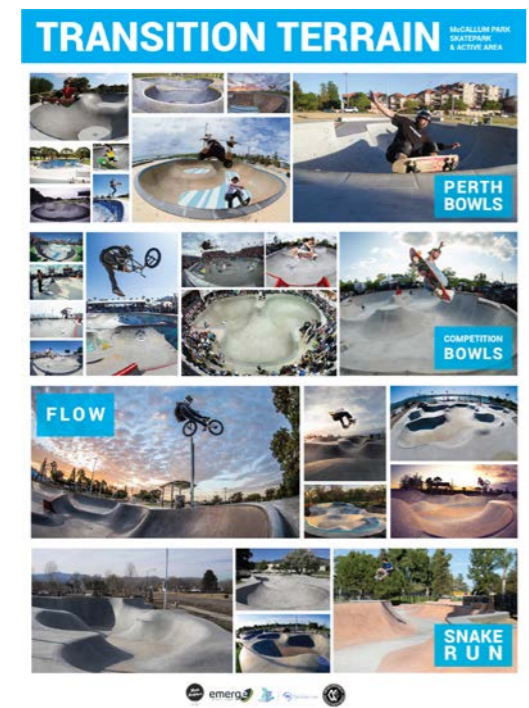
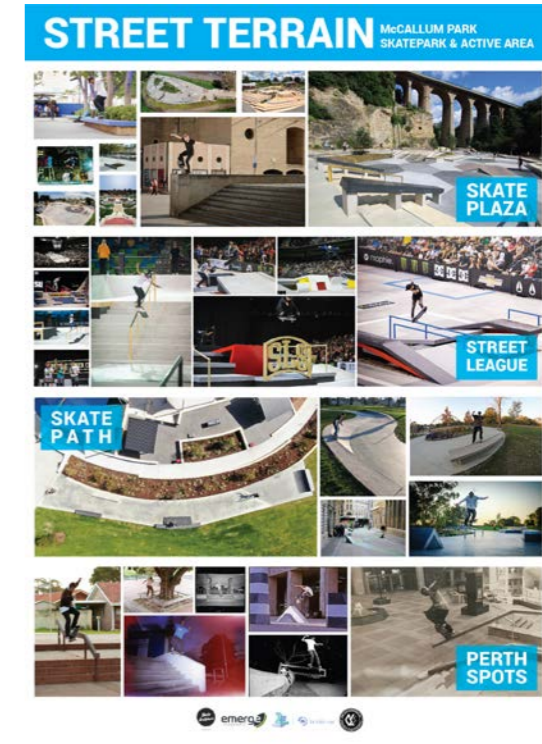
Multi-Use Courts



# 2.0 CONCEPT PROGRESSION STAGE ONE

## 2.3 DISPLAY BOARDS FOR COMMUNITY CONSULTATION

In alignment with the proposed methodology, Skate Sculpture and Emerge Associates created the following series of vision boards to display during the community consultation which were then used in digital format to accompany the online survey. The intention of the display boards was to give all interested stakeholders an overview of the project objectives and a detailed breakdown of the various areas that will make up the overall skatepark and activity area. The boards aimed to empower participants with the knowledge and understanding of site constraints, social responsibilities, global trends and design tactics in order to make meaningful contributions through their survey responses, hand drawn designs and comments made to camera.



# 3.0 COMMUNITY DESIGN WORKSHOP STAGE ONE

## 3.1 COMMUNITY DESIGN WORKSHOP | SUMMARY

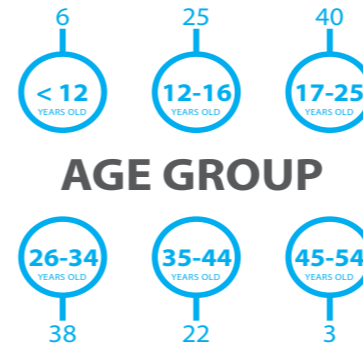
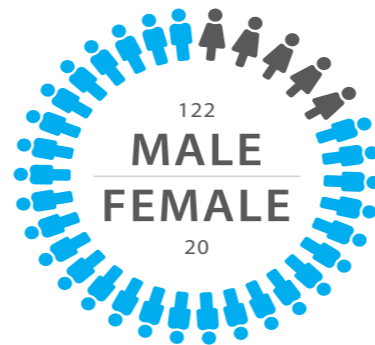


The intention behind the McCallum Park Active Area community consultation was to gather statistics, ideas and requests from the target demographic to best shape the project design brief.

The first community consultation for the McCallum Park Active Area took place on the 17th of November from 2pm-6pm at McCallum Park. The event attracted approximately 60 people including local residents, skateboarders, BMX riders and parents. The afternoon consisted of presentations, design sessions, group conversations, completion of surveys and a series of skateboarding competitions at both the street and bowl components of the exiting McCallum Park skatepark.

The following Monday morning the Town of Victoria Park launched the McCallum Park Skatepark and Active Area online design survey via the 'Your Thoughts' platform, which was open for a two-week time frame. In total, 144 people participated in the survey resulting in the following outcomes;

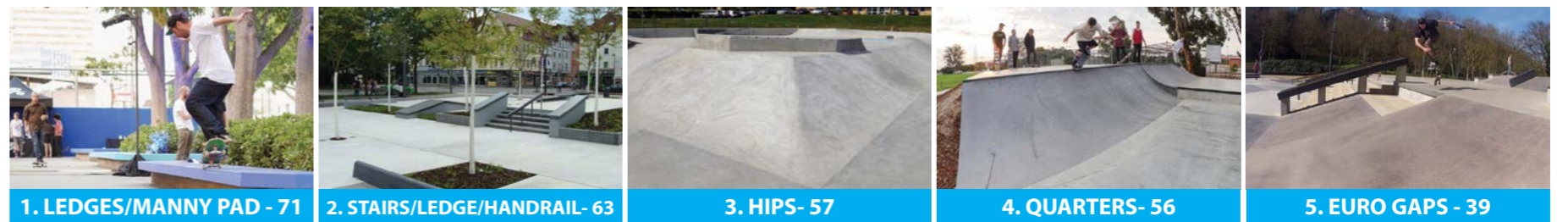
WHAT DO YOU IDENTIFY AS?



THIS IS HOW WE ROLL



### TOP 5 STREET ELEMENTS YOU WANT TO SEE?



### WHAT TYPE OF BMX/CYCLE FACILITY WOULD YOU LIKE TO SEE?



### TOP 3 BOWL FEATURES YOU WANT TO SEE?



### TOP 3 PUMP/JUMP ELEMENTS YOU WANT TO SEE?



### WHAT SKATE TERRAIN DO YOU PREFER?



### TOP 3 PARKLAND ELEMENTS YOU WANT TO SEE?



### TOP 3 RECREATIONAL ELEMENTS YOU WANT TO SEE?





# 3.0 COMMUNITY DESIGN WORKSHOP STAGE ONE

## 3.1 COMMUNITY DESIGN WORKSHOP | SUMMARY



In addition to the survey questions, participants were given the opportunity to write responses to a series of questions that would further shape the design brief to ensure the precinct will align with community expectations. Key questions and responses included;

### **Please describe what type of bowl should be included in the design and why?**

*"Vans Park Series Bowl as there are none of this style in Perth, it's the most relevant for the times and will be capable of attracting international competitions and demonstrations"*

*"A flow bowl because it can accommodate for all. For example you can include HIPS AND extensions, start at 5ft, have a 7ft section then a 10ft section for the real gnarly riders"*

*"Combination bowl which is a unique shape for Perth, with numerous hips and pockets, suitable for hosting national bowl riders events"*

### **If you could describe your dream street plaza for this space, what would it be?**

*"Focus on making a plaza with a real street feel. Marble ledges, some good stairs and rails, gaps, etc. This also has the advantage of giving it less of a skatepark feel and more of an urban shared space feel"*

*"Something similar to Street League with an elevated starting section to accommodate a large stair set with handrails and hubbas. Interesting centre feature and more mellow features along the side for beginner / intermediate skaters. "*

### **If you could describe your dream BMX /cycle facility for this space, what would it be?**

*"A pump track for the masses and jump track for fast speed and high air opportunities for advanced riders to attract spectators"*

*"Have a pump track with lines for transfers and then some table jumps, double jumps and a hip jump, all with progressive sizes"*

*"Separate beginner and advanced areas, concrete lips for less maintenance, left and right hips, big gaps"*

### **If you could describe your dream recreational elements for this space, what would they be?**

*"Having lighting for night events would be essential, it would also make it less daunting to go at night. A café would also be very nice as it would encourage community engagement and an even more social aspects"*

*"Free wifi, BBQ areas, public art, lots of bright lights for night sessions, cafe, street art everywhere. Anything that brings family outdoors and together!"*

### **Do you have any comments you would like to share with us about the project so far?**

*"Perth needs this. Town of VP has the opportunity to bring this to an international stage that will make the likes of the big name teams come visit and potentially comps like street league and vans. Plus going forward into the skating future Perth up and comers need somewhere to skate and train that can help them get to the next level and even Olympic opportunities! We need this park!!!"*

*"The setting, space and all round possibilities of McCallum Park make it ideal for Perth's premiere competition and demonstration skatepark. Much emphasis should be placed on ensuring it looks as iconic as possible"*



# 3.0 COMMUNITY DESIGN WORKSHOP STAGE ONE

## 3.1 COMMUNITY DESIGN WORKSHOP | SUMMARY

Based on the site opportunities outlined in the zoning plan, the community feedback was categorised under the following four recreation areas.

### Bowl

The survey results showed a clear desire to see a flow bowl of similar size and style to those skated in the international Vans Park Series bowl competition. Many requests specified a bowl that would function as training facility for Perth riders and be capable of hosting international competitions and demonstrations. The most frequently requested objects within the bowl were hips, pool coping, roll ins and extensions. To complement the flow bowl there were considerable requests for a junior bowl to accommodate beginner to intermediate riders.

### Skate Plaza

The international Street League skate series was frequently referenced in comments relating to the skate plaza. Participants emphasised the importance of having a skate plaza capable of hosting competitions and demonstrations on par with the size, style and standard set by Street League. Many people wanted to avoid the plaza feeling like a stock standard skatepark by achieving a 'real street feel'. Suggestions to achieve this included innovative landscaping, replicating famous street spots and using aesthetically pleasing materials and textures.

Participants also wanted to see an elongated skate path that would be create a causal skating experience in contrast to the more challenging skate plaza. Suggestions to best implement this included significant flat ground area and providing a series of lower level objects. Within the street area the most frequently requested objects were ledges / manual pads, stairs/ledge/handrail, hips, quarter-pipes, euro gaps, garden gaps, flat rails and a pier 7.



### Pump Track / Lump Line

From the proposed three options of a pump track, jump track and mountain bike skills course there was a clear demand for both the pump track and jump track, with the mountain bike skills course proving less popular. The pump track was the most requested option with many people stating it would increase physical health and provide an recreational area for people of all ages. The jump track appealed to more experienced riders who wanted a challenging course where they could perform high speed aerial maneuvers.

Concrete was by far the most requested surface material for the pump track. This can be attributed to its ability to accommodate all forms of riders by providing the smoothest surface option. The most frequently requested objects for this area were hip jump, table top, double jumps and transfers.

### Non Skate Recreation and Landscape.

In creating recreation options that would not require wheeled devices, the three most frequently requested elements were ninja obstacle course, bouldering / climbing wall and parkour. The three most requested parkland elements were lighting, BBQ's / shade areas and a pop-up café or skate store. Lighting was frequently requested with many people wanting the opportunity to enjoy the facility after school / work. Much emphasis was placed on comfort and creativity with requests for ample shade, spectator spaces, public art and family attractions.

# 4.0 CONCEPT PROGRESSION STAGE TWO

## 4.1 McCALLUM PARK ACTIVE AREA CONCEPT DESIGN (MASTERPLAN)

November / December 2019 saw design development from the zoning plan into two preliminary concept options that would be used for community consultation and the Town of Victoria Park to review and discuss options based on retaining or removing the existing skate bowl. Both options incorporate active skate / pump zones within the precinct, with the design differing pending the retention or demolition of the bowl.

A key opportunity exists in removing the existing bowl to further enhance the landscape experience of the activity precinct. In this concept, the landscape integration is able to flow from the proposed south western entry carpark, through an events plaza which is suited to the likes of food trucks, skate events vehicles. From here the concept offers change in material palettes from coloured concrete to timber composite plaza features that incorporate seating, planters and shelters. The landscape has also been incorporated into the skate precincts, particularly the plaza and pump zone areas to soften the reflective glare from skatecrete and to provide visual interest across the site.

Topographically this site will rise and fall. A unique feature of this concept is the proposed pedestrian bridge that allows visitors to the site that are not within the skate community to traverse over the precinct, providing a birds eye view of the activity below. The bridge in its concept formation is intended to allow free flow of the skate precinct to the pump track beneath it, and incorporate seating and shelter opportunities.

The concept also respects the existing landscape and its dominant canopy species which are a mix of native and exotic species. A dual use path hugs the canopy alignment of the large 'Ficus Hilli', with a dedicated connection node to the foreshore created through an existing 'gap' in the tree spacing's.




**McCALLUM PARK**  
 SKATE CONCEPT - REMOVING THE BOWL

DWG: 10/19\_02  
 REV: B  
 DATE: 01/12/19  
 SCALE: 1:400 @A1  




# 4.0 CONCEPT PROGRESSION STAGE TWO

## Skate Path

Starting at the north-east corner of the skate path, riders have the option of starting lines from the street bank or throwing down from the start of the skate path. This leads to a 300mm level change hosting a paved street bank, two stair, out rail, roll in bank and garden planter box that can be skated as an out ledge from one direction or as a bank to ledge from the other direction.

In the center of the skate path is a flat rail, flat ledge, up/down ledge, thin ledge with rolled top and a long ledge connected to the center island. This section leads to a cantilevered quarter pipe for turning around and performing low-level transition tricks. At the top center of the skate path is a brick paved hip connecting the path to the grassed area and allowing for 'hip tricks' from both directions, adding to the diversity of street terrain on offer.

## SKATE PLAZA / SKATE PATH PRECEDENT IMAGERY



ADVANCED STAIR SET / RAIL / DOWN LEDGES



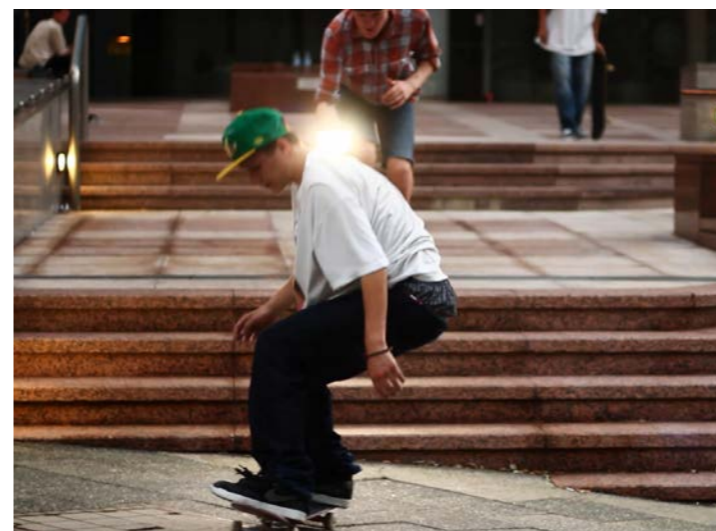
INTERMEDIATE STAIR SET / RAIL / DOWN LEDGES



PLAZA PLATFORM TO SKATE PATH INTERFACE



CENTER ISLAND EXAMPLE



THREE STAIR FLAT FOUR STAIR



WHEEL VCHAIR RAMP WITH DOWN RAILS



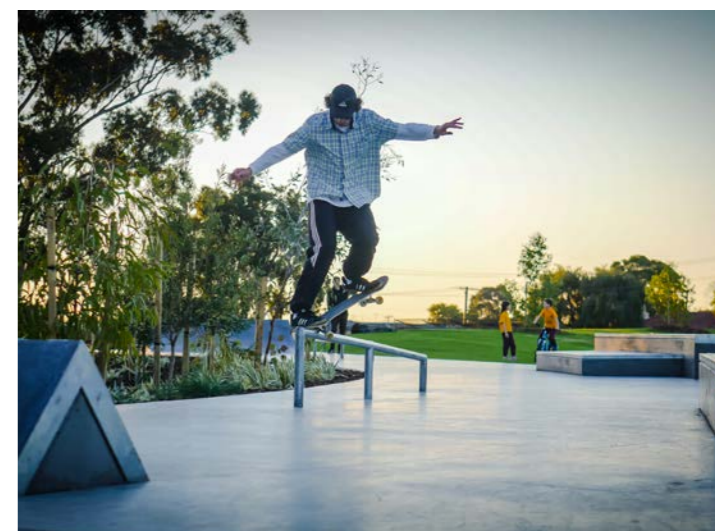
SKATE PATH AREA WITH LEDGES AND FLAT RAIL



SLAPPY BANK WITH RAIL FLAT RAIL



SKATE PATH UP-DOWN LEDGE, FLAT LEDGES



SKATE PATH LEDGES, UP RAIL

# 4.0 CONCEPT PROGRESSION STAGE TWO

## 4.3 COMPETITION FLOW BOWL / JUNIOR BOWL

Option one responds to the community consultation data by providing the frequently requested competition level flow bowl with an accompanying junior bowl.

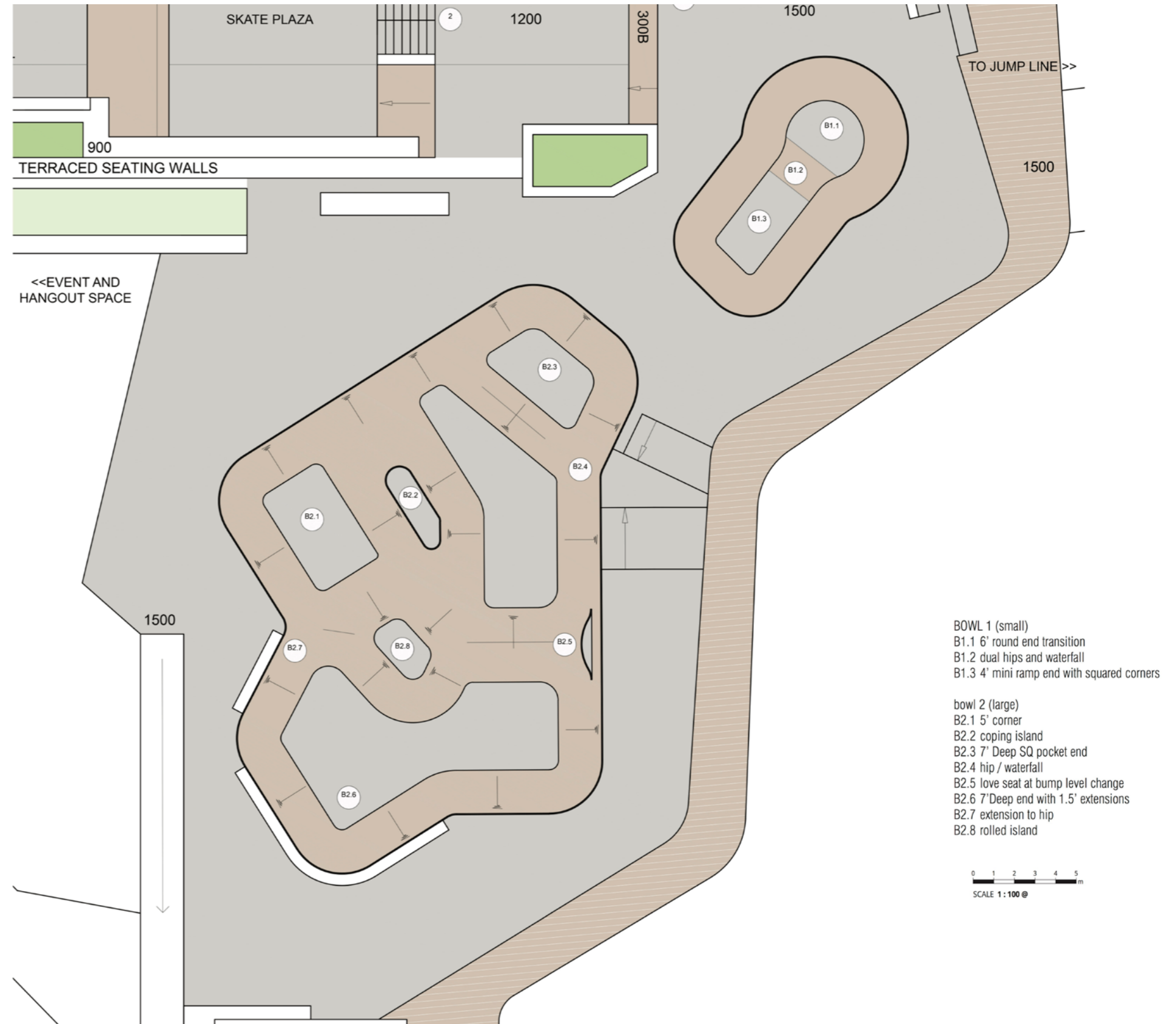
Whilst only indicative at this level of concept, the flow bowl is inspired by the terrain skated in the international Vans Park Series competitions. This approach will provide Western Australian skateboarders and BMX riders with a training ground for international competitions including the X-Games, Vans Park Series and the Olympics. It will also ensure McCallum Park Active Area has the capacity to host international competitions and demonstrations.

As evident in this comment taken from the community consultation: 'A flow bowl because it can accommodate for all. For example, you can include extensions, start at 5ft, have a 7ft section [and] then a 10ft section for the real gnarly riders', this style of combination bowl can provide sections that will accommodate both intermediate and advanced riders, creating opportunity for continuous progression in skills development.

In further responding to the community consultation, a flow bowl provides capacity to include a combination of the most frequently requested features asked for in the bowl design. This includes hips, pool coping, roll-ins, elevators, waterfalls and a love seat.

In addition to the flow bowl, many survey participants also requested a junior bowl. This design has provided a small bowl consisting of a 4-ft mini ramp with squared corners, dual hips and a waterfall leading into a 6-foot section with rounded transition.

The junior bowl will be ideal for skills development workshops, warming up before skating the bigger bowl and provide an alternative option when the flow bowl is over-crowded.



# 4.0 CONCEPT PROGRESSION STAGE TWO

## COMPETITION LEVEL FLOW BOWL / JUNIOR BOWL PRECEDENT IMAGERY



COMPETITION LEVEL FLOW BOWL EXAMPLES



JUNIOR BOWL EXAMPLES

# 4.0 CONCEPT PROGRESSION STAGE TWO

## 4.4 RETAIN CURRENT BOWL / JUNIOR FLOW BOWL

Option two explores the layout possibilities if the future facility retains the current bowl. After much experimentation the design team concluded that if the requested competition flow bowl is to co-exist with the pre-existing bowl, it will be significantly compromised in both size and height.

The junior flow bowl will have capacity to be longer than the junior bowl in option one, however because of site constraints and spatial arrangements it will be significantly smaller and shallower than the previously proposed flow bowl.

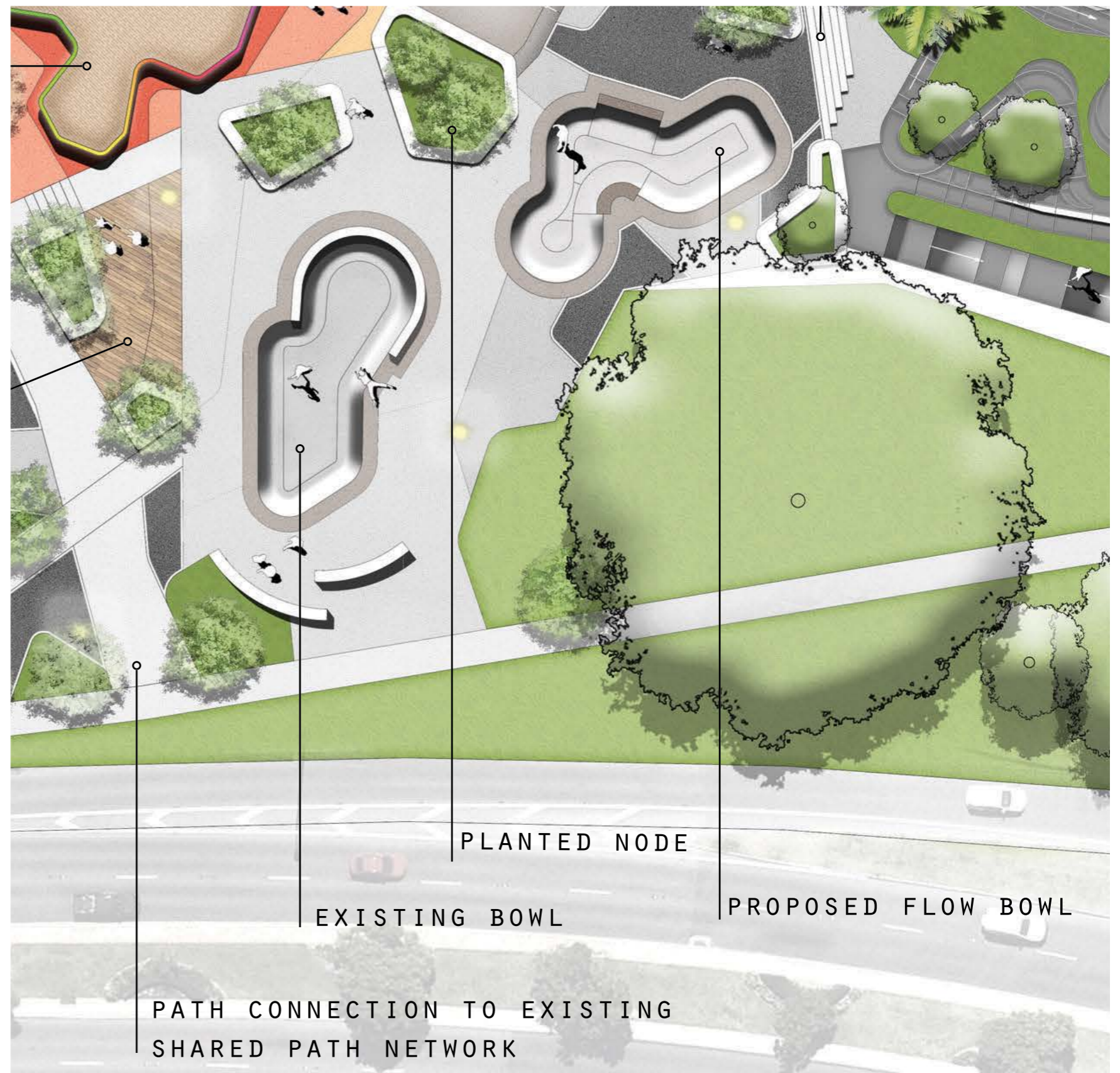
### Pros in keeping the old bowl include:

- Retaining history of site and allowing established user groups to continue using the bowl as is.
- There will be a slight saving on demolition, however that is negated once new fill is factored in for building up levels at a different area of the site.

### Negatives in keeping the old bowl include:

- It puts constraints on what is possible for a new flow bowl, as new levels to reach heights of 10ft will need to tie into existing levels. It also reduces the available space on site, especially when factoring in other requirements for competition level spaces including spectator areas and bowl / plaza size requirements.
- The old bowl has endured several graffiti removal procedures and will only have a limited life left by the time the new park is in the ground. As a result, there will come a time in the future where demolition and additional construction will hold up the new park. It is most efficient to do all the works at once to create an ideal overall space.
- The lines in the old bowl don't allow for peak performance which has been stated by some of WA's best and most experienced bowl riders. This means an outdated bowl that does not perform to peak performance will reduce the overall functionality and visual appeal of the future facility.

In acknowledging the history of the 'Vic Park Bowl', the design team can take the popular features and characteristics of the old bowl and incorporate replica components into the new flow bowl. This could include designing a whole portion of the new bowl as a 'tribute' section to the old bowl, giving the culturally significant Vic Park Bowl the respect it deserves.



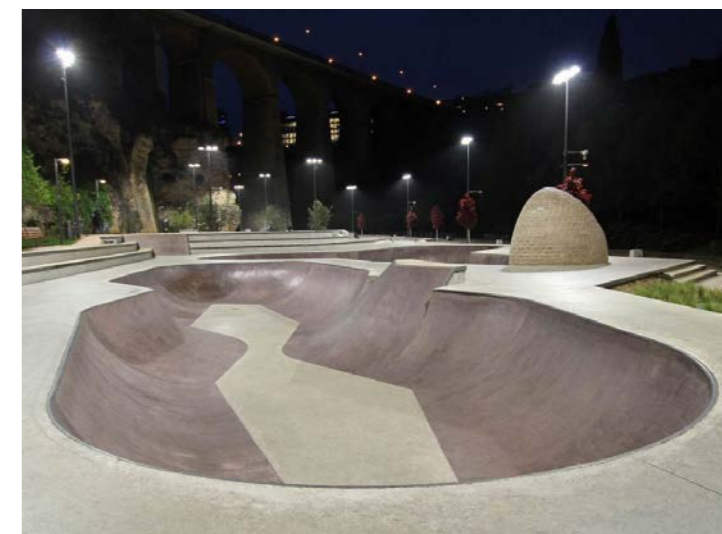


# 4.0 CONCEPT PROGRESSION STAGE TWO

## RETAIN CURRENT BOWL / JUNIOR FLOW BOWL PRECEDENT IMAGERY



VICTORIA PARK BOWL IMAGES



JUNIOR FLOW BOWL EXAMPLES

# 4.0 CONCEPT PROGRESSION STAGE TWO

## 4.5 PUMP TRACK / JUMP LINE

In response to the question “If you could describe your dream BMX/cycle facility for this space, what would it be?”, many survey participants requested the facility be constructed from a material that will accommodate BMX, skaters and scooter riders, as opposed to the dirt jumps found throughout the West Australian suburbs which only accommodate BMX riders and require ongoing maintenance.

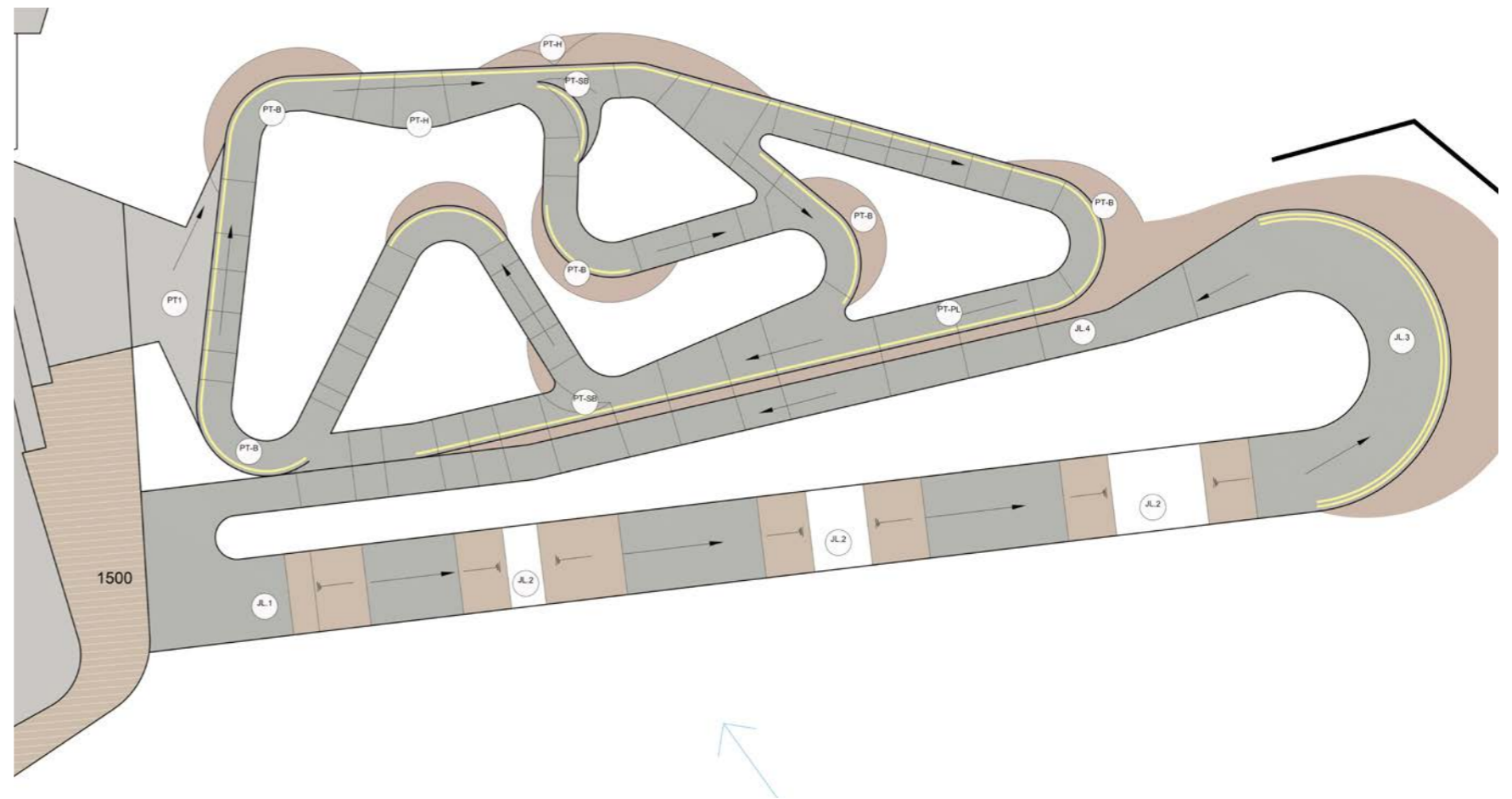
Community feedback demonstrated a clear demand to see both a pump track that is usable by people of all skill levels, and a jump line for the more advanced riders to perform challenging aerial manoeuvres. In response to this request the concept design features a multi-faceted pump track and a triple box jump line. There was not a strong enough demand to include a mountain bike skills course which can be attributed to its limited user group appeal and contrasting characteristics to the rest of the skate and BMX terrain.

The design team recommend the pump track be made from concrete which was also the most frequently requested surface material in the community consultation. This option will additionally result in the longest surface life. In the event of a rider being dismounted, it will also create a smoother fall than most other surface materials listed in the survey. With an elevated platform as the start/end point of the circuit, the track is intended to be ridden in a clockwise direction and features an assortment of berms, rolls, bumps, hips and path splits.

The concept design also proposes that the jump line be constructed from concrete which will maximum its life span and mitigate ongoing maintenance requirements. Riders will commence lines from the starting platform where they will ride down a sloping bank to gain speed for the three sequential concrete table tops (jumps). This will allow a sequence of three manoeuvres to be performed, putting the rider’s skills and consistency to the test.

In a competition setting, riders will be scored on the difficulty and variety of the three tricks they perform as well as the speed and style in which they execute the manoeuvres. After performing the three-trick line, riders will turn around on the bern in an anti-clockwise direction which will absorb their speed, sending them back to the starting platform. The jumps are placed in a straight line to ensure there are no collisions, as riders will be travelling at fast speeds.

This section of the McCallum Park Active Area will be a big draw card for spectators and is likely to be showcased on social media platforms on a regular basis.



# 4.0 CONCEPT PROGRESSION STAGE TWO

## PUMP TRACK / JUMP LINE PRECEDENT IMAGERY



PUMP TRACK EXAMPLES



JUMP LINE EXAMPLES



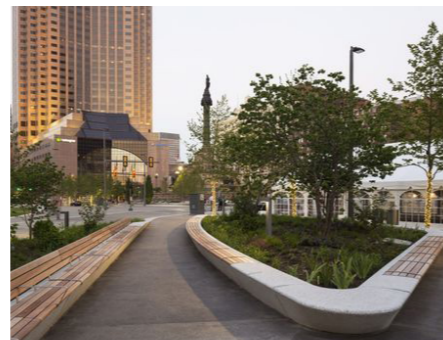
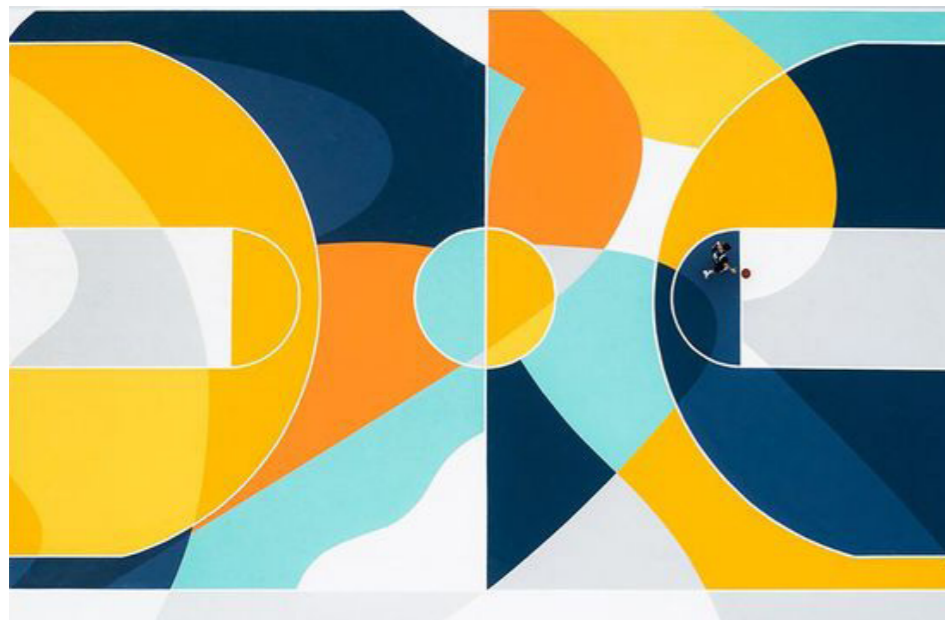
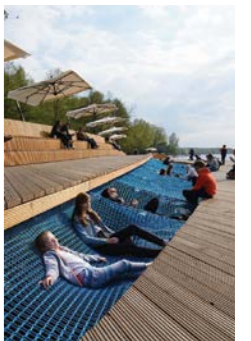
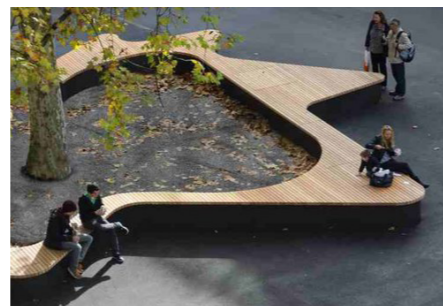
# 4.0 CONCEPT PROGRESSION STAGE TWO

## 4.6 LANDSCAPE / BASKETBALL

The intent of the wider landscape is to push and pull the experience of the activity precinct through the site by use of innovative yet durable landscape materials, vibrant graphics, interesting planting combinations and the geometric formations created to define spaces within the site.

In creating a unique landscape experience, the concept has suggested the use of a graphic to be overlaid over the basketball court surface and carry through to the carpark adjacent. The design team believe that a public art competition may be the way to incorporate a buzz around this new space. A dedicated creative brief will draw upon reference to Country and Noongar people, the sites connection to the Swan River and the energy of the fast moving recreational precinct.

Hardscape landscape materials shall provide opportunity for creative expression on the ground plane, but also aim to provide climatic relief in the use of timber, timber composites, open lawn areas, raised and natural ground level planters in balance with trafficable concrete pathways and plaza precincts. Functional elements such as seating, shelter, water bubblers, and bins shall be selected so as to inform a cohesive design palette, whilst elements such as lighting, bike repair stations and amenities shall provide pragmatic sensibilities to the overall precinct.



# 4.0 CONCEPT PROGRESSION STAGE TWO

## LANDSCAPE MATERIAL PALETTE



SIMPLE STYLISTIC SHADE STRUCTURES



TERRACED TURF AREAS FOR SPECTATOR



SKATE-ABLE PATHS



INTEGRATED LANDSCAPE PLANTERS



INTEGRATED LANDSCAPE / PLAY ELEMENTS



QUIETER CONTEMPLATIVE NODES



ROBUST FORMED CONCRETE WALLS



INNOVATIVE LANDSCAPE & LIGHTING RESPONSE



ANCILLARY RECREATION EQUIPMENT



TIERED SPECTATOR AREAS



ARTISTIC & FUNCTIONAL LIGHTING



INTEGRATED LANDSCAPE / PLAY ELEMENTS

# 4.0 CONCEPT PROGRESSION STAGE TWO

## 4.7 PRELIMINARY COMPLEMENTARY LANDSCAPE OFF THE SHELF PRODUCTS



### LEDA Bike Repair Station

PRODUCT SUPPLIER | LEDA  
 PRODUCT CODE | BBR01  
 PRODUCT FINISH | Hot dipped galvanised  
 PRODUCT COLOUR | Stainless Steel

Note: As per Design Brief Specification & Town of Victoria Park approval guidelines.



### Bike Leaning Rail

PRODUCT SUPPLIER | Commercial Systems Australia  
 PRODUCT CODE | BR7010  
 MATERIALS | Frame: 316 Stainless Steel  
 PRODUCT FINISH | Satin Polished  
 FIXINGS | Bolt down fixing | Extended leg

Note: As per Design Brief Specification & Town of Victoria Park approval guidelines.



### Alfresco Bin Enclosure 120L

PRODUCT SUPPLIER | Commercial Systems Australia  
 PRODUCT CODE | LR6554  
 MATERIALS | Frame/door/back: Mild steel only  
 Lid: 304 Stainless Steel #4 Finish  
 Battens: Australian hardwood timber  
 Frame/door/back: Powdercoated  
 Timber Battens: Quantum oil  
 Bolt down fixing | Extended leg

PRODUCT FINISH |  
 FIXINGS |

Note: As per Design Brief Specification & Town of Victoria Park approval guidelines.



### Uurania Bollard

PRODUCT SUPPLIER | Commercial Systems Australia  
 PRODUCT CODE | SB2101  
 DIMENSIONS | Width: 150mm | Depth: 100mm | Height: 1000mm  
 PRODUCT MATERIAL | Mild steel | 304 Stainless Steel | 316 Stainless Steel  
 Battens: Australian Hardwood Timber (Class 1) |  
 Enviroslat Battens  
 PRODUCT FINISH | Powdercoated | Galvanised | Satin polished  
 FIXINGS | Removable In-Ground Sleeve

Note: Any standard Dulux colour available for powdercoated frames.



### Lisboa Drinking Fountain

PRODUCT SUPPLIER | Commercial Systems Australia  
 PRODUCT CODE | DF5200  
 DIMENSIONS | Width: 890mm | Depth: 300mm | Height: 960mm  
 PRODUCT MATERIAL | Mild Steel and Stainless Steel | Full Stainless Steel  
 PRODUCT FINISH | Body: Powdercoated Mild Steel | Full 304 Stainless Steel  
 OTHER OPTIONS | Includes side water bottle refill outlet.

Note: As per Design Brief Specification & Town of Victoria Park approval guidelines.

# 5.0 COMMUNITY DESIGN WORKSHOP STAGE TWO

## 5.1 DRAFT CONCEPT CONSULTATION | SUMMARY

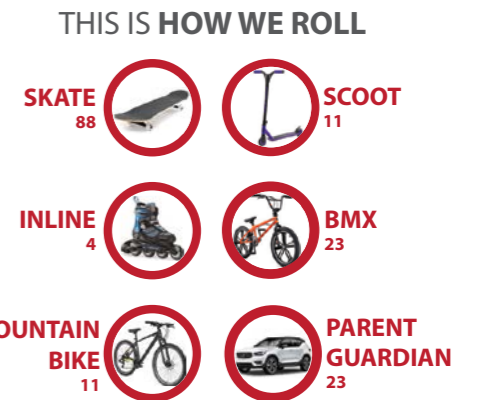
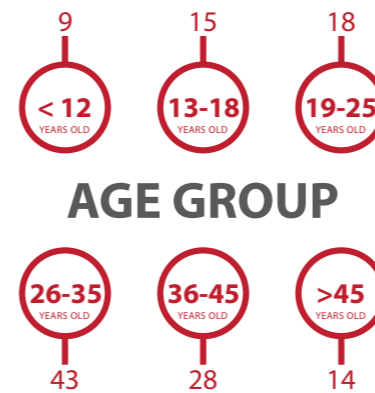
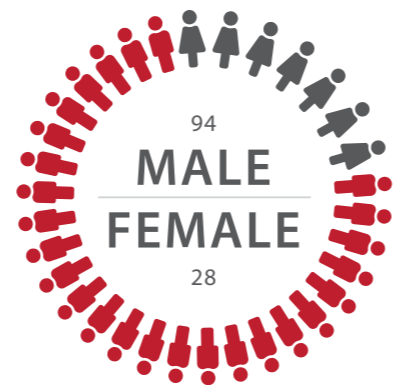


Once the first draft concept designs were complete, it was imperative to seek further community feedback to ensure the designs sufficiently addressed the data collected during the first stage community consultation.

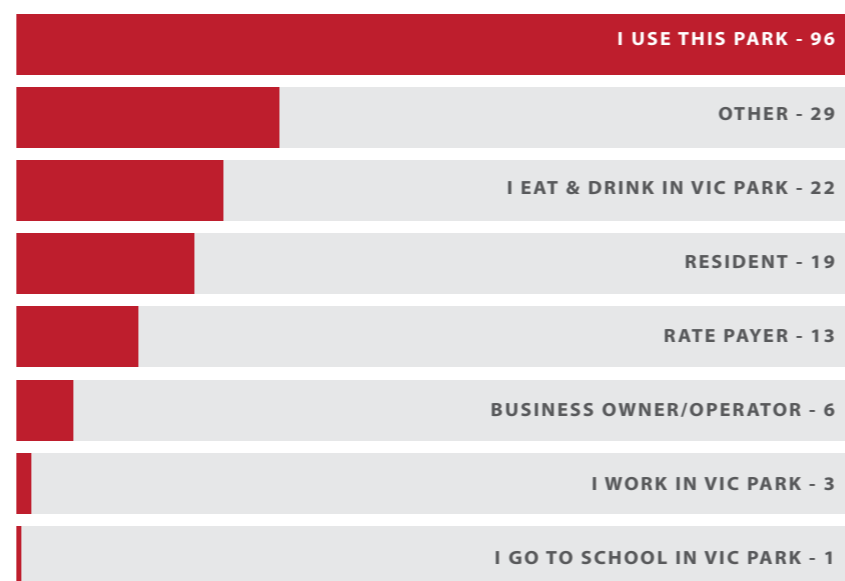
With the stage one event aimed at the skate and BMX community, stage two aimed to engage the greater Town of Victoria Park community by hosting an event at the Town of Victoria Park Christmas Markets, held at John Macmillan Park in December 2019.

The following day the stage two online survey was launched via the 'Your Thoughts' platform. In total, 123 people participated in the survey resulting in the following outcomes;

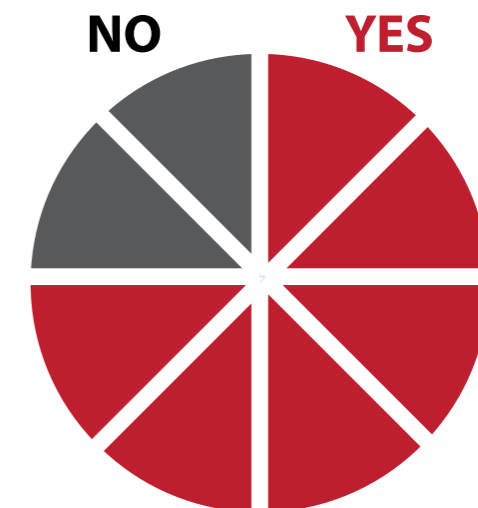
WHAT DO YOU IDENTIFY AS?



WHAT IS YOUR INTEREST IN THIS PROJECT.....?



ARE YOU INTERESTED IN THE OUTCOME OF THIS PROJECT?



# 5.0 COMMUNITY DESIGN WORKSHOP STAGE TWO

## 5.1 DRAFT CONCEPT CONSULTATION | SUMMARY



Survey participants were given the opportunity to write responses to express their thoughts on the proposed precinct concept designs, including reviews of the four key recreation areas and overall impressions of the concept designs. Key responses include;

### **Bowl Responses;**

*"I love the idea of the park having one of the only flow vans park series styled parks in Australia. It was well over due"*

*"Bowl/flow area looks amazing and heaps of variety".*

*"The new flow bowl design looks nice and very 'Vans park series'-esque, which is also the way the Olympic parks will be"*

### **Skate Plaza Responses;**

*"Amazing layout of obstacles, the layout covers everything for beginners to intermediate skateboarders, you can tell the design inspiration has been taken from world class plazas"*

*"Loving the openness and simplicity of the street skating area"*

*"The street plaza adheres well to street-inspired urban form"*

*"This plaza will assist the next generation of skateboarders to potentially build careers in the sport, it will help the economy / local skateboard industry"*

### **Pump Track / Jump Line Responses;**

*"Very important to have an area specific for parents / people who wish to relax or supervise from affair, this will also be a great addition for events at the plaza, competitions / demonstrations or even skate clinics for a good place to watch"*

*Have we got it right? What would you change /add to the Concept Design?*

*"Not keen on a lot of wooden seating, maintenance issues"*

*"More open space, plaza, curbs, manual pads, separate mini ramp and shade structures over the park. A real mini ramp under 3ft"*

### **Closing Thoughts;**

*"This design will bring enormous activation of a relatively dormant space, which will bring with it great benefits socially and economically for the Town of Vic Park and the wider Perth region"*

*"Please move forward with this as it will be a huge benefit to the local community and the entire larger community all around WA."*

*"Looks good! Might get me out of the house exercising again"*

*"If implemented, this would easily be the best set of skate/BMX/scooter facilities in Perth"*





# 5.0 COMMUNITY DESIGN WORKSHOP STAGE TWO

## 5.1 DRAFT CONCEPT CONSULTATION | SUMMARY

Categorised under the four key recreation areas, the summarised community feedback of the first draft concept plans for the McCallum Park Activity Area Precinct are as follows;

### **Bowl**

There was a clear consensus that the old bowl should be removed to make way for a new and improved flow bowl, however due to its significance in WA skateboarding, several established skaters asked that the new design pay homage to the old Vic Park bowl. Suggestions to achieve this included using a similar pool coping detailing and replicating the current bowls 'death box' within the new design.

Many people positively noted the flow bowls similar characteristics to the Vans Park Series bowls and were excited by the opportunities this will bring to West Australia. Emphasis was placed on ensuring the bowl offers a variety of depths from 5ft to 10ft so it appeals to a large cross sector of transition riders. Requests were also placed on ensuring the inclusion of a central feature for performing aerial maneuvers.

### **Skate Plaza**

There was much excitement about the skate plaza with many people noting it will become the largest, most competition and demonstration worthy street style facility in WA. Some comments requested the inclusion of larger objects to further challenge advanced skaters / riders. There were also several mentions of further replicating iconic street spots and being more creative with textures and materials to increase the street appeal of the facility.

There were several requests for more variety in the objects on offer throughout the skate path area including more curbs, flat rails, ledges and a manual pad. There was a mix of opinions regarding the inclusion of landscaping throughout the skate plaza with some survey participants making mention that it gave the park a more integrated feel and would provide more shade. Others believed the landscaping should be removed to make way for more skateable areas.

Several comments requested the provision of shade at either end of the street plaza for people resting or waiting for their turn to drop in.

### **Pump Track / Lump Line**

Many participants made note of ensuring the surface material of the pump track will accommodate all styles of riding, requesting it be built from concrete. Some requested that the pump track take on more of a snake run formation to create a more diverse riding experience. Emphasis was placed on providing sufficient space between the pump track and jump line to ensure there are no collisions between the different users.

With the pump track catering to beginner / intermediate riders, the advanced riders were insistent on ensuring the jump line will be challenging by international standards.



### **Non-Skate Recreation and Landscape**

Although there was mention of including non-skate / BMX recreation activities during the initial community consultation (such as parkour, bouldering walls and obstacle courses), spatial constraints limited possibilities to include these elements in the first draft concept designs. Interestingly there was very little feedback that expressed any disappointment about the lack of these elements. With the basketball courts being revitalised and priority placed on ensuring the bowl, plaza and pump/jump line attractions were maximized to the full potential of the space, it can be concluded that participants approved on this approach.

Much emphasis was placed on ensuring significant shade was provided throughout the facility and an overwhelming amount of people were adamant in requesting lighting. There were some concerns with the idea of using wood materials for the seating due to damage and maintenance issues. There were also several mentions of ensuring wood chips or mulch were not used throughout the landscaping as they can easily be blown into the skate areas and create hazards. Many people mentioned the importance of having space for pop-up cafes and food trucks to activate the area. Requests for street art and sculptures were placed to ensure the precinct has a unique and creative atmosphere.

### **Summary**

The overall feedback was extremely positive with much discussion on the social, physical and economic benefits this precinct will bring to Victoria Park and the greater Western Australia. Many participants highlighted their satisfaction in the designs potential to host international competitions and demonstrations whilst still accommodating beginner to intermediate users.

There was no shortage of participants commenting that if implemented based on these proposed plans, this will become the premier activity precinct in Western Australia.

# 6.0 CONCEPT PROGRESSION STAGE THREE

## 6.1 McCALLUM PARK ACTIVE AREA CONCEPT DESIGN (MASTERPLAN)

January through to March 2020 saw the review of design geometry within the concept plan, to increase multi-functionality of precinct zones and traversability across the ground plane for active recreation, pedestrian and vehicular maintenance.

Further to the wider geometry and flow between precincts, the consultant team reviewed the features of the active zones, with detailed analysis of the function of the spaces – with specific attention to the value created within the bowl, plaza and pump track / jump line areas, to maximise the experience for the users and spectators.



McCALLUM PARK  
SKATE CONCEPT - REMOVING THE BOWL

DWG: TOVP\_02  
REV: 0  
DATE: FEB 2020  
SCALE: 1:400 @ A1  
emerge ASSOCIATES

# 6.0 CONCEPT PROGRESSION STAGE THREE

## 6.2 SKATE PLAZA



In response to community feedback, additional lower-level objects have been included into the elongated area of the skate plaza including a pier 7 manual pad, flat bar, turnaround bank, quarter-pipe and halfpipe. These items will complement the other obstacles to increase the appeal of the skate plaza for beginner/intermediate users, providing a casual 'street-inspired' riding experience.

The advanced section of the skate plaza has seen the addition of a larger euro gap to the one featured in the first concept. This change will improve lines and offer a more challenging component to the street terrain. Due to spatial constraints, the 8 stair now has two handrails with a central down ledge, as opposed to the original concept which featured two down ledges with a central rail. In the central island two of the rails have been replaced with ledges to balance the ratio between rails and ledges.

With mixed responses regarding the inclusion of garden areas and trees within the skate plaza, the design team opted to keep these landscaping elements within the design. This will provide more greenery into a large concrete space, increasing the integrated feel of the skate plaza.

The remainder of the concept has had minimal deviations from the original design, showcasing a vision for one of WA's largest skate plazas, capable of hosting skills development workshops for beginners, right through to international competitions and demonstrations for professionals.

## 6.3 COMPETITION FLOW BOWL



The competition flow bowl is inspired by the frequently requested Vans Park Series style of bowl which proved popular throughout both stages of community engagement. The design incorporates a variety of features including extensions, pockets, hips, waterfalls and a central island for aerial manoeuvres. To cater to intermediate to advanced riders, the bowl has varying heights from 5 to 10 foot.

Draft versions of this bowl design included a circular pocket with pool coping and a 'death box' to pay homage to the pre-existing McCallum Park Bowl. External consultants including sponsored bowl riders expressed concern that this area was detrimental to the overall functionality of the bowl. For that reason, the revised design prioritises functionality over sentimentality.

With the addition of the footbridge and need for congregational space, there was not enough room to accommodate a junior bowl. As an alternative, a mini ramp section has been included within the skate plaza section which was a frequently requested element throughout the second stage consultation.

# 6.0 CONCEPT PROGRESSION STAGE THREE

## 6.4 PUMP TRACK / JUMP LINE



The pump track has been designed to appeal to beginner to intermediate users of all ages with a mix of low-level berms and rollers. This will be a family fun zone where participants will engage their upper and lower body strength to pump for speed and burn calories in the process.

Designed in collaboration with several established West Australian BMX riders, the jump line details are specified to ideal dimensions and spacings for peak performance for the advanced rider. At the request of the BMX design consultants, there is now a roller between the second and third jump to control speed. As it is proposed to be built with concrete, the jump line will also appeal to the scooter and skateboarding community.

## 6.5 LANDSCAPE / BASKETBALL



The modification of geometry allowed for a more relaxed transition between the basketball courts and spectator seating areas, as well as the opportunity to bleed the proposed artistic graphic across the court surface and into the wider passive space network. By doing this, the movement and experience felt through this precinct will allow pedestrians otherwise not involved in the active recreation on the courts to slow down, pause for a while and spectate.

This review period also addressed the need to modify the café / amenity seating so as there was opportunity for café patrons to be separate to spectators, or open the wider area up to cater for larger groups and events. This process was also applied to the end of the skate plaza with the addition of BBQ's for informal gatherings, BYO food preparation and picnic break out spaces to cater for those patrons to the park – either in active or passive recreation opportunities.

Also reviewed during this time was the location of the pedestrian access bridge over the precinct. Development was made within the form and geometry of the bridge, potentials for overhead viewing / spectator locations, dually functioning as a mass shade area for active recreation participants between the bowl, plaza and pump track. Through this phase, the team were able to model the bridge to and overlay over the precinct so as to understand the mass, size and shade opportunities it would create. It was also reviewed in terms of height clearances to the adjacent active areas, ensuring that adequate void heights were met. This continued as a fluid design process, and was further enhanced through modelling of the shelter structures, showing potentials for night lighting and user access opportunities to maintain precinct uses after sundown.

# 7.0 COMMUNITY DESIGN WORKSHOP STAGE THREE

## 7.1 DRAFT CONCEPT CONSULTATION | SUMMARY



Collation and review of the commentary was overwhelmingly supporting and positive to the creation, renewal and advancement of the recreational features within McCallum Park. It was clear from the feedback that the active recreation community were excited by the value this concept created through its form, function and multi-traversable path networks.

Commentary that specifically related to the landscape value of the precinct was to consider additional all weather shelter to the flow, plaza and basketball areas for spectator purposes, and to decrease the hard stand area within the events plaza.

The team intently reviewed this feedback and have thus created opportunities for additional shelter, be that all weather and additional shade trees. The team also reduced the amount of hardstand area within the events plaza with the incorporation of additional garden beds and shade trees.

Whilst not within the controls of the landscape scope of works, there was community commentary made that questioned the extension of Garland Street and connection to Canning Highway, the amount of car parking proposed, and the through traffic / loitering this may create. The consultant team at this point in time advise the Town of Victoria Park to consider this and provide direction for future detail and development of this area of the site.

Of the few comments that expressed concerns related to the skate, scooter and BMX areas, most were contradictory to the initial community consultation results or were not possible to implement based on spatial constraints. This included:

- Requests to have the entire area flow instead of being divided into three key areas.
- Wanting the skate plaza to be larger.
- Increasing the size of the mini ramp.
- Including a roll in section on the competition flow bowl.
- Building the pump track out of dirt.

As a result of the multiple development stages, the bowl, plaza and pump/jump line were met with many positive comments including:

*"I love this in every way! You guys have knocked it out the PARK with this one. Don't mind the pun. I wish I could be a kid all over again. I can't. So I'm going to have kids so they can use this park for years to come. Well done Vic park and everyone involved with this design"*

*"This is a great opportunity for WA to showcase what it can achieve to the world and attract international skate company teams and events to our shores!"*

*"This facility would be a valuable community asset in Town of Victoria Park and will create increased growth and opportunity for local business, tourism, real estate etc"*

*"I think that the draft is excellent. The development of McCallum Park should have considerable benefit for the local community. It is refreshing to see various opportunities for people to get exercise in the open air, with tremendous advantages for their health and well-being"*

*"This plan will make the park WA's premier skate location, congrats on an awesome layout. Hopefully it will go ahead without too many changes"*

*"Gives people around the area lots of great opportunities to get out and be active! Also a skate park like this would give people around Perth the chance to develop to world-class skateboarding levels and bring people from around the state or further to skate it"*



# 8.0 FINAL CONCEPT DESIGN

## 8.1 McCALLUM PARK ACTIVE AREA FINAL CONCEPT DESIGN (MASTERPLAN)

Upon review of community feedback collected within the public advertising period, additional shade and cooling elements have been incorporated into the overall landscape design, inclusive of shade trees, shelters and garden beds. These have been placed in key locations to provide additional shade opportunities for basketball spectators / players, reduce the open hardstand area within the food truck / plaza precinct by incorporating an additional garden bed and shade trees and key bespoke shelters to the end of the skate plaza and bowl. Furthermore, additional shade trees have been located to the pump track and plaza active areas.

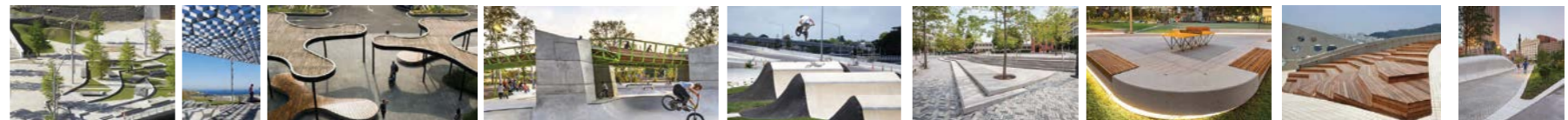
Within the concept design modification phase of January-April 2020, the landscape amenity surrounding the basketball court was revised in order to soften the visual transition between the courts, plaza and skate precincts. Through this process, additional seating was included, softer pedestrian access lines were created and additional soft planting opportunities and shade trees were implemented. Connectivity between the courts and proposed café / amenity precinct was also revised to provide separation between café patrons and basketball spectator seating.

Through the previous stages of design development and public critique, the skate plaza and pump track/ jump line did not require any additions or amendments to the obstacles in these areas. During the final stage of design development, the heights, angles and spacings between all objects were closely refined for optimal usability. The competition flow bowl went through another design review with a team of external consultants, resulting in finely calculated amendments to the angles, radiuses, blends and interfacing features to ensure the bowl would meet community expectations through its ability to host international competitions and demonstrations.

As an overall summary of the final developed concept plan for the precinct, the value of the amenity, connectivity and connection to the wider parkland has been justly considered, and therefore the value of this renewed precinct will bring a new and vibrant experience to the community and visitors of McCallum Park and the wider Victoria Park surrounds.

The final proposed design will provide for both active recreation and passive pedestrian engagement both from within the project site and connection to the future playground and Swan River beach access.

Selection of the final botanical species, landscape materiality, furniture suites, colour palettes and artist briefing (separate scope of works) shall be discussed and presented to the Town of Victoria Park through the Detail Design phase of the project.



McCALLUM PARK  
ACTIVE AREA FINAL CONCEPT MASTERPLAN



# 8.0 FINAL CONCEPT DESIGN

## 8.2 FINAL SKATE PLAZA VISUALISATIONS



# 8.0 FINAL CONCEPT DESIGN

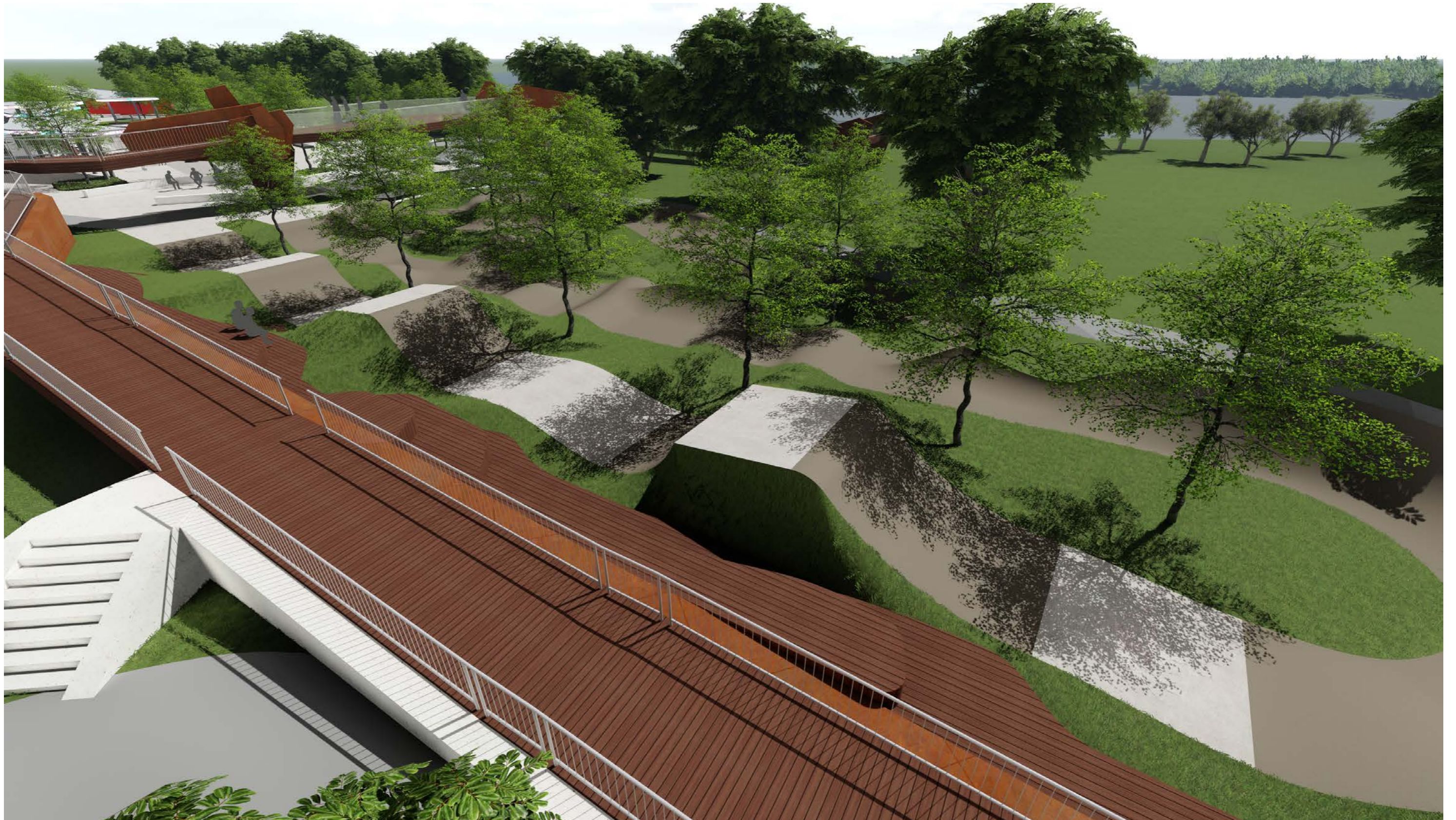
## 8.3 FINAL COMPETITION FLOW BOWL VISUALISATIONS





# 8.0 FINAL CONCEPT DESIGN

## 8.4 FINAL PUMP TRACK / JUMP LINE VISUALISATIONS



# 8.0 FINAL CONCEPT DESIGN

## 8.5 FINAL LANDSCAPE / BASKETBALL VISUALISATIONS

