

# STREAKY BAY YOUTH PRECINCT

CONCEPT DESIGN REPORT

DISTRICT COUNCIL OF STREAKY BAY

OCTOBER 2022



CONVIC

## PREPARED BY

# CONVIC

## FOR



## QUALITY INFORMATION

PROJECT NAME Streaky Bay Youth Precinct  
PROJECT NO. 21106  
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## ACKNOWLEDGEMENTS

CONVIC Pty Ltd. acknowledge the contributions of all those who participated in the concept design of the Streaky Bay Youth Precinct, including the District Council of Streaky Bay staff and residents, community groups and other stakeholders who responded to the various opportunities for input and/or who provided advice and information where required.

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## REVISION HISTORY

REVISION	REVISION DATE	DETAILS	AUTHORISED	
			NAME / POSITION	SIGNATURE
A	14.10.2022	DRAFT CONCEPT DESIGN ISSUE	BRYCE HINTON / DESIGN MANAGER	

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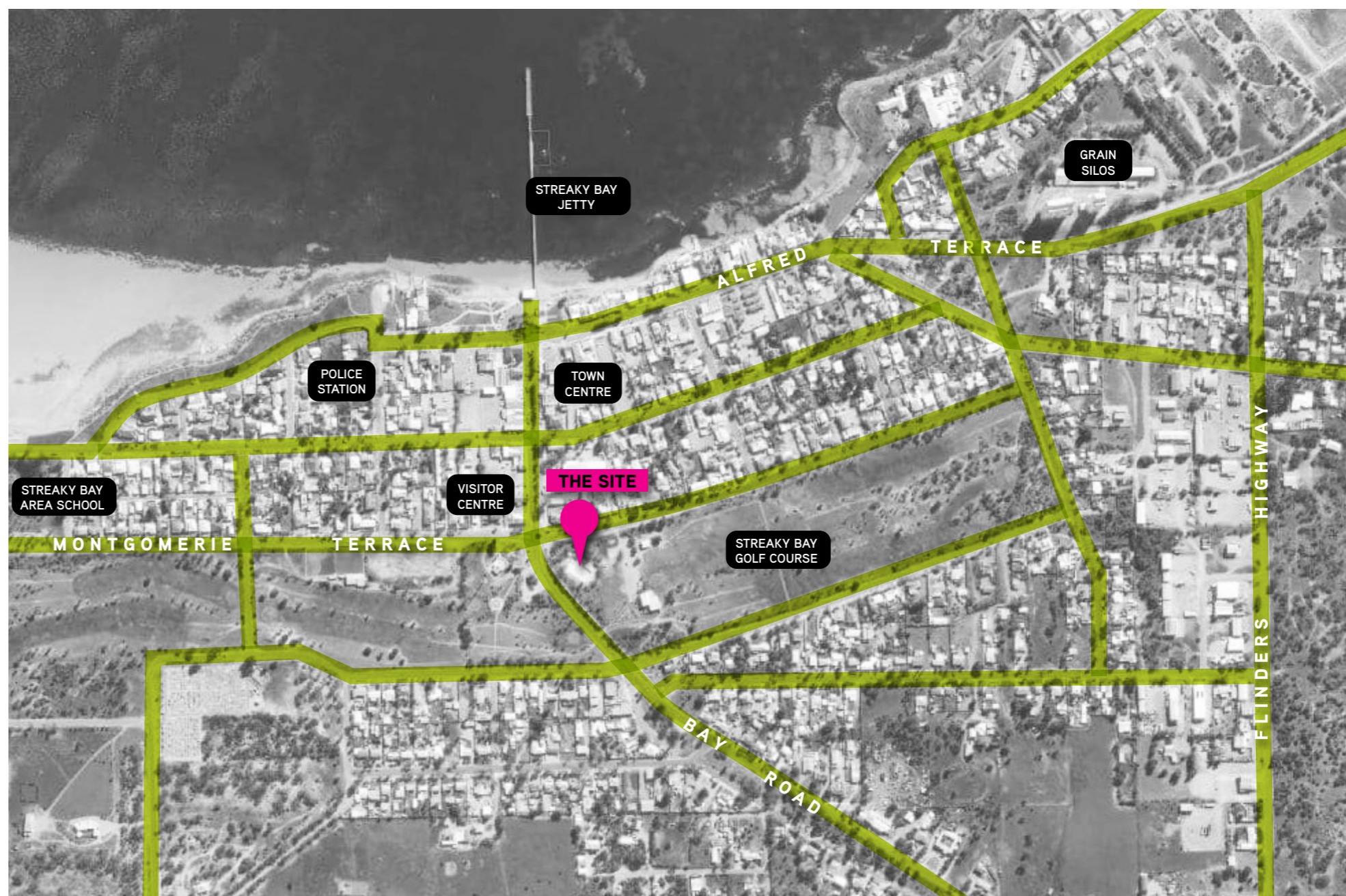
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## UNDERSTANDING SITE CONTEXT

The District Council of Streaky Bay are proposing a redevelopment of the existing skatepark to form a contemporary youth precinct. This precinct is set to extend the area as a recreation and community hub servicing youth and families within Streaky Bay and the broader region.

The proposed site is an existing concrete facility on the corner of Bay Road and Montgomerie Terrace. The current facility comprises of an open bowl skate area and shelter with seating. Surrounding the facility is adjacent vacant open space consisting of shrub and sporadic tree planting. Adjacent to the site is the Streaky Bay Visitor Centre and connection paths through Bay Road to the Foreshore. The Streaky Bay Area School, residential areas and town centre are located within a close proximity to the site and create the opportunity to tie into an established area of youth congregation. The existing infrastructure also offers opportunity for end users of the new youth precinct to access amenities.

Building on the much loved existing skatepark facility, the upgrade will create a dynamic and activated central community hub to offer recreational and social experiences for all members of the community; from day to day usage to larger community events. As one of the foremost youth spaces within the area it will form an important public realm hub for Streaky Bay and the broader municipality.



**THE STREAKY BAY YOUTH PRECINCT WILL PROVIDE A FLOWY TRANSITION SKATE EXTENSION CATERING FOR ALL SKILL LEVELS. THE SPACE WILL EXTEND ON EXISTING SKATE WITH VARIOUS PLAY AND COMMUNITY INCLUSIVE ELEMENTS. IT WILL BE AN INVITING, FAMILY FRIENDLY AND CELEBRATE THE LOCAL COMMUNITY OF STREAKY BAY.**

**THE NEW PRECINCT WILL CELEBRATE LOCAL NATURAL LANDSCAPE AND CREATE A VIBRANT AND ENJOYABLE SPACE WITHIN THE COMMUNITY'S PUBLIC REALM.**

## CONSULTATION SUMMARY

The pre-design consultation outcomes have been summarised to inform a community driven design brief for the Streaky Bay Youth Precinct. The information collected from the pre-design consultation have informed this brief. These are all outlined thematically and will be used as the foundation for the creation of the concept design.

### TARGET USER GROUP

The community workshop feedback has highlighted BMX, scooter riders and skateboarders as the majority of users. It will however, cater to all user groups including those participating in roller skating, quad and all other active wheeled sport disciplines, as well as those non active participants looking to spectate or hang out within the space.

### SKILL LEVEL PROVISION

The majority of participants listed themselves as beginner riders. The skate park design will consider obstacles targeted towards beginner and intermediate skill levels however the design of the new space will provide opportunities for skill progression to an advanced level of riding.

### SKATE TYPOLOGY

From the survey results a preference developed for transition elements, focusing on snake runs and flowy style typologies. However, the sticker voting and design workshop discussions also revealed a desire for mini street and rail elements. These items will be explored throughout the design process and will be accommodated where project parameters will allow.

### SKATE VISION

Discussions around the existing park showed that it is still much love and used by the community. The need for minor repairs was highlighted, along with how the extended skate may compliment the existing bowl provision with flowy street and pump elements. This will result in a facility that is combines both street and transition and allows for end users to flow between features. If project parameters allow, the facility will be designed to include a number of different zones that can be utilised individually when busy or connect together to be used as one when there is a smaller number of end users.

### USER + SPECTATOR AMENITIES

To ensure a central community space that can be used by a variety of different user groups the facility must integrate recreation programs outside of skate space. Elements such as a fitness gym, half court and nature play will be explored in the design.

The provision for areas of refuge and shade throughout the day is to be considered, whether purpose built or looking to utilise natural shade. Many highlighted the need for breakout spaces to allow for social hangout zones and spectating areas, this will be considered when developing the concept design.

## EXISTING PRECINCT

The existing facility consists of a large open bowl, shelter, seating and BMX dirt jumps, all showing signs of wear and tear.

Since its construction the skatepark has deteriorated in some areas with minor cracking apparent at some concrete connections. The dish formation is obsolete in terms of contemporary skatepark trends, however as expressed by the community it is still a much loved timeless asset.

Filling surrounding spaces is vast shrub, gravel and tree areas. BMX jumps have been construction to the south of space and form a circuit run for bike riders. One shelter, picnic table and skatepark bench are situated within the space, however these are detached from the skatepark area.



# SITE ANALYSIS

## SITE FEATURES

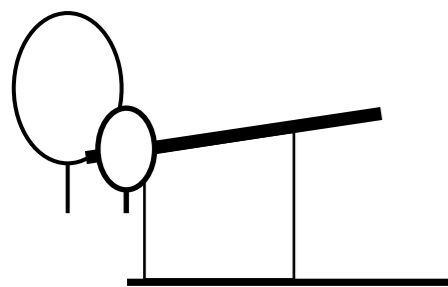
The site is located at the corner of Montgomerie Terrace and Bay Road. It is bordered by residential area to the north, golf club and carpark to the east and open land to the south and west. There are tree clusters scattered throughout the whole site consisting of both large and small species.

The existing trees onsite provide natural shade and create the opportunity to nestle the design into an established environment. The design will look to capitalise on these assets and work program into and around tree clusters.





- 1 Existing Skatepark
- 2 Existing footpath
- 3 Existing shelter and picnic table
- 4 Drinking fountain
- 4 Existing DIY BMX track

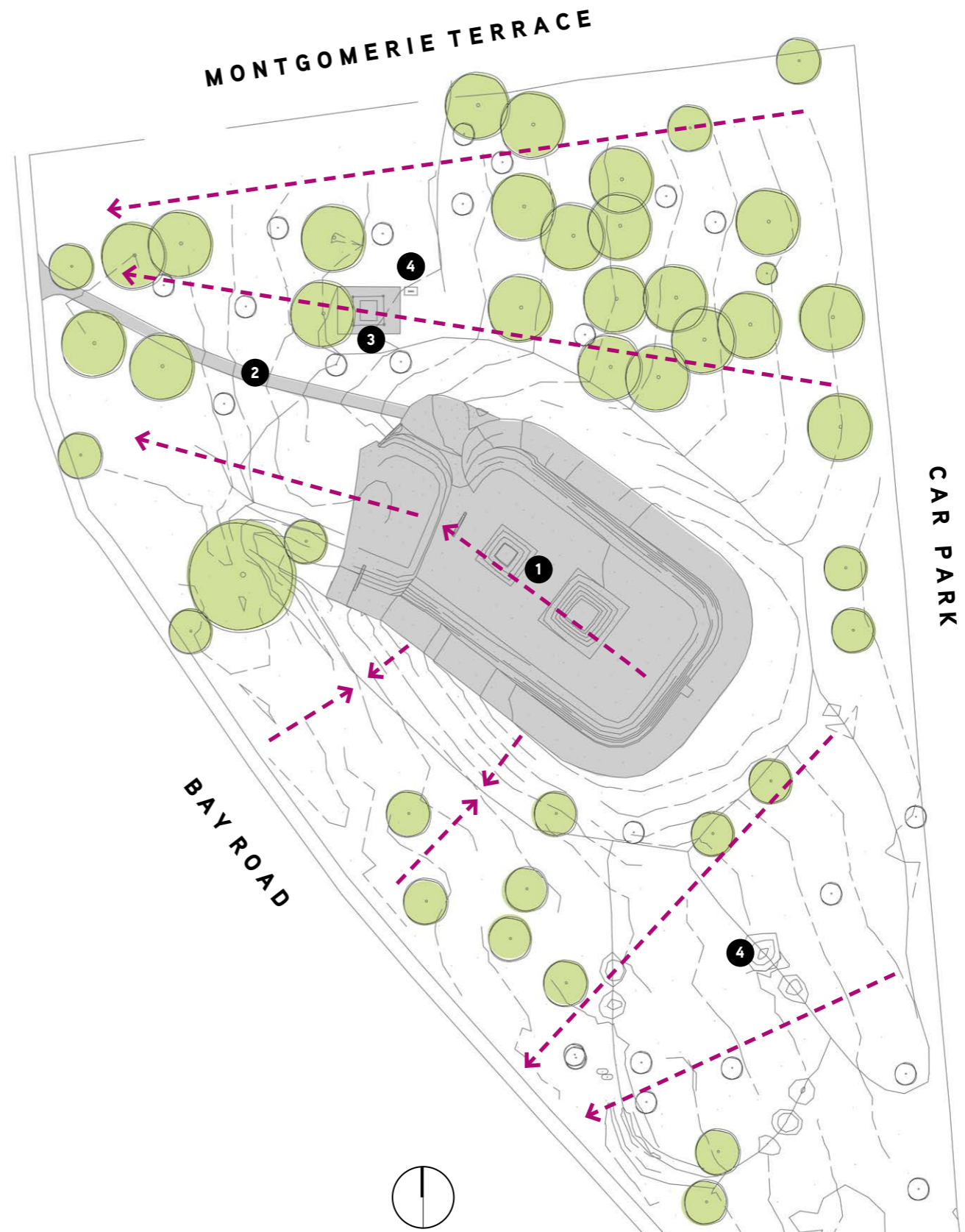
## TOPOGRAPHY + HYDROLOGY

The site is split by the existing skatepark with the northern proportion of the site grading from east to west and the southern portion grading from east to south. The site has over a 2.5m level change from the Golf Club (north east) to Visitor Centre (north west) edges. The existing skatepark is an open bowl formation which drains water towards a southern swale onto Bay Road. This topography will impact the design layout to ensure grading ties in with the sites slope and that pedestrian access is provided for all users.



### LEGEND

-  EXISTING HARDSTAND
-  TREE
-  0.1M CONTOURS
-  GRADE DIRECTION



# SITE ANALYSIS

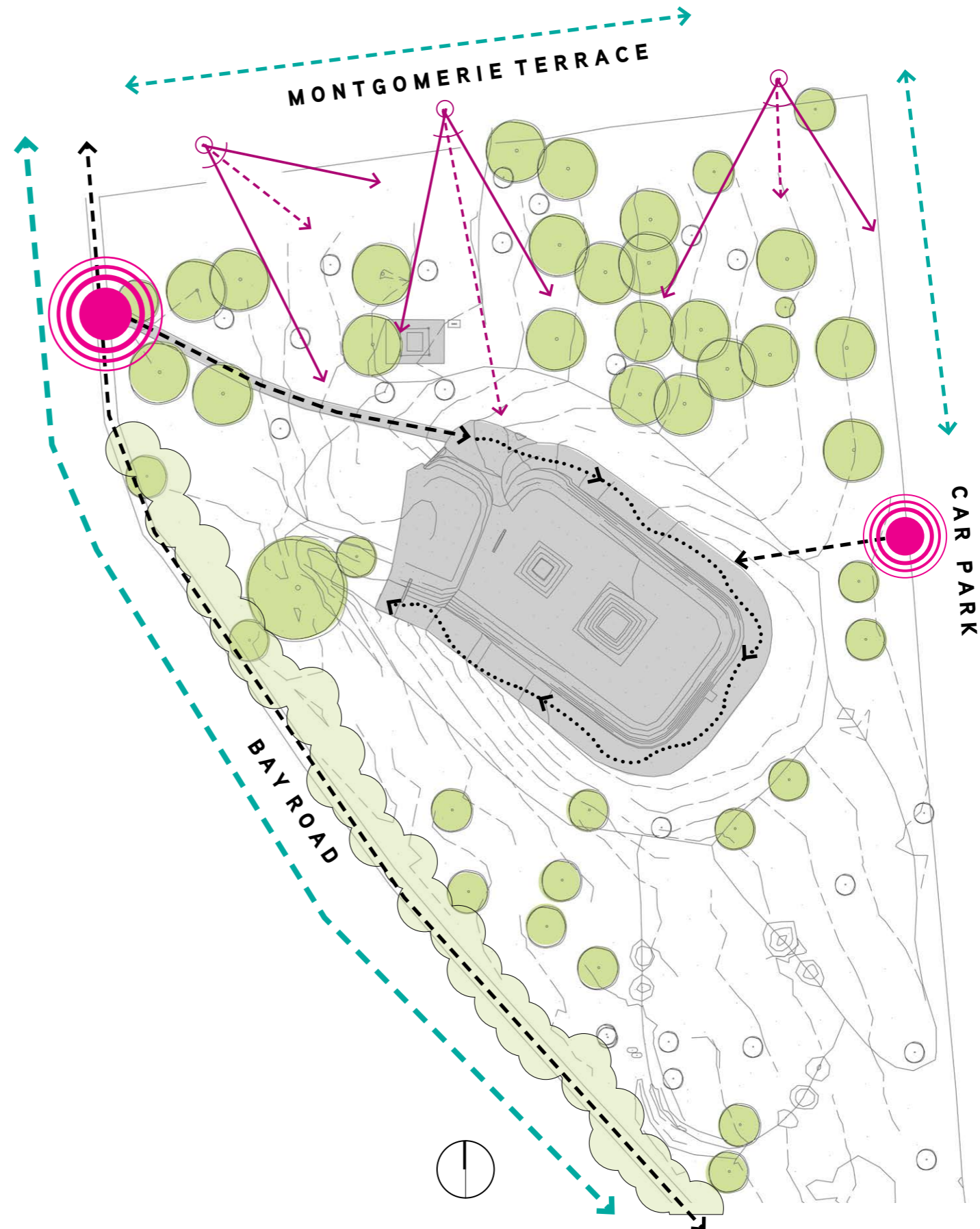
## CIRCULATION + ACCESS

Externally, the site is highly accessible for pedestrians with a shared footpath bordering the northern and western edges. A primary access point into the site is located at the intersection of the existing path network on the north west corner with vehicle access provided into the Golf Club Carpark which is also utilised by facility end users.


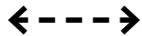


Internally, the site has poor formalised pedestrian circulation with a single footpath linking the skatepark to the northern entry. There is no connection from the east carpark or between shelter and skate space. Pedestrian zones, circulation and access must form a key driver in the projects development.

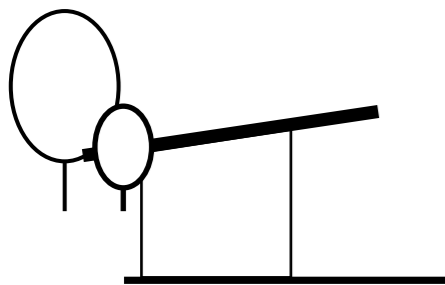
## VIEWS + CONNECTIONS

The existing skatepark sits at the centre of the site behind sporadic tree planting and shrub clusters which visually disconnects the site from Montgomerie Terrace, Bay Road and the Visitor Centre building. It is essential for the design of any youth facility to allow for and encourage views into, across, from and through the site. Views and connections from Montgomerie Terrace and the Visitor Centre are to be enhanced and activated throughout the conceptual development phase.



### LEGEND

-  ENTRY NODES
-  PEDESTRIAN CIRCULATION
-  TRAFFIC ROUTES
-  PRIMARY VIEWS



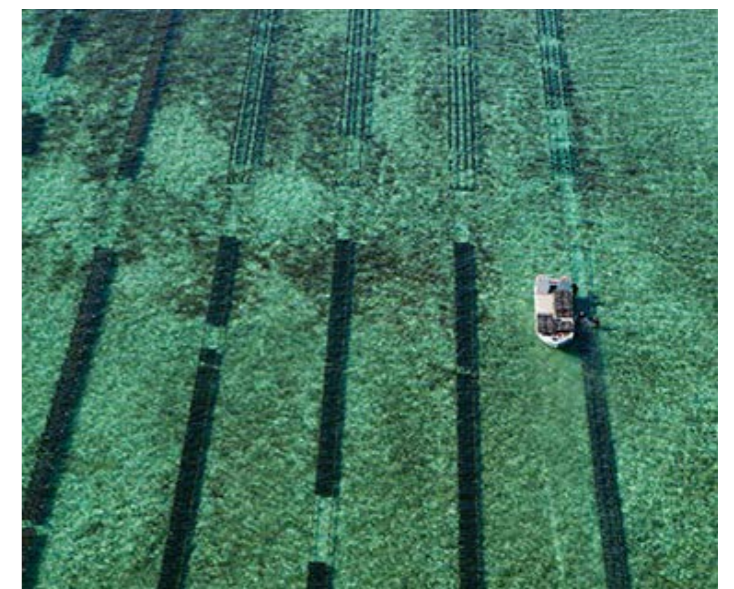
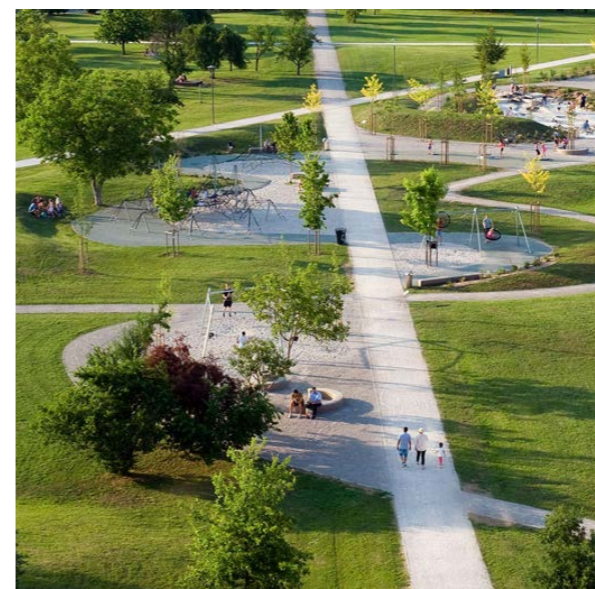
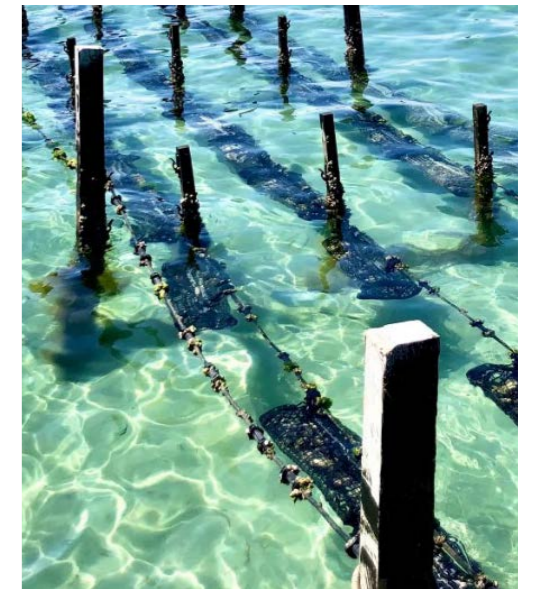
# CONCEPTUAL IDEATION

## AQUACULTURAL ECOSYSTEM

Protected from the open ocean surrounding the Erye Peninsula, Streaky Bay forms a thriving ecosystem within its iconic coastal bays. The region is known for its world class aquaculture production, where oyster farming forms a key part of the local industry and regional economy. The unique orientation of local bays capture large amounts of marine nutrients that natural currents sweep along the coast line. These bays create ideal locations for the formation of oyster farms. The farms take on a very linear formation of which so does the human interaction with the assembly of oyster cultivation.

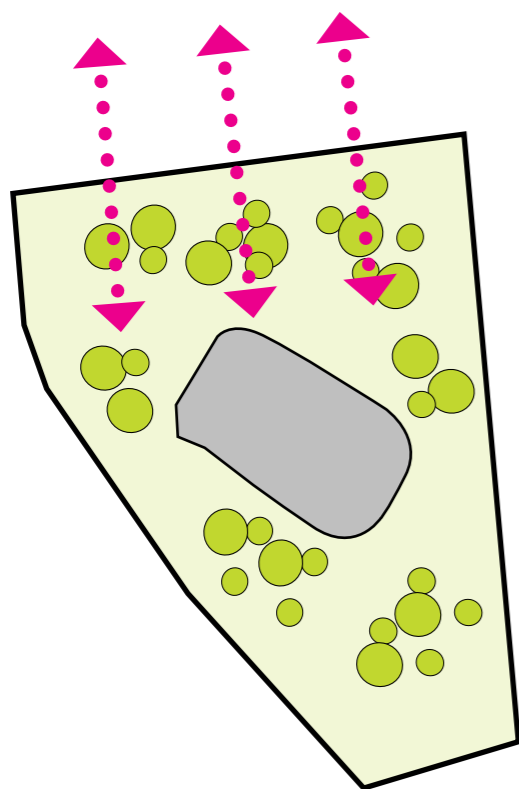
When linear shapes combine with the flow of organic natural geometry interesting contrasts form. This synergy has been used as a design generator where the design process explores this unique framework and how it can be replicated through design program, pedestrian circulation, materiality and layering.

Pedestrian thoroughfares form linear and direct passages through the site as influenced by the farming infrastructure, where the skate and play programs move through the central footpath as an organic free flowing motion.



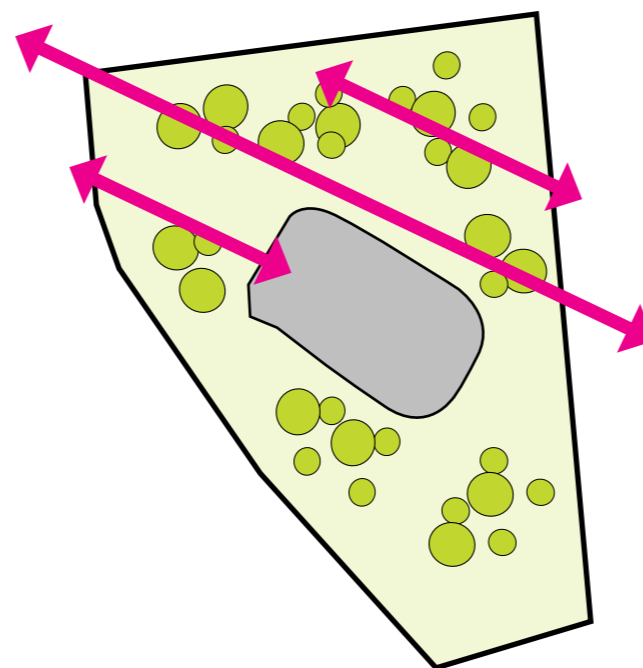


# CONCEPTUAL DEVELOPMENT



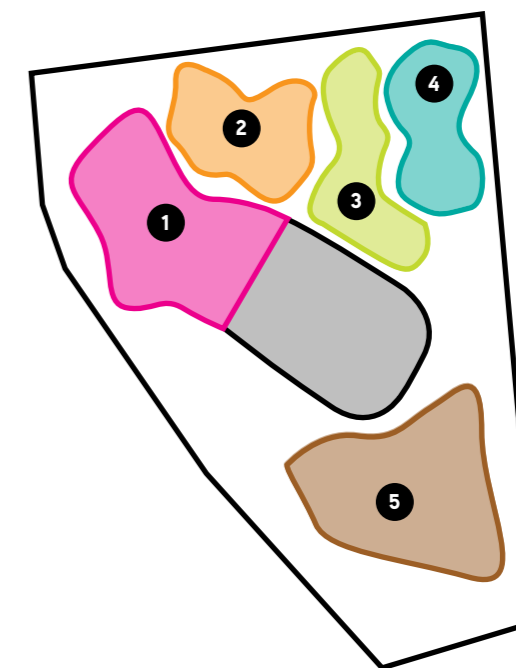
## 1. ACTIVATE NORTH EDGE

The existing skate area is situated in the centre of site and disconnected from adjacent roads and the town centre. The development will focus on bringing the play program into the spot light, creating connections to road frontages and enhancing CPTED principles by activating the Montgomerie Road edge.



## 2. PEDESTRIAN CONNECTIONS

The existing skatepark, shelter and carpark are isolated with no formal pedestrian pathway connections. Defining a clear pedestrian network will consolidate program and organize the site. Creating a central pedestrian spine will connect users from the Visitor Centre to Carpark entry points. Bringing users to the central recreation program that will cultivate on the northern and southern sides of the pedestrian axis.

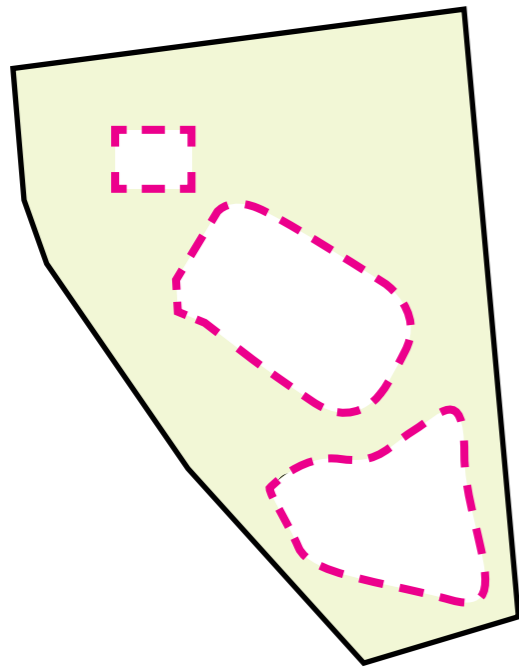


## 3. SPATIAL ARRANGEMENT

The development will be broken up into different areas allowing the separation of play, skate and social space.

- 1 The skate extension will form on the northwest edge and integrate with the existing facility to maximize flow and capacity and integrate old and new.
- 2 The northern edge of the facility will include softscape areas and nature and sand play zones.
- 3 Within the centre a passive lawn will form a hangout space with shelter, BBQ and amenity areas to allow for a central social space.
- 4 The north east portion of the site will form the half basketball court area and sit at the top of the site looking down over the space.
- 5 The BMX area will remain at the south in its already established area and allow for future expansion of the vast open space.

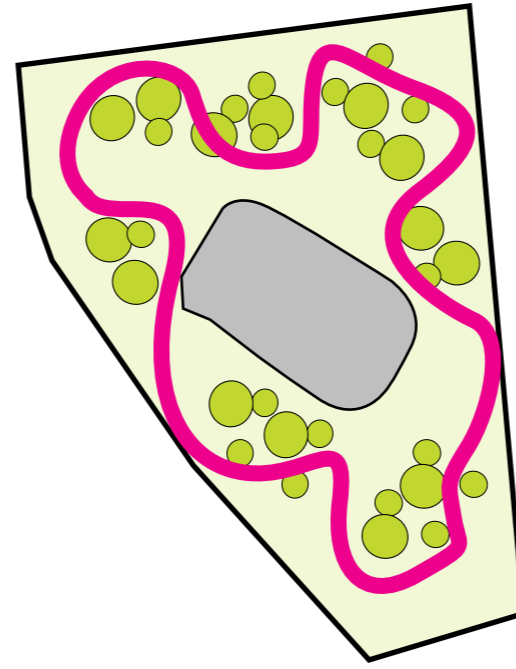
# CONCEPTUAL DEVELOPMENT



## 4. EXISTING + FUTURE ASSETS

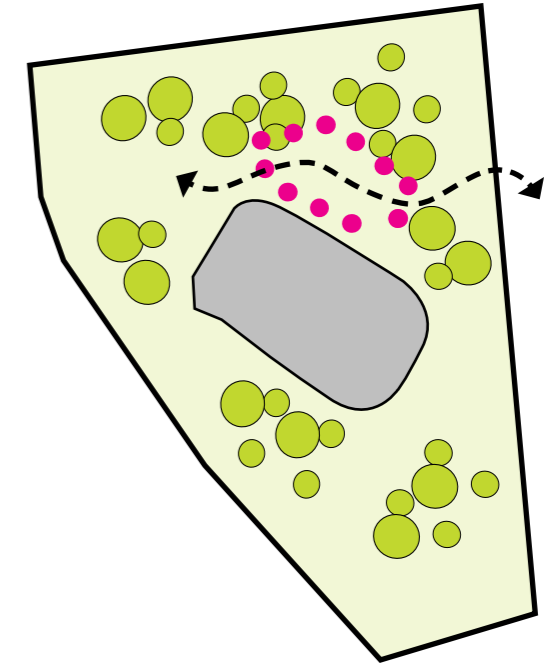
The much loved existing skatepark will be maintained with repairs undertaken to mitigate any safety issues. Rectifying areas such as major cracking and rough surfaces will eliminate risk to end users and help bring life back to the old facility.

The existing BMX track will be maintained with additional fill re-forming and adding jumps. Established by CONVIC, the loose fill track will allow the community to take ownership of the space and maintain it for years to come. The proposed toilet block is situated at the north of site to maintain clear connections with Visitor and town centre.



## 5. EXISTING TREES

Existing trees species are sporadically spread throughout the site. Capitalising on these natural assets the design will look to incorporate program throughout the trees to retain natural shade opportunities. Interweaving softscape areas such as BMX, nature and sand play in these areas will immediately establish the space and connect it with natural features.



## 6. COMMUNITY ARTWORK

The design recognises the generous contribution of the Streaky Bay community through providing local artwork and play features. These elements will be celebrated throughout the design with an 'art-walk' space incorporated to showcase the donated pieces. These sculptures are built of robust materials and are intended for the younger demographic to interpret how they wish to use the infrastructure for things such as climbing and jumping. This area will also take into consideration future expansion to accommodate additional installations.

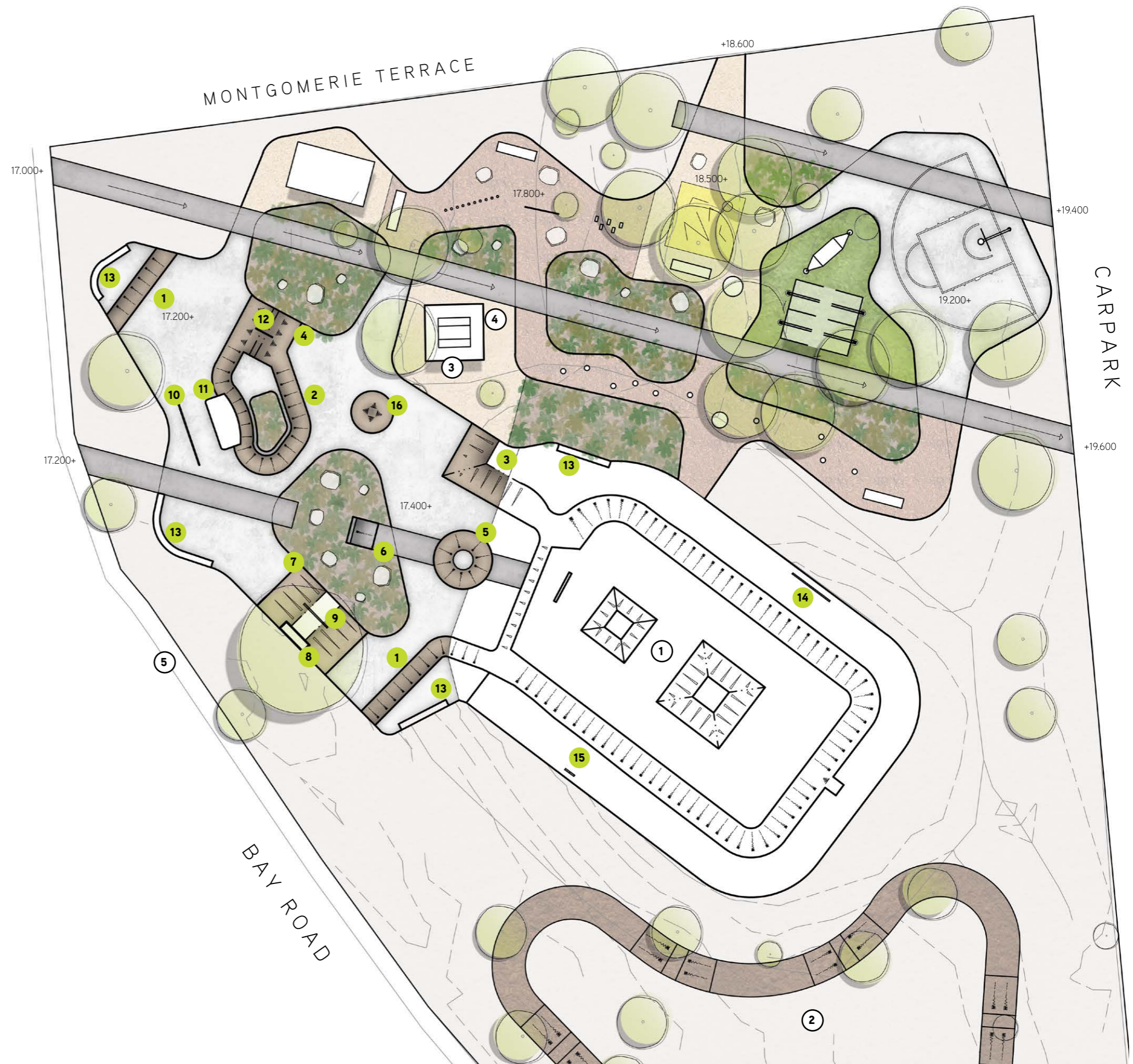
## LEGEND

### SKATEPARK WORKS:

- 1 Quarter Pipe Return - 1200H
- 2 Central Quarter Pipe - 1000H
- 3 Bank Hip - 1000H
- 4 Mogul - 600H
- 5 Volcano - 750H
- 6 Cantilever Quarter Pipe - 900H
- 7 Funbox - 600H
- 8 Funbox Ledge
- 9 Funbox Rail
- 10 Flat Bar - 350H
- 11 Manual Pad - 250H
- 12 Rainbow Rail
- 13 Skatepark Seating
- 14 Flat Bar - 200H
- 15 Pole Jam
- 16 Mogul - 800H

### EXISTING FEATURES:

- 1 Skatepark Maintenance - Safety Repairs
- 2 BMX Track Maintenance - Re-filled / Shaped
- 3 Shelter
- 4 Drinking Fountain
- 5 Footpath



CLIENT:



DESIGNER:

**CONVIC**

SCALE:



PROJECT:

Streaky Bay Youth Precinct

TITLE:

Draft Concept Design

DATE:

14.10.2022

REVISION:

A

## LEGEND

### PLAY WORKS:

- 1 Stepping Logs - Nature Play
- 2 Balance Rope - Nature Play
- 3 Pole Climbers - Nature Play
- 4 Digging Bones - Sand Play
- 5 Half-court

### ART WORKS:

- 1 Coral Sculpture
- 2 Seal Log
- 3 Stepping Stones
- 4 Compass Mosaic

### LANDSCAPE WORKS:

- 1 Shelter and BBQ area
- 2 Hammock
- 3 Passive Lawn
- 4 Garden Bed
- 5 Dry Creek Bed - Native Planting
- 6 Log Seating
- 7 Proposed Toilet Block - Future Works



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# OVERVIEW



# NATURE PLAY



# SAND PLAY



# HALF COURT





# ART WALK



# SKATEPARK 01



# SKATEPARK 02



# PLAY AND AMENITY

## PLAYSPACE REFERENCE IMAGES

The playspace has been developed to cater towards a younger demographic with the objective of further activating the youth through developmental and interpretive play. Included within the play areas is a hammock targeting teenagers and caregivers, a half court basketball court, nature play features, a dry creek bed that juxtaposes the pedestrian boulevard and links the recreation program and sculptural play items.

To support the play and recreation program, a number of amenity features have also been included within the design proposal. These are in response to feedback received by the community and include a BBQ, shelters, drinking fountain, rubbish bins and seating.

1. Nature Play Features
2. BBQ
3. Sculptural Play
4. Hammock
5. Dry Creek Bed
6. Half Basketball Court



## MOVING FORWARD

As a part of the ongoing design process for the development of the Streaky Bay Youth Precinct, the concept design will be presented to Council for review and endorsement.

Pending the outcome of the Council review, it is expected that a draft concept will be followed with the subsequent stages:

- Online community consultation for input to finalise design,
- Community feedback compiled and Final Concept design finalised accordingly,
- Developed Design and Documentation of detailed design works for construction.

As well as creating a truly relevant design, this review and community input will ensure the final concept design reflects community needs, user requirements and the overall project vision. This continued involvement connects the Streaky Bay community with the project design process and ultimately creates a vested interest in the final outcome.

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