

<b>FREESTYLE</b>
I like this design. I like the bowls and the quarter pipes, and that there are lots of different areas for riders. I would prefer it if there was a spine (like middle of current park)
Yes, the design flows well, with lots of different routes.
Yes, the design is up to date with current trends.
Yes, there are lots of flow patterns enabling riders to practice different things and learn more complex skills. The design has all the features I would like in a skatepark, for all different abilities, except for a spine. I think this is a good design for all rideable things (ie scooters, skateboards, bmx, skates)
There are a lot of obstacles listed in the brief and it would be difficult to include them all in a design with the available budget.
I think the design and layout of the park make sense and that there is something on offer for skateboard, BMX and scooter riders.
My score on this is low as I don't think there is anything in the park that is breaking new ground. I realise that it's difficult to come up with an innovative design and meet the requirements of the brief.  I do not think this is a bad design just not a particularly innovative one. I think the extra hips on the driveway are an interesting feature.
I wonder if one side of the flat bank (number 8) could be slightly less steep to offer more variety for new skaters and riders. It could have curb on the top to make the platform the same height which would add another feature to skate and ride.  I think the 1m high long quarter pipe is a good feature for beginners to learn on and build up to tricks on the higher transitions.  I understand why the design has a rail and a block on the driveway as there isn't really space anywhere else for these kind of obstacles. I think it'd be a shame if the rail got in the way of skating and riding the hips of the driveway. I don't know if the hubber ends of the rail could start at the edge of the flat top of the driveway instead of partway down the bank.
There was mention of adding an A frame if possible but the design shown to us meets all the children's expectations and hopes. This design was the favourite of all the children who attended the meeting, as far as I could see. It also offers safer areas where beginners or younger users could be safely out of the way of the main, fast areas.
The design seems as up to date as it would need to be!
The non-linear flow means riders, boarders and scooterists could find their own path around, with many different routes available to them.
Not as many street features for skate boarders as users would like
This is a good, attractive design and would fit well in the park. The flow patterns area good and varied and there are separate sections for different skill levels
There is a mix of transition and street features and includes many of the design features recommended in "Design and Development Guidance for Skateboarding" published by Skateboard England and Skateboard GB in partnership with Sport England.
The flow pattern is interesting and varied with a number of different features.
It would be a 5 if an area was made higher (1.8m) creating greater speed/ challenge. The current design does suit lower abilities and all ages.
The scheme really fit in with the surrounding area and will work for the current skatepark visitors without encouraging pedestrians /dog walkers to pass through.
If there was extra height and an A-frame was incorporated it would be a 5.
Definitely because the flow patterns can be linear and circular. Also you can start or finish anywhere around the perimeter of this design.

## BENDCRETE

I don't think this design has enough high ramps and bowl features for riders of scooters and BMX's. I do like the middle section though, but not the outsides.

How would this design merge into the existing floor print, as if there is a step/lip it will trip riders up. Also, the area where the shelter is always floods and is a constant muddy mess. Although there is a lot of ground space, I don't think the design utilises the space well in terms of ramps. (Only 2 small at either end)

Yes, this flows well. There are nice rider flows from one end to the other. However, as the ramps are all in the middle, you may get riders congregating in the middle practicing tricks, which will cause an obstruction for those riders wanting to ride the bigger ramps from one end to the other.

I think it is forward thinking in terms of the obstacles in the middle, but is missing the higher ramps. I don't think this design really suits BMXs

Yes, there are lots of varied obstacles which I like, but I don't feel that the outside ramps are big enough. Lots of riders congregate at the top of the ramps, whilst waiting for a clear ride flow. There is not enough room at the top of the ramps for riders to do this.

I think quite a few elements from the brief are missing in this design but it would be difficult to include them all for the available budget.

The layout of the park makes sense and although it's a very linear design I can imagine many different lines through it. I think there's a good variety of obstacles in the design.

I think the plaza style of the design is a good use of the space and I think the hip with the curb, the steep hipped bank, the manual pad and the blocks are all great features. The mini circular volcano also looks like it would be a lot of fun to skate/ride.

As a skateboarder I think this park would be great but I wonder if there are enough features for BMX and scooter riders.

I think the design could be improved by swapping the smaller quarter pipe (number 16) for a flat bank. I think this would make for more variation in the park. The only other 'flat bank' type obstacle is the hip which I think will be skated/ridden in a different way from a regular flat bank.

This was a very linear design and we were concerned about user conflicts with the trick area in the middle.

Again, the idea of having the trick area in the middle was a concern - the design was reasonably coherent as an entity but the individual aspects did not fit together as well as they maybe could.

The design was very street-focused which seemed up to date and innovative. I admit we are not experts in the latest thinking on skate park design though

Concern again about the area in the middle - how will users get to it and use it safely with the linear design of the plan.

No bowl or high ramps which bmx users would like

The design looks slightly out of place sat in the middle of the old tarmac. The flow patterns are all linear and the section for beginners and skateboarders practising tricks is in the centre of the flow lines which raises safety concerns

The scheme does not meet many of the design features recommended in "Design and Development Guidance for Skateboarding" published by Skateboard England and Skateboard GB in partnership with Sport England. The design tries to include too many features at the expense of the overall functionality of the space

The flow pattern is linear and not as exciting , with fewer and lower transition elements

The design is not considered to be suitable for use by people at varying levels at the same time.

There are too many features in the central area which may cause congestion or accidents.

A real positive is the A-frame in the centre.

Flow patterns are limited to a linear fashion around the park.