

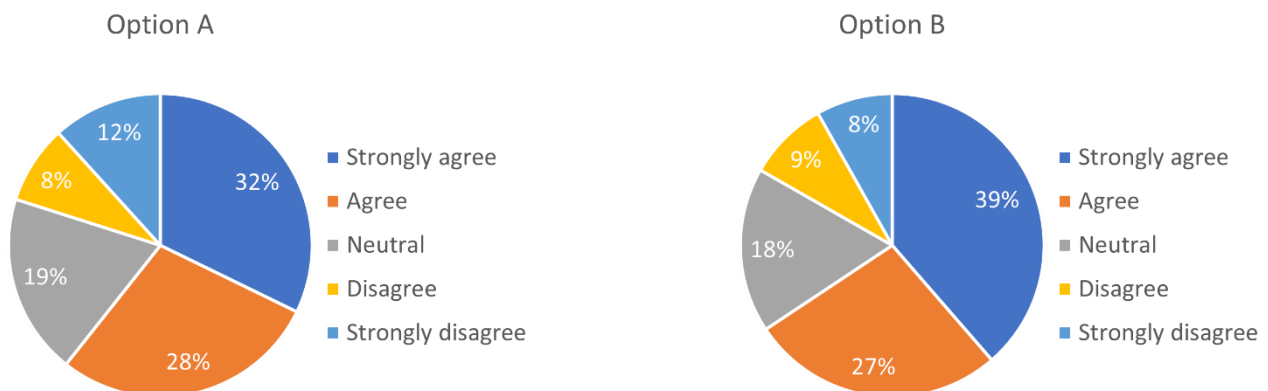
# Salem Geer Park Skatepark Concepts

## Community Survey #2 Summary Report (March 2022)

### Key Take-Aways

- There were 246 people who responded to some or all questions. Several people did not respond to all questions. Three-quarters of the responses (75%) were either skate park users themselves or a parent/guardian of a skate park user.
- Overall, people are most excited about having a new skate park at Geer Park. Although they do have opinions about specific design features, first and foremost, they want to have a new place to skate in Salem.
- People slightly preferred the ability of Option B to include skate elements (transition, bowl, and street features) for users of various ages and abilities.
- Generally, people felt that Option A catered to beginners and street skaters and provided fewer challenges for the more advanced skaters.
- Generally, people felt that Option B provides more options and transitions for users. However, the design seems crowded for beginners raising safety concerns.
- Respondents felt that both skate park options did an excellent job integrating into Geer Park.
- Respondents were generally in favor of a green space area in the center of the skate park, although concerns were noted about maintenance of the area. The top three amenities desired for the interior greenspace area included shade (trees and other structures), seating areas/benches, and a grassy area for picnics.
- Over half the respondents noted that the design options included everything they wanted.
- The most often noted skate feature that was missing related to the design of the bowl elements and the need for a covered area.

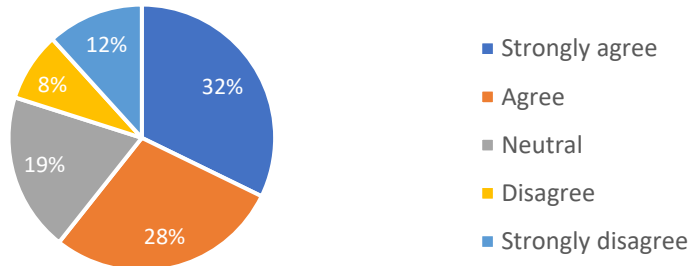
*The Option does an excellent job of including skate elements for various ages and abilities, from beginner to those with more advanced skills.*



## Option A Comments

Generally speaking, Option A was well-liked. Sixty percent of those responding said that they agree or strongly agree that Option A did an excellent job of including skate elements for a variety of users and abilities. Seventy percent thought that Option A did an excellent job of integrating into Geer Park.

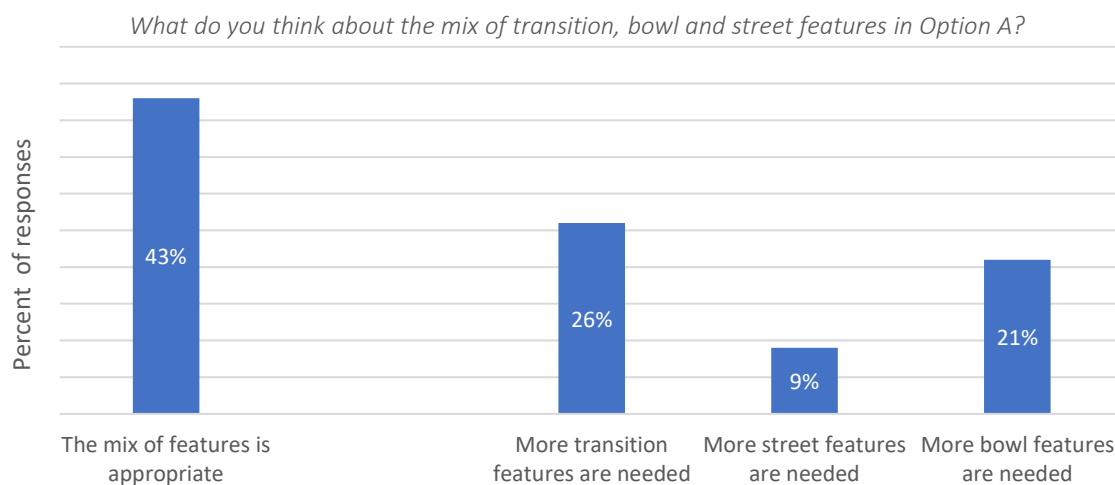
*Option A does an excellent job of including skate elements for various ages and abilities, from beginner to those with more advanced skills.*



Those who chose to leave comments noted that Option A was geared more toward beginners and street skaters. They focused on how Option A could be improved:

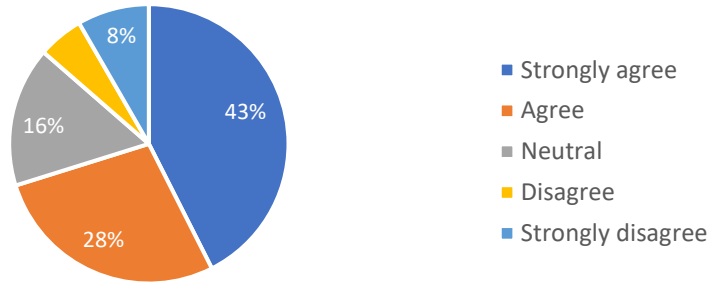
- Add more space – as designed, users might run into each other, conflicts between beginners and advanced. Although several people commented that they liked the grassy/greenscaped area in the middle of the skatepark, a few people felt that it took away the usable skateable space.
- Add more flow
- Add more transition

The mix of street, transition and bowl amenities in Option A was deemed as a good mix by fewer than half of the respondents. Approximately one quarter of the respondents wanted more transition and bowl amenities in Option A.



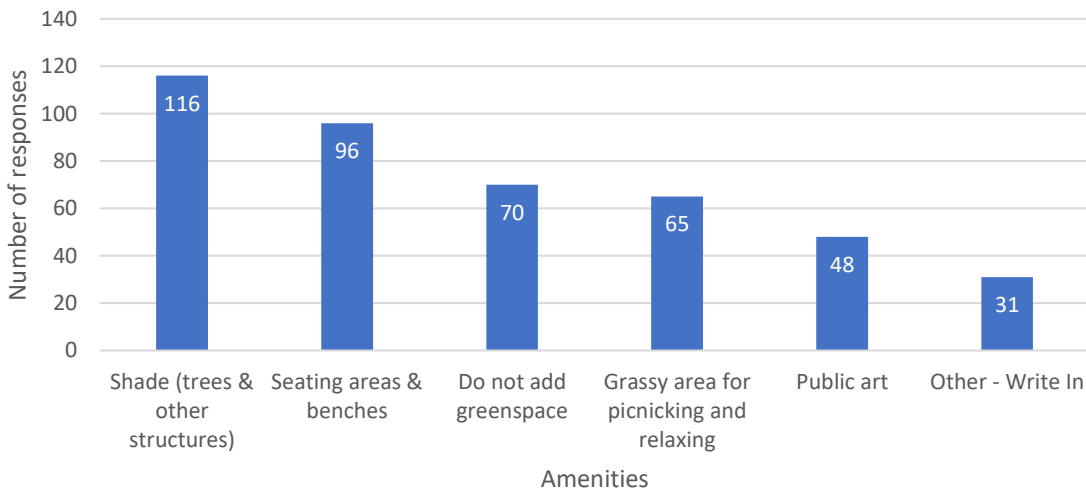
In regard to how Option A integrates into Geer Park, respondents noted that the green space in the center of the skate park maintains the park atmosphere. However, they had concerns about maintenance, attracting non-skate users who create many issues for skate park users, and the tradeoff of less usable skate area to accommodate the greenspace. They also noted that the relationship of the parking area to the skate park is important, specifically a path that is safe to skate and well-lit/visible and a clear sightline from the skate park to the parking lot.

*Option A does an excellent job of integrating the skate park into Geer Park.*



When questioned specifically about the interior area of the skate park as greenspace with amenities, the respondents were split as to whether or not they wanted greenspace or more usable space to roll.

*What amenities would you like see in the interior of the skate park?*



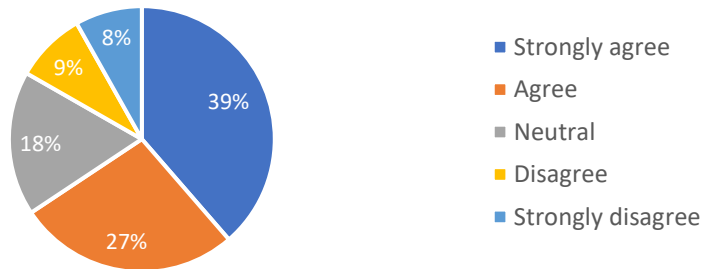
Other amenities noted for the greenspace interior of the skatepark included:

- Places to sit – possibly covered
- Landscaping that included edible fruit trees (blueberries), trees (Evergreen), shrubs, grass
- Landscaping that does not include gravel, bark dust, etc. that can inadvertently be brought back into the skating area
- Trash cans, picnic tables, restrooms, water fountain
- Good drainage so rain and irrigation water does not pool or overflow to the skatepark

## Option B Comments

Generally speaking, Option B was well-liked. Sixty-six percent of those responding said that they agree or strongly agree that Option B did an excellent job of including skate elements for a variety of users and abilities, slightly higher than Option A. Sixty-six percent thought that Option B did an excellent job of integrating into Geer Park.

*Option B does an excellent job of including skate elements for various ages and abilities, from beginner to those with more advanced skills.*



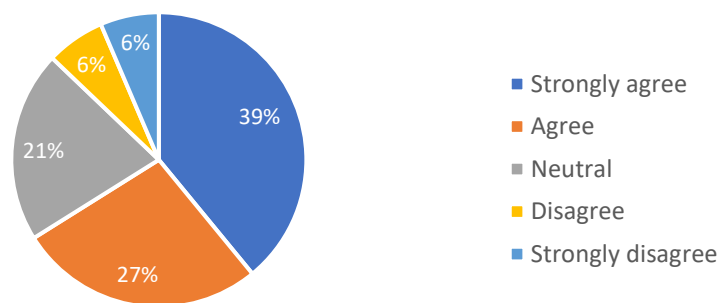
Those who chose to leave comments noted that Option B provided a good variety of elements which was desired. With Option B providing a variety of design features, many comments contradicted each other as people focused on different parts of the design. For example, some claimed that the flow was good, while others claimed that the flow was lacking. One respondent stated that Option B catered toward advanced skaters, while another respondent believed Option B was entirely a beginner's park.

People generally preferred the transitions in Option B because they provide more things to do for all skill levels. Negative comments regarding the Option B design related to potential safety hazards:

- The features seem crowded, which is a risk for beginners.
- Moonscapes often result in collisions when multiple people use the feature simultaneously.
- The design features encourage a lot of cross-traffic and lacks flow.

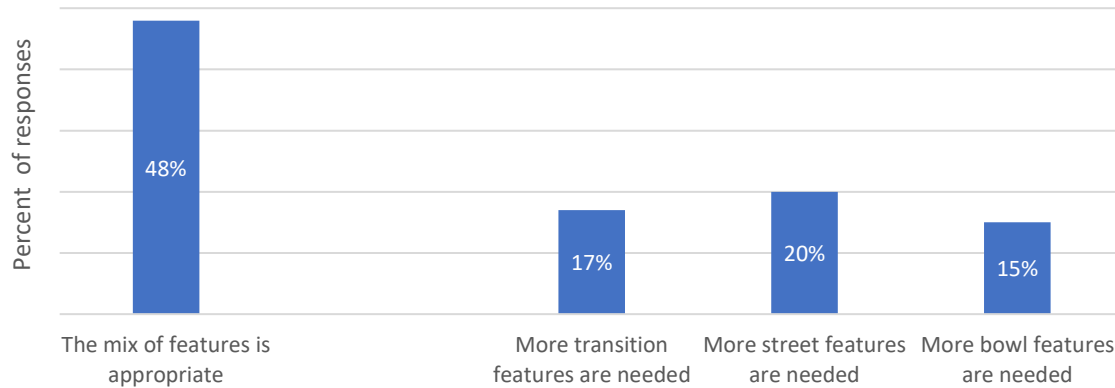
Regarding how Option B integrates into Geer Park, respondents noted that they liked the path around the skate park that walkers can use.

*Option B does an excellent job of integrating the skate park into Geer Park.*



The mix of street, transition and bowl amenities in Option B was deemed as a good mix by approximately half of the respondents, slightly better than Option A. The remaining half were relatively evenly split between wanting more transition, street and bowl features

*What do you think about the mix of transition, bowl and street features in Option B?*



## General Design Comments

Overall, when asked what people were most excited about with the new skate park, many of the responses related to excitement over having a new place in Salem to skate. Others are excited about specific design features (bowl, transition areas, rails).

Specific Option A, people noted that they are most excited about the interior greenspace, street style, and flow. Elements people were most excited about in Option B included the transitions, bowls, and spine.

When asked what is missing from both options, respondents offered suggestions for both skate features and amenities.

### Skate Features

- Deep bowl/pool (10)
- Small half-pipe (4)
- Pool coping (4)
- Mini ramp (3)
- Deep balls and hips (2)
- Tiny jumps
- Box jump
- Unique defining element
- Jump line
- Big transitions
- Small bowl
- Stairs
- Flat ground space
- Ledges and manual pads
- Euro-gap

### Amenities

- Covered area (6)
- Benches/Seating (4)
- Lighting (4)
- Water fountain (3)
- Gender-neutral restroom (2)
- Picnic/BBQ area
- Emergency telephone

For both Option A and B, some respondents offered specific design details and comments. Those details are provided in Appendix A.

## Other Comments

Throughout the survey, in addition to the comments on the concepts, other themes of the comments included:

- A desire for a covered area at the skatepark.
- Lingering concerns about the skatepark design team.
- Request to not include a skatepark at Geer Park
- Concerns about the maintenance/cleanliness of the skatepark related to the houseless population.

## Demographics

- Two hundred forty-six (246) people responded to the survey; however, not everyone responded to all questions.
- Of those who identified their interest in the skate park, 75% stated they were either skate park users or the parent/guardian of a skate park user. The other 25% stated they had a general interest in Geer Park.
- Two-thirds (65%) of the respondents said they would spend one to two hours at the skate park.
- Over half of the respondents (56%) said they lived within Salem, although not within walking distance of Geer Park. Seventeen percent live within walking distance of Geer Park. Twelve percent live 30 miles or more from Geer Park. The responses were similar regardless of where people lived.
- Most (80%) would travel by car to get to Geer Park.

## Appendix A: Geer Park Skatepark Design Concepts Specific Suggestions

### General Design Suggestions:

- I would like to see a roll-in for the bowl features so old skaters like me don't have to drop in :-)
- Deeper transitions in the clover bowl making it a pool style bowl including: tiles, death box, light, and wedding cake.
- Please make sure the bowl reaches vertical in the deep end, & please don't make the waterfalls into pump bumps
- Take out the moonscape. Put in a flow bowl with coping and some flat walls separated from the street features.

### Option A Design Suggestions:

- Round rail features (Bartlesville, OK design)
- (numbers relate to areas of the park) 1. Bank to ledge. Look at the one at the top of the design. How do you get into it? You can't approach it straight on because the path is too narrow. You have to come at it at a weird, unnatural angle for skaters. Where are you going to go when you come straight down the ledge? Into the grass. There isn't room for a runout. 2. Clover bowl. Fun as a 2nd or 3rd transition section at a park, but too funky and weird as an only one. 3. Down rail. This is a good spot for it. 4. Gap - you need speed to get down the gap. There is pyramid in the way of getting to it from the bottom of the picture, and it is too weird an angle to get to from the top. Straight on is short and you are crossing the traffic flow of people going in the up/down direction. 5. Hip? From where. You can get to it if you come over the pyramid, but then you are taken straight into the grass/trees. 6. Ok, but weird next to a bank at that angle. 7. Good spot for this. 8. Not a bad spot for this. 9. The flow stuff Evergreen puts in often takes up a lot of space for the usability of it. They don't put in nearly enough coping. 10. Not a bad place for the one on the top. The bottom one has two sides useful, but the side facing left is really only usable coming from the bottom of the image. If you come from the top you will be landing at an angle to put you in the grass. 11. Ok place for this, although it is a bit narrow. 12. ?? 13. The bottom image is fine. Bad placement for the one on the top of the image. Too close to the flow area. If coming from the top of the image, you will not be able to slow down without getting into the flow area. And you can't get enough speed coming from the bottom of the image to get into it.
- The only potential problem I see is the narrow straight-line path at the bottom. Skateboarding requires fluid motion that straight lines aren't great at accommodating.
- Too much is disconnected, making it difficult or impossible to link various features together.
- By not having clean flow lines through a park, it will create more collisions.
- Several separate areas for those that are beginners to more advanced.
- Clover bowl to have at least an 8' deep section to allow for bigger transition.

### Option B Design Suggestions:

- Deep transitions in the clover bowl that will accommodate both groups. I would also love to see tiles, light, death box, and a wedding cake making this more like a pool-style bowl. Ideally, 4.5 ft deep to 10.5 ft in the deep end.
- If it can have some ledge features similar to the Reedsville skatepark in Hillsboro with long pyramid ledges, a mix of quarterpipe/bowl and ledge features, it could be a good addition. Again, big

advocate for round rails of a decent height and round coping on at least one ledge. Quarters and banks should provide enough pump to navigate the whole street section, ideally.

- Add some more transitional elements above eight heading down the left side of the park that would allow for some de-centralized beginner skating. A couple of pump track-inspired features could keep some of the traffic off to the side and out of the middle, i.e., harms way
- (numbers relate to areas of the park) 1. Clover bowl is fine as a 2nd or 3rd transition option, but too funky to have as the only. 2. Ok placement. 3. The only way to get to this is from the flow zone, and when you come back down off it, you are going into the flow zone (traffic problems) or hitting the spine at a super unnatural angle. 4. Ok, but needs to be considered as part of the flow zone traffic. 5. Makes the hip between 2 and 5 useless. 6. ok placement - but what's with the rail between 6 and 13? Not usable because it is too close to the channel drop-in in the moonscape. You can't get enough speed if you start on the right, and you can't stop in time if you are coming from the left. 7. Ok placement 8. These flow zones are always a crash fest. 9. Pyramid hip at the bottom of a transition? or it sends you right into that unlabeled obstacle to the left of it? Why is this here? 10. Rendering shows a rail at the top of a flat pyramid. Example photo shows a rail and manual pad. Those are different. Rendering is not what they are showing you in the photo. That's not unusual for Evergreen. They seem to make things up once they start pouring the concrete. 11. Good place for this. 12 and 13. Moonscapes always end up as a zone that only 1 person can skate at a time, or 7-year-olds get run over. The way this is designed it is the entire left side of the park over to the cantilevered edge (5) that will need to be skated by one person at a time. That's a poor use of city resources. Other designs would allow more skaters to go at a time. 14. Ok, but it's part of the moonscape. Not labeled is the wave transition just below the bowl. How do you get enough speed to skate that? On the left side of the image, you have to get to it from the moonscape. You probably dropped in around 13 in the image, and you pumped across the moonscape. The bottom of the wave transition is the same height that you dropped in at, and you now need to have gained enough speed to get to the top of that transition. That's going to be super hard. Let's say you do, and you then come off the transition. Where are you going? The only place to go is straight back into the moonscape, but now you are hauling ass because you came in from a much higher elevation. Let's hope someone didn't come over the spine while you were over there - because you are going to hit them at speed. You can then maybe take your speed into the pocket between where the 12 and 13 are labeled. If you carved it clockwise, you are then on the top of a moonscape bump with no place to really go that makes sense to do a trick. If you carved it counterclockwise, you are going parallel to the spine without another wall to do a trick on until you get all the way across the moonscape. This design is just a collision fest.
- If there's any intention of making this spine (14) like the one in the picture, then it's not a functional spine (that grind ledge built into one side is totally in the way). Also, the spine's position in this layout is disconnected from other significant transitions, making its actual use a struggle.
- With this much space, I think there should be some bigger transitions - some vert above 9 feet tall.