KYNETON SKATEPARK

FINAL CONCEPT DESIGN REPORT - REV B - SEPTEMBER 2026

MACEDON RANGES SHIRE COUNCIL

CONVIC

PREPARED BY

CONVIC

FOR

Macedon Ranges Shire Council

QUALITY INFORMATION

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ACKNOWLEDGEMENTS

CONVIC Pty Ltd. Acknowledge the contributions of all those who participated in the pre-design consultation of the Kyneton Skatepark, including the Macedon Ranges Shire Council staff, residents, community groups and other stakeholders who responded to the various opportunities for input and/or who provided advice and information where required.

REVISION HISTORY

REVISION	REVISION DATE	DETAILS	AUTHORISED	
			NAME / POSITION	SIGNATURE
A	18.09.2026	FINAL CONCEPT DESIGN REPORT	BRYCE HINTON / DESIGN MANAGER	
B	24.09.2026	FINAL CONCEPT DESIGN REPORT	BRYCE HINTON / DESIGN MANAGER	

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01

EXECUTIVE SUMMARY

EXECUTIVE SUMMARY

Macedon Ranges Shire Council have engaged CONVIC as a specialised skatepark, youth space and active recreation design and construction company, to provide consultation, concept and detailed design services for the upgrade of the Kyneton Skatepark Precinct.

This report outlines and summarises the findings from the site analysis, project background study and community engagement to form a return brief that has informed the final concept design. The report outlines and identifies items that require to be investigated throughout the concept design phases to provide resolutions to site constraints and opportunities. The report investigates the current active recreation occurring within the region with a focus on purpose built skateparks and skateable infrastructure within public spaces. It identifies gaps within the provision of these spaces and builds a return brief to ensure the new Kyneton Skatepark project objectives are met and the community is provided within a unique, iconic and functional space to enjoy now and into the future.

In the later part of the report, Convic outlines our design process that has been researched and undertaken to inform the development of the active and passive spaces for the skatepark ensuring that our design proposals provide a family friendly and aesthetically pleasing space that responds to the existing site constraints and opportunities, and enhances the existing landscape characteristics of Kyneton while forming social and cultural connections to the public realm. In addition to this, the skatepark redevelopment will cater to a variety of user styles, support a wide range of users and continue to build and enhance the ongoing active recreation culture of Macedon Ranges Shire.



02

BACKGROUND

SKATE & BMX STRATEGY 2024 - 2040

The Macedon Ranges Shire Council adopted the Playce prepared Skate and BMX Strategy in November 2023. This strategy investigated existing skate and BMX infrastructure within the Macedon Ranges Shire and made recommendations for renewal, refurbishments and new facilities between 2024 to 2040.

The strategy focused on providing facilities to suit the unique demographics within the Shire and the distribution of its population through a number of towns that are dispersed through the large local government area. As there is an approximate drive time of between 15-20mins between each township within the Shire and the limited public transport available to young people, a different approach was adopted in the development of the Skate and BMX Strategy.

This approach included the removal of a traditional regional or destination sized facility and allowed for the planning of additional district level facilities within towns that currently have or project to have the necessary supporting population. This approach was seen to be a more equitable approach and provide the necessary opportunity for youth in each of the key growth areas within the Macedon Ranges Shire Council.

The development of the kyneton Skatepark is within the short term plan (2024 - 2029) which included full design services and construction of the active recreation space.

The Macedon Ranges Shire Council Skate and BMX Strategy (2024 - 2040) recommends the development of an active youth precinct within the current skatepark site comprising approximately 1,200m² of skatepark, a 300m² pump track, a half court, and fitness elements. In addition, the strategy recommends supporting infrastructure should be incorporated into the design of the active recreation space including sports-level lighting, sheltered seating areas and appropriate amenities. The total budget allocated within the strategy in 2023 for all inclusions was $1.5m.

Convic and the Macedon Ranges Shire Council have collaborated throughout the design phases, to develop a delivery strategy which ensures that the key elements of the Skate and BMX Strategy are achieved. Having taken into consideration community feedback, site constraints and the rise of construction costs since the Skate and BMX Strategy was produced in 2023, a staged delivery approach has been adopted for the Kyneton skatepark. The outcome of this three-stage construction will be a 1,000m2 skatepark, a 150m2 pump track, and basketball half-court, including park furnishings and lighting. The estimated cost of all stages is $1.79m.

In the later chapters of this document the design proposal will indicate how it responds to the requirements of the strategy while visually outlining the staged delivery approach.



Kyneton Skatepark Schematic - Skate & BMX Strategy 2024 - 2040

BACKGROUND

KYNETON SHOWGROUNDS MASTERPLAN

The proposed skate facility will be integrated with the broader Kyneton Showgrounds Masterplan, enhancing the precinct as a multifunctional recreational hub aligned with the vision of creating accessible, inclusive and active community spaces.

Key design considerations for the new skatepark focus on connecting the new facility to the proposed footpath network, proposed car parking and existing amenities such as the pavilion and toilet block to the south. The proposed design will ensure that the skatepark serves as a visual and activated entry statement that enhances the overall precinct and establishes an iconic, place-specific identity for Kyneton.

The activated entry statement will draw people into the precinct through dynamic and vibrant place making principals. This draw card will encourage social interaction between different local demographics and form more liveable and healthy community places and spaces.



Kyneton Showground Masterplan 2023.

BACKGROUND

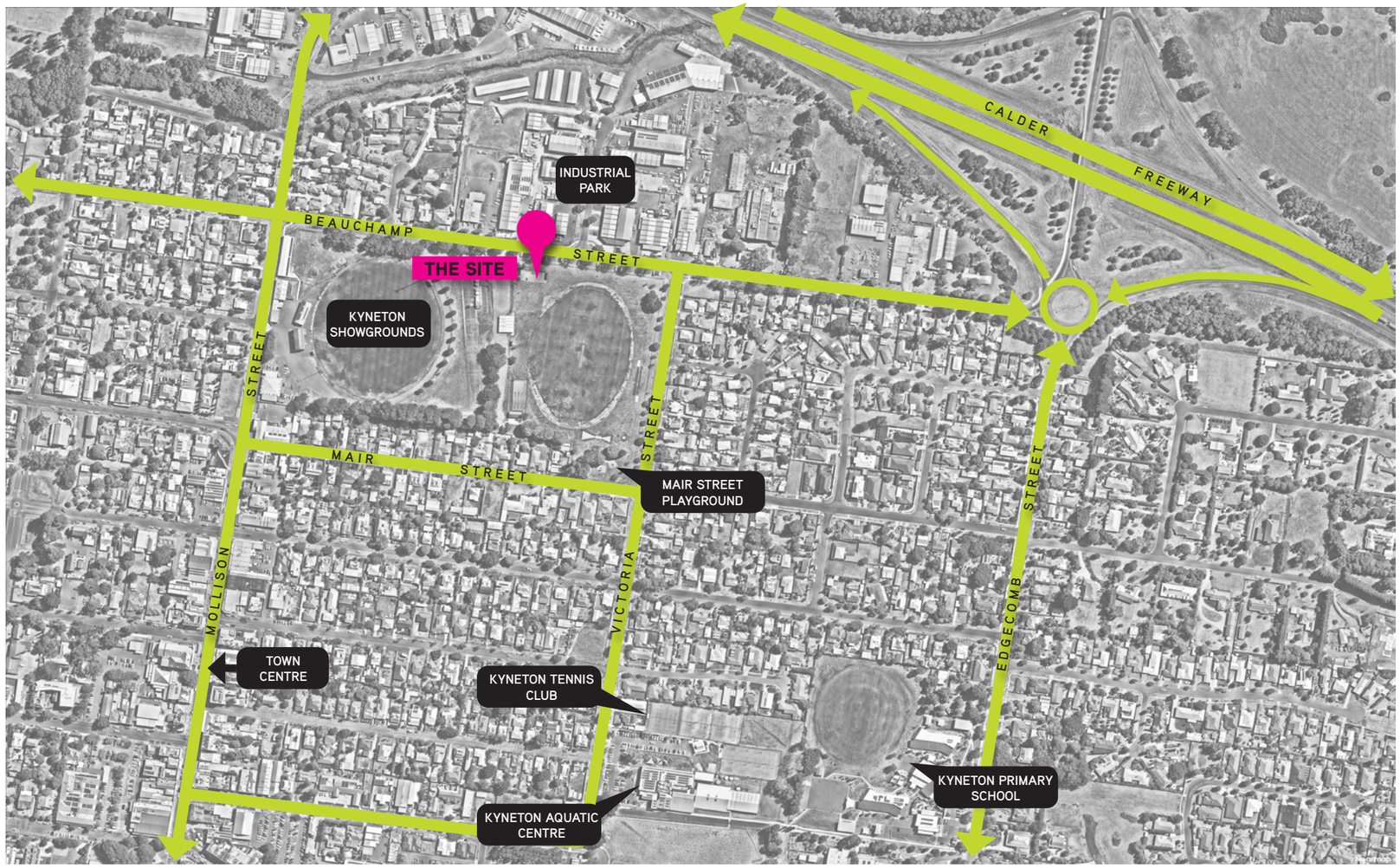
UNDERSTANDING SITE CONTEXT

Through this scope of works a design proposal for a new district level skate facility will be developed. The proposed skatepark aims to revitalise youth recreation in the region by delivering a contemporary facility that responds to the needs of users who currently have limited access to diverse, modern wheeled sports infrastructure.

The site is located within the Kyneton Showgrounds, replacing the existing skatepark with a renewed and future-focused facility. Positioned within an established recreational setting, the new skatepark will integrate with surrounding open space and community infrastructure, contributing to a broader recreation destination for youth and families. The design will seek to incorporate a range of skate typologies and skill-based elements, supporting progression, inclusivity, and long-term usability.

Throughout the concept development phase, the project team will collaborate with Council and engage with the local community at key stages (pre design & concept design) to ensure the design responds to user needs, aspirations, and emerging trends in wheeled action sports.

The proposed skatepark presents an opportunity to revitalise an underutilised asset into a vibrant, accessible, and community-focused destination. With strong connectivity to the township and ease of access by foot, bike, and car, the project has the potential to elevate youth recreation and strengthen the social and recreational identity of Kyneton.



BACKGROUND















BACKGROUND

SITE INVESTIGATIONS

Convic have extensive experience in delivering both the design and construction of skate and youth facilities with complex existing site conditions. Based on our extensive previous experience, we understand the requirements for delivering high quality built outcomes with longevity and can provide resolutions to the identified site constraints throughout the early design phases of the Kyneton Skatepark project.

Convic have undertaken an initial review of the background information and site investigations undertaken by specialist sub consultants. The findings of this review are outlined below:

SITE FEATURE SURVEY

Convic engaged a specialist sub consultant to undertake a feature survey of the skatepark site to identify all existing features and services. The field works for this scope was undertaken on the 15th of December 2025.

The following key items have been summarised that identify existing features that could have an impact on the skatepark design. The majority of the risk items identified can be mitigated throughout the design process.

- An existing sewer line connecting the existing toilet block in the south is located on the western edge of the existing carpark. This will have no impact on the developable area.
- Beauchamp Street has kerb and channel drainage with a number of stormwater pits located along this east to west axis. These pits offer legal points of discharge opportunities for connection with skatepark precinct drainage.
- Potable water is located on the Beauchamp Street frontage and outside of the developable site. This will offer economical opportunities for connection of drinking fountains within the skatepark precinct.
- These pits have an invert level approximately 1.5m below the existing finished surface level fop the skatepark and this should provide sufficient fall to achieve drainage requirements.
- Irrigation and stormwater infrastructure dissect the skatepark precinct site and run in a north-south direction. Depths of this infrastructure is unknown however Macedon Ranges Shire Council has agreed that these services will be redirected prior to the construction of the skatepark precinct. The redirection of the stormwater will most like result in a number of new junction pits within the network and offer additional opportunities for legal points of discharge.

GEOTECHNICAL SITE INVESTIGATIONS

Convic engaged a specialist sub consultant to undertake the site boreholes and reporting of the existing subgrade conditions for the skatepark site. The field works for this scope was undertaken on the 19th of December 2025.

A total of 3no. boreholes were undertaken within the site. These were located in the southern portion of the site in close proximity to the existing toilet block, immediately west of the skatepark behind the existing concrete slab and the western most park of the developable area behind the northern gold posts of the sports oval.

In summary the boreholes encountered conditions consistent with the local geology which consisted of fill overlaying silty clay and weathered rock floaters.

Clay appears to be mixed through all soil types encountered within the boreholes and eliminates any possibility of adopting a drainage strategy that includes soakage pits.
Based on the local geological conditions and the refusal of the auger at a depth of 1.7m in borehole three, it is advised that excavation is kept to a minimum so as large basalt floaters are not encountered.

GROUNDWATER

Groundwater was not observed in any of the three boreholes and does not pose a risk to the development of the skatepark precinct.

SITE CLASSIFICATION & GROUND MOVEMENT

The geotechnical engineers have classified the site as Class P to AS2870 due to the presence of currently growing and/or to be removed trees. Based on this review, it is anticipated that the seasonal surface movement within this site will not exceed 75mm. This is a significant amount of movement.

Skateparks do not offer any structural resolutions (expansion joints) to seasonal ground movement and as a result can tolerate a class M classification or 40mm of differential movement.

The site has a CBR value of 3%. This is the minimum value that skateparks require and due to in being on the lower end it is requirement that this be improved through the subgrade remediation process.

In addition skateparks require a subgrade kPa strength of between 50kPa - 100kPA depending on depth of imported fill. The Kyneton Skatepark site has a measurement of 50kPa which limits that amount of fill and height of quarter pipes within the design proposal.

This indicates that subgrade remediation will be required to improve the above factors. This will be further developed throughout the following design phases and will require the engagement of a specialist geotechnical engineer to coordinate with Convic to provide the most cost effective engineered solution to avoid a full removal and replacement of weak subgrade material. For the development of the draft concept design, Convic have nominated a budget allowance for the remediation.

03

EXISTING SKATE CONTEXT

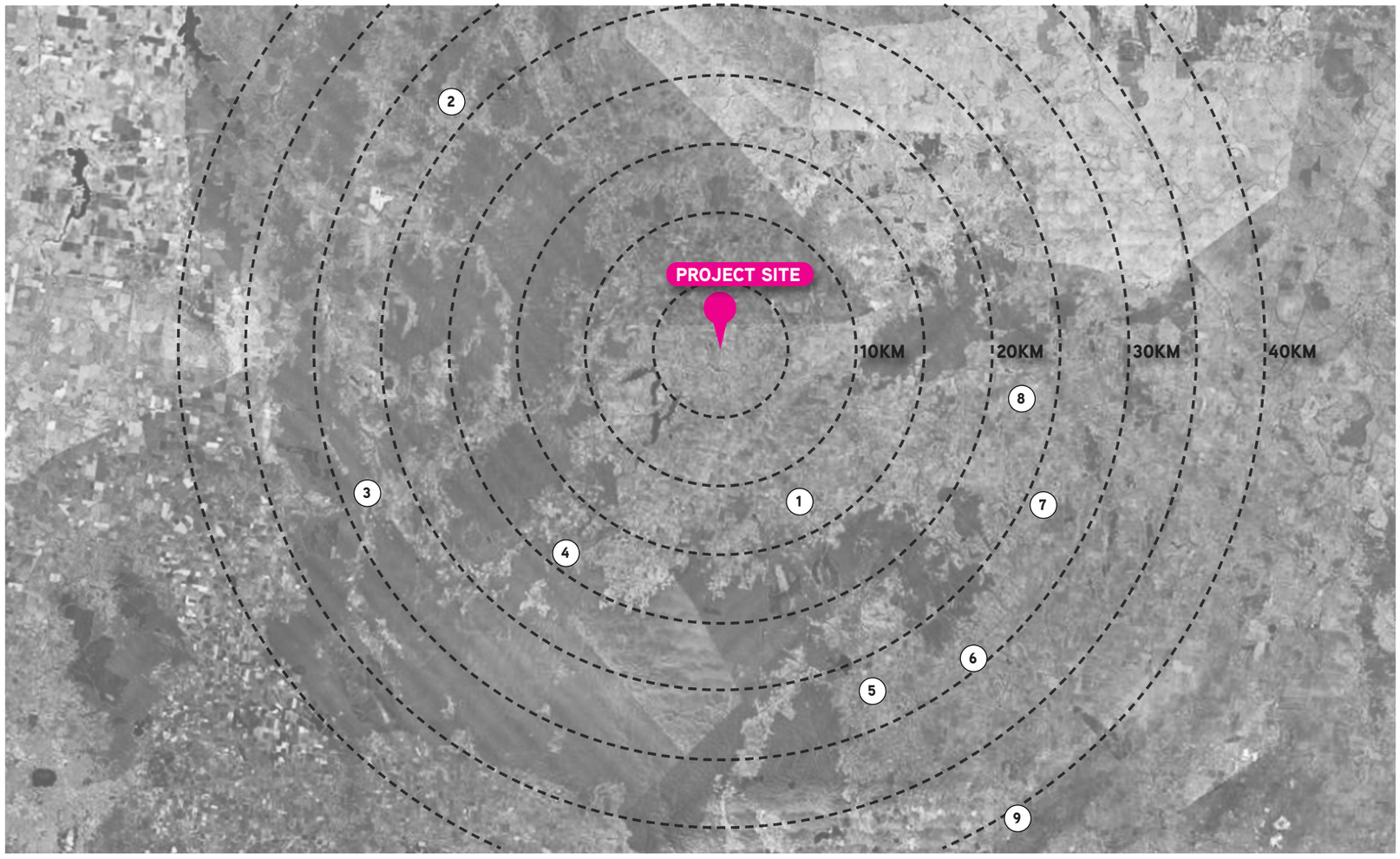
SURROUNDING FACILITY CONTEXT

Prior to undertaking design, Convic have undertaken a desktop assessment of the existing skate infrastructure. This assessment helps to identify gaps in provision across the local skatepark and youth facility network and informs the typology and design approach for the new facility.

This skatepark provision map highlights nearby existing facilities. The closest skatepark to Kyneton is in Woodend, approximately 15 km away with the most recent being Romsey skatepark (2025) approximatly 25km away. This highlights the need for a district-level facility to serve local users and the surrounding community.

LEGEND

1. Woodend Skatepark
2. Castlemaine Skatepark
3. Daylesford Skatepark
4. Trentham Skatepark
5. Gisborne Skatepark
6. Riddless Creek Bowl
7. Romsey Skatepark
8. Lancefield Skatepark
9. Sunbury Skatepark



EXISTING SKATE CONTEXT

SURROUNDING SKATEPARK CONTEXT

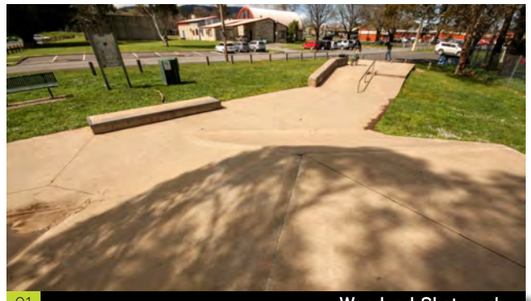
The broader Macedon Ranges region provides a network of skateparks across nearby townships, including Woodend, Romsey, Lancefield and Trentham. These facilities vary in scale, quality and user experience, catering to a range of skill levels and wheeled sports. While a small number have been recently refurbished or upgraded into contemporary facilities, many are older and offer a more traditional style of skatepark.

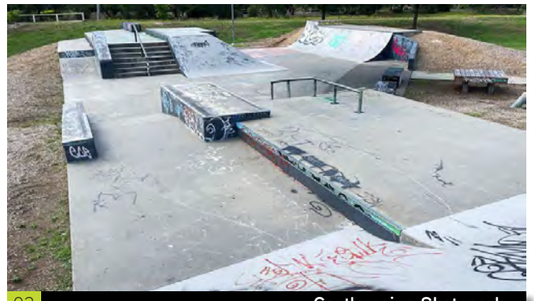
As a result, users often need to travel between towns to access a diversity of skate opportunities. The older facilities tend to focus primarily on skating, with limited integration into their surroundings, minimal supporting amenities, and little variation in materiality.

The existing skate network is primarily focused on traditional street-style design, with many of the older parks featuring standard elements such as end quarter pipes, banks and funboxes. In contrast, more contemporary skateparks incorporate flowing lines alongside street-style features, offering a greater diversity of obstacles that enhance the user experience support skill progression and appeal to different riding styles.

The regional infrastructure also includes three bowls: a beginner-friendly bowl, an older standalone bowl, and a more modern intermediate-to-advanced bowl located within the recently developed Romsey Skatepark.

In response, the proposed Kyneton Skatepark should aim to incorporate distinctive materiality and contemporary design features that reflect the character of Kyneton. It is intended to function as a district-level facility, complementing the existing regional network while addressing identified gaps in active recreation provision. The concept design will respond to these findings, along with community feedback creating a space that attracts users from across the region while continuing to serve the local community.


01 Woodend Skatepark


02 Castlemaine Skatepark


03 Daylesford Skatepark


04 Trentham Skatepark


05 Gisborne Skatepark


06 Riddless Creek Bowl


07 Romsey Skatepark


08 Lancefield Skatepark


09 Sunbury Skatepark

04

SITE ANALYSIS

SITE FEATURES

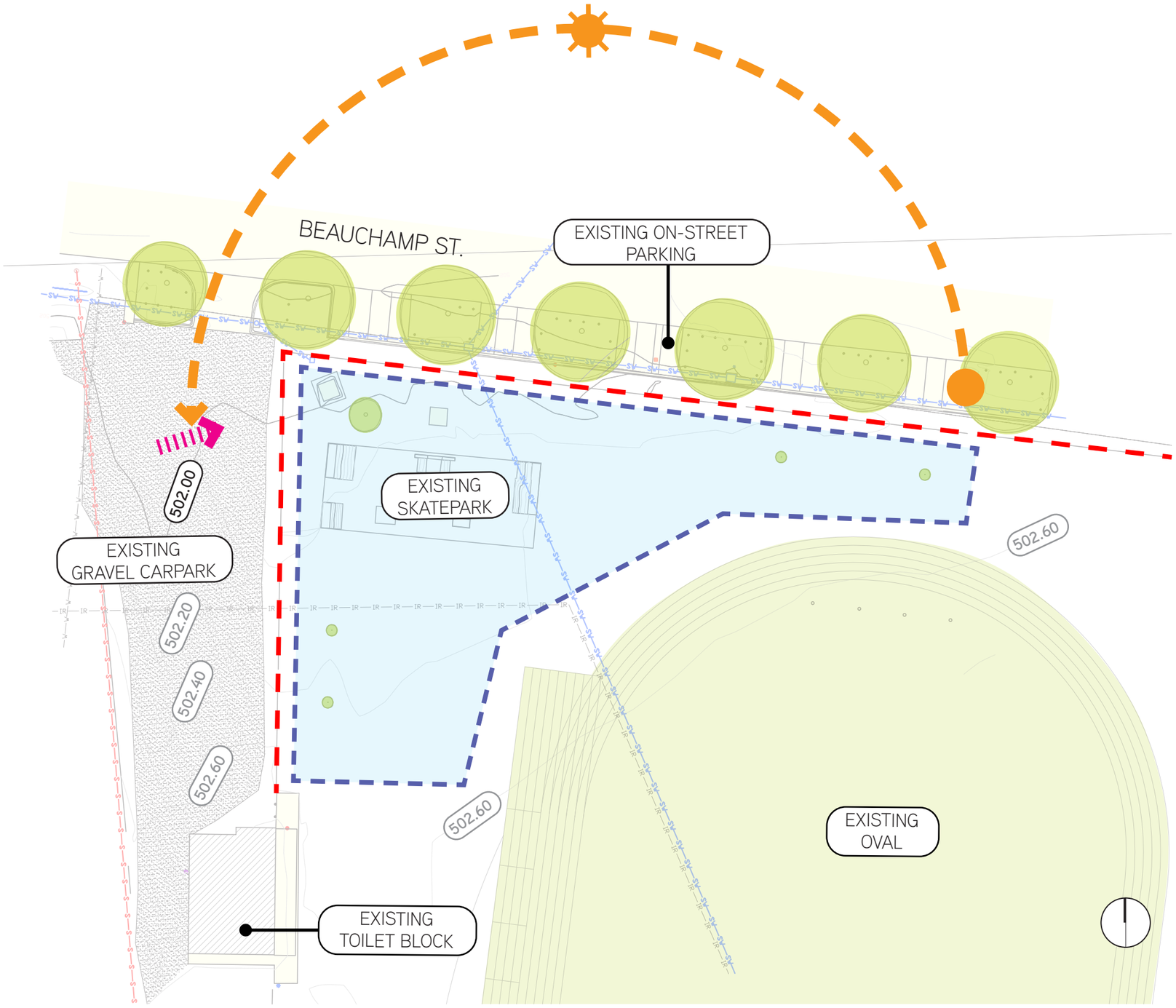
The proposed site is partially enclosed by low chain-link fencing along Beauchamp Street and the existing gravel car park to the west, clearly defining the site boundaries and supporting user safety by separating the area from adjacent traffic and parking.

Existing trees on the Beauchamp Street interface provide natural shade on the northern edge of the site, offering respite during hot summer days. The site is relatively flat, however, drainage discharge point sits approximately 1.5m below the proposed ground level, which will influence the placement of future skate features such as an enclosed bowl.

Existing amenities, including nearby toilets and car parking, together with clear sightlines across the site, contribute to overall usability and safety. These attributes indicate that the site is well suited to support a functional and safe facility for the wider community.

SITE FEATURES

- EXISTING CONTOURS
- EXISTING FENCE-LINE
- EXISTING VEGETATION
- SUN PATH
- PROPOSED SITE
- SUMMER AFTERNOON SUN



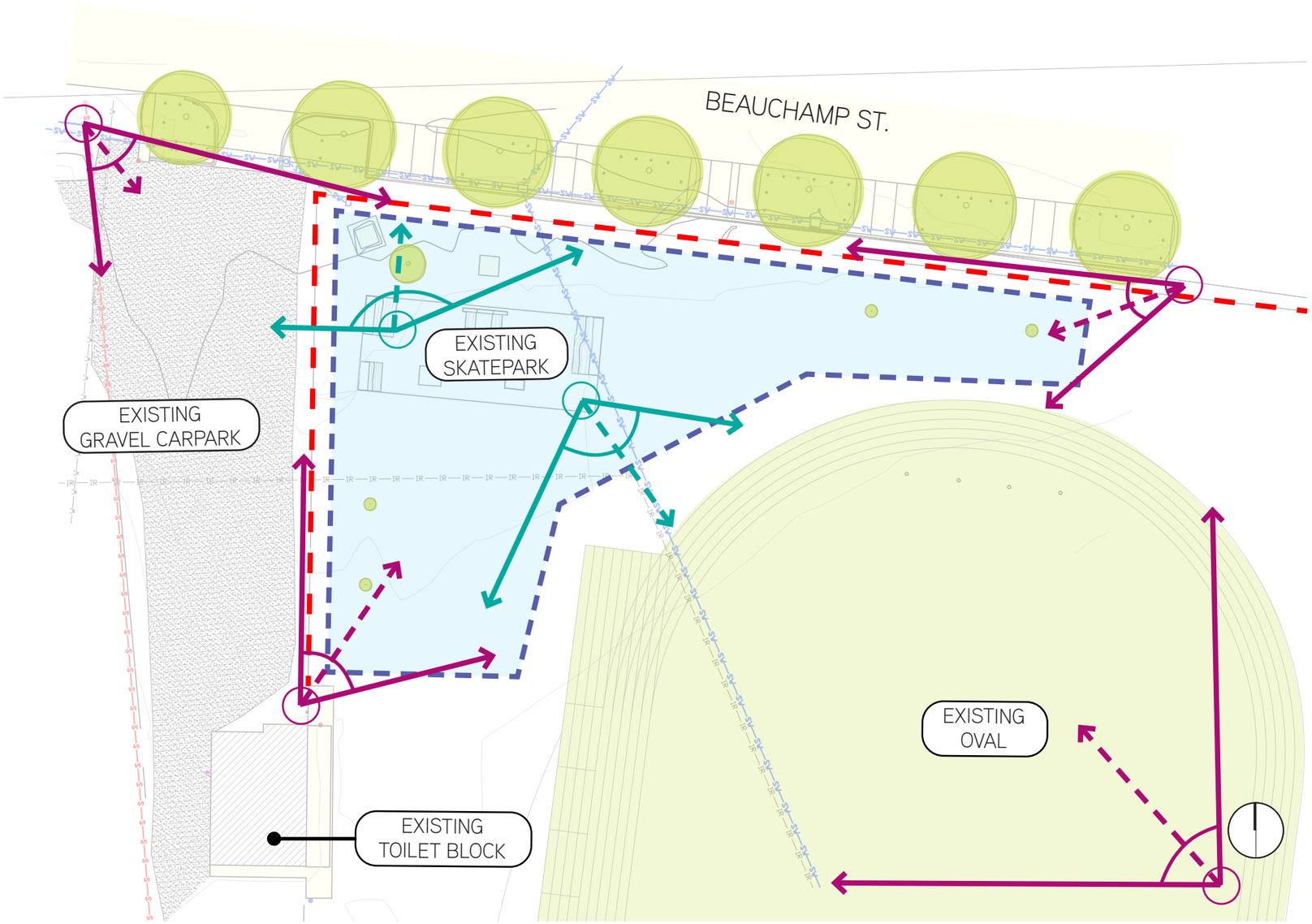
SITE ANALYSIS

VISUAL CONNECTIONS + CPTED PRINCIPLES

The existing site benefits from unobstructed sightlines due to its flat topography, allowing clear visibility across the entire area.

This strong visual permeability supports user safety and passive surveillance, contributing to an open, safe and welcoming environment for the community. The open sightlines also help maintain a visual connection to surrounding recreation spaces, including the nearby athletics fields.

Future design considerations should ensure these sightlines are preserved and enhanced, strengthening the relationship between the skatepark and adjacent recreation facilities.



VISUAL CONNECTIONS

EXTERNAL VIEWS

INTERNAL VIEWS

EXISTING FENCE-LINE

PROPOSED SITE

SITE ANALYSIS

CIRCULATION + ACCESS

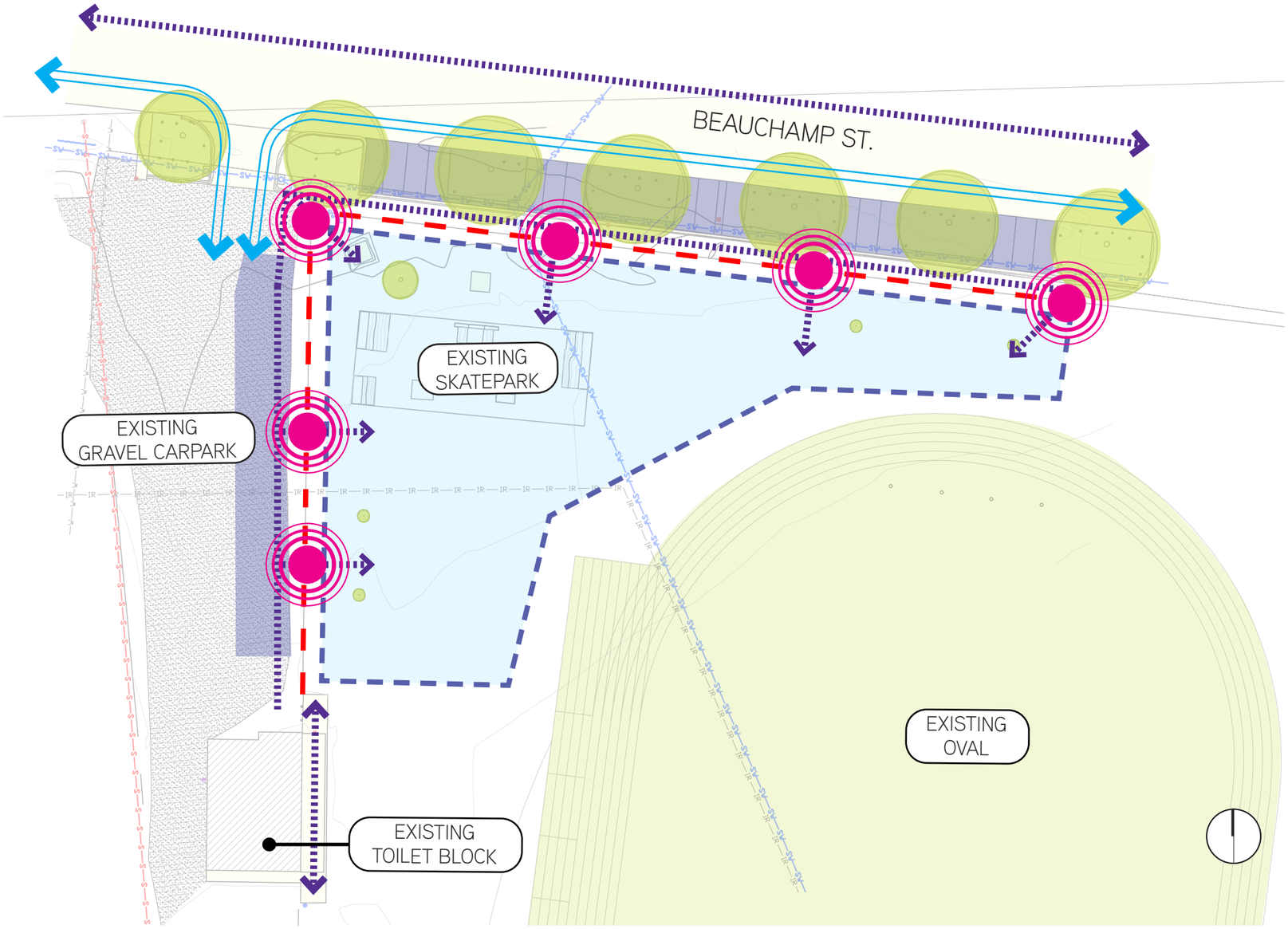
The proposed site supports both vehicle and pedestrian accessibility, with multiple pedestrian entry points on Beauchamp street frontage and flexible access from existing carpark.

The site is enclosed by chain-link fencing with several informal openings that provide access from nearby on-street parking along Beauchamp Street and the gravel car park to the west. However, the existing on-street parking does not include dedicated pedestrian footpaths or clearly defined pathways.

While access is generally convenient, future design should focus on improving pedestrian connectivity and clearly defined circulation routes, ensuring the skatepark is better integrated with surrounding existing and proposed amenities and the broader recreational precinct.

MOVEMENT + CIRCULATION

- PEDESTRIAN
- VEHICLE
- CAR PARKING
- ENTRY NODES
- EXISTING FENCE-LINE
- PROPOSED SITE



05

PRE-DESIGN CONSULTATION

PRE-DESIGN COMMUNITY CONSULTATION

The consultation process is an integral component of the development of youth spaces and community recreation facilities. In order to ensure the success and longevity of these key community assets it is crucial to engage with the current and future users of the space.

The pre-design consultation process took place on the 10th of February and comprised of the following in person workshops -

- Two School workshops at Our Lady of the Rosary Parish Primary School & Kyneton High School.
- One community workshop open to all members of the local community held at Kyneton Mechanics Institute.

Each of the workshops invites participants to become involved through the design process and provide feedback on their individual needs and requirements.

An online survey was also made available for those who could not attend any of the in person workshops. This was facilitated through Council's website and open between the 2nd February - 24th February.

This engagement phase was the first of the project engagement plan. Following the development of the draft concept design, Convic facilitated additional workshops to provide additional opportunity for the community to be involved in the design process.

THE CONSULTATION WORKSHOP AIMED TO:

- Engage with end users and key stakeholders before the design of the facility commences;
- View previous exemplar projects to inform and inspire the participants;
- Gather user information and build user profiles;
- Discuss user requirements to aid the future design;
- Highlight other recreational spaces in the area to indicate the vision for the new facility and identify gaps within active recreation;
- Have community and users take ownership of the consultation process and outcomes;
- Develop a collective vision for the new facility;
- Allow the community to be involved in the decision making process.



Pre-design Consultation Flyer created to advertise community consultation events.

PROMOTIONAL SCOPE

The consultation aims to increase the community awareness of the proposed Kyneton Skatepark development and to do so in an open, public and transparent process. Promotional tools to encourage involvement and comments included physical and online advertising targeting skatepark users, local schools, youth groups and local residents.

DATA HANDLING AND ANALYSIS

The data handling and analysis has been carried out by CONVIC. The workshops were designed to increase inclusiveness and generate data for analysis into themes and direct design responses. All participants were initially informed of workshop objectives and how the information provided will then be used.

All responses are treated in confidence, to ensure the anonymity of respondents. In line with our privacy policy, no identifying information is included with any responses for this report.

REPRESENTATION

The views collected in this report are not statistically validated, however they represent the views of user groups and community members. Themes presented in this report are derived from workshop contributions.

PRE-DESIGN CONSULTATION

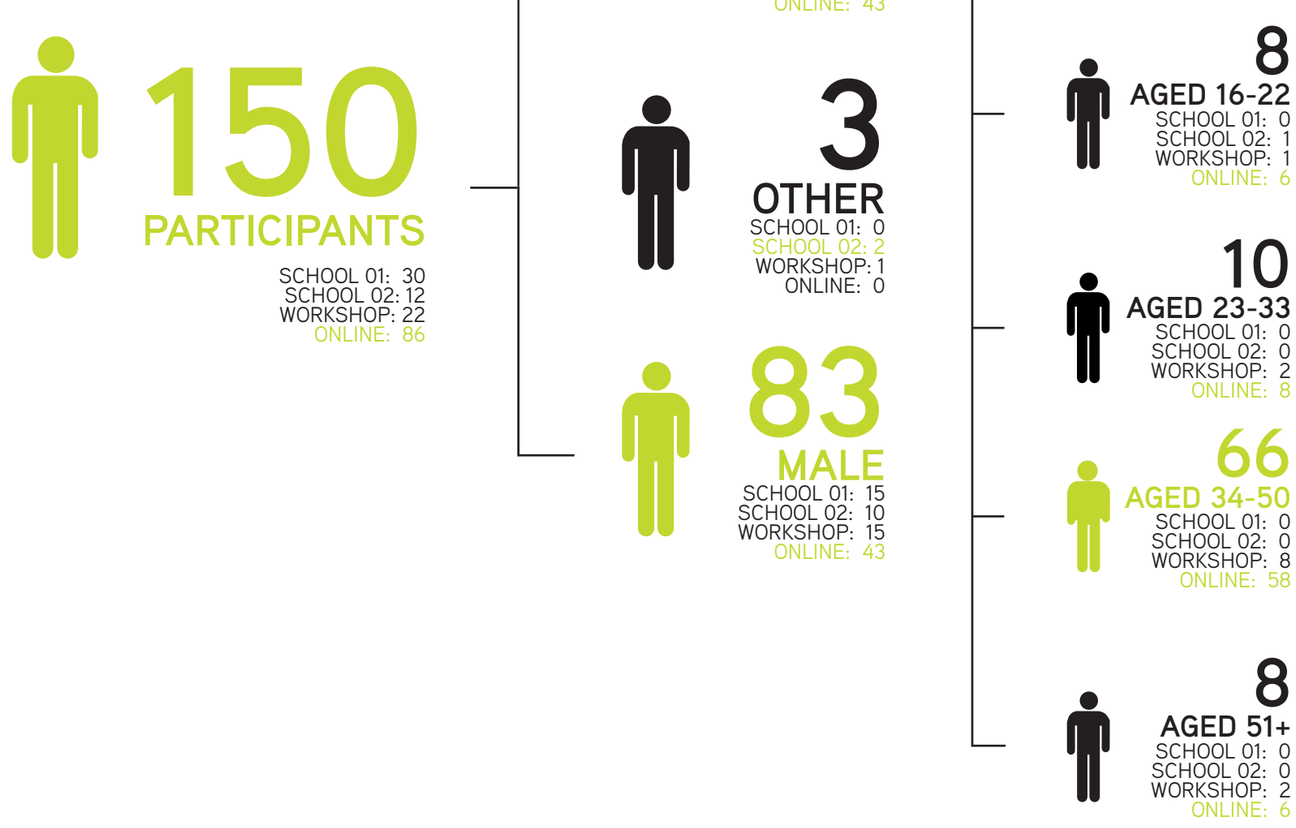
PRE-DESIGN CONSULTATION RESULTS

The following pages summarise the key results derived from the pre-design consultation undertaken by community members as part of the pre-design workshops and online survey.

The results present an overview of participants' community characteristics. This aimed to gain an understanding the demographic patterns and trends within the community via the analysis of this data which will help to inform the vision and typology of the proposed skate facility.

These findings are extracted from information received from 150 participants including community members and school children. Information below showcases preferences in skatepark style and key points summarized for the pre-design consultation summary.

For the full findings received from the pre-design consultation refer to the Kyneton Skatepark Pre-Design Consultation Report.



*Not every participant answered all questions.

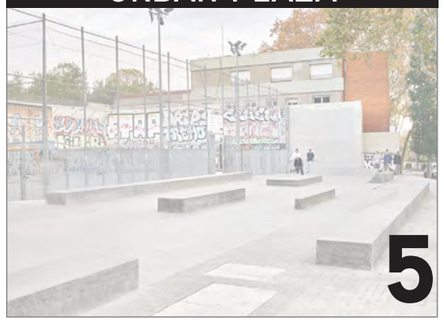
PRE-DESIGN CONSULTATION

WHAT DO YOU PREFER TO RIDE AND WHAT IS YOUR FAVOURITE STYLE OF SKATEPARK?

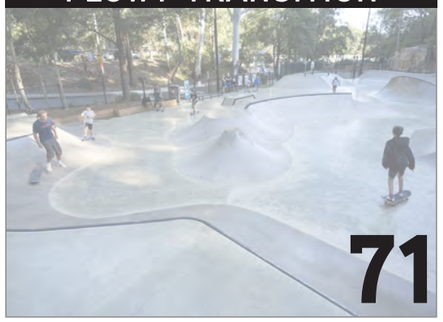
Participants were asked what do they prefer to ride and to vote for their favourite style of skatepark. The responses were varied but **STREET AND BOWL** and **FLOWY STREET/TRANSITION** ware the most popular answers.

There are a range of park styles that are popular with the community. The design will need to consider the inclusion of a mix of typologies and how to combine street, transition and more creative elements into the new space. It is also important to consider what other facilities in the region already provide as to not replicate features and ensure the proposed design responds to gaps in the existing skatepark network.

STREET + PLAZA	BOWL + TRANSITION	BOTH (STREET + BOWL)
26	**80**	32













*Many participants chose to vote more than once which has been considered in the data analysis.

PRE-DESIGN CONSULTATION

THE KYNETON SKATEPARK AIMS TO REVITALISE YOUTH RECREATION BY CREATING A CONTEMPORARY, ICONIC, AND WELCOMING FACILITY. MEETING COMMUNITY NEEDS AND STRENGTHENING CONNECTION TO THE LOCAL COMMUNITY.

CONSULTATION SUMMARY

The pre-design consultation outcomes have been summarised to inform a community driven design brief for the Kyneton Skatepark. The information collected from the design consultation process have informed this brief. These are all outlined thematically and have been used as the foundation for the development of the concept design.

TARGET USER GROUP

The community workshops identified a diverse mix of users interested in the future of the space, with skateboarders being the most frequently mentioned group. The age groups 9–15 and 34–50 were the most represented indicating that the future space needs to be multi-generational. Several participants also emphasised that the space should be designed to cater not only to current users but also to younger children and future generations.

SKATE TYPOLOGY

Participants showed a clear preference for a transition-style facility that also incorporates classic street elements, creating a space that accommodates all riding styles and appeals to a broader range of users. Community feedback also highlighted a clear desire for a pump track to complement the skatepark.

SKILL LEVEL

The facility will be designed to accommodate all skill levels, providing opportunities for beginners and advanced users to enjoy the space, be challenged, and progress their skills. This approach will ensure the facility's longevity while keeping it welcoming and inclusive for everyone.

ICONIC ELEMENTS

To celebrate Kyneton and give the new precinct a distinct identity, the design will aim to reflect the town's unique landscape character, architecture, and history, helping users feel a sense of ownership and connection to the space.

To strengthen the facility's connection to the community, potential collaborations with local artists and First Nations communities will be discussed with Council to explore how they can be integrated within the design.

USER + SPECTATOR AMENITIES

To ensure a central community space that can be used by a variety of different user groups, the facility will be integrated with the existing social and recreational programs.
Participants frequently highlighted the need for areas of refuge and spaces to spectate. To support the development of the skatepark, a number of additional passive recreation spaces will be included to form an inclusive community precinct. These will include shelters, seating, drinking fountains, a shared used footpath network, planting and flexible green open space.
To maximise the space's usage, sports lighting will be proposed, allowing the facility to be active and usable during evening hours. The inclusion of lighting will be reviewed with budget parameters.

ADDITIONAL REQUIREMENTS

Another popular community request was the inclusion of covered areas within the skatepark, allowing the future facility to be used during hot or rainy weather. However, incorporating covered areas within the skatepark would have a significant impact on the overall project budget, making this option unfeasible.

As the facility will be delivered in stages, careful planning will ensure that the final layout functions as a cohesive whole. The design will also consider the current masterplan for the broader precinct, exploring opportunities to create a well-designed, vibrant, welcoming, and inclusive community space.

The Kyneton Skatepark will cultivate a strong sense of identity and belonging for local end users, while offering a dynamic and activated public space that is reflective of Kyneton's social, cultural and natural landscape.







07

CONCEPTUAL DEVELOPMENT

THEMING OPTIONS

To celebrate Kyneton and to strengthen the facility's connection to its community, theming will be explored to reflect the town's unique landscape character, architecture, and history, helping users feel a sense of ownership and connection to the space.

BLUESTONE ARCHITECTURE - SENSE OF PLACE

The incorporation of bluestone walls along the northern edge of the skatepark reflects the character of Kyneton's historic built form, paying homage to the town's architectural heritage such as the Kyneton Courthouse, Kyneton Railway Station and the Campaspe Mill Distillery.

GATHERING SPACES - COMMUNITY

Reflecting Kyneton's strong community spirit, the creation of opportunities for people to gather, socialise and engage with the space, will be achieved through the inclusion of informal seating areas and well-connected pathways linking to adjacent program.

LOCAL ART - REPRESENTATION

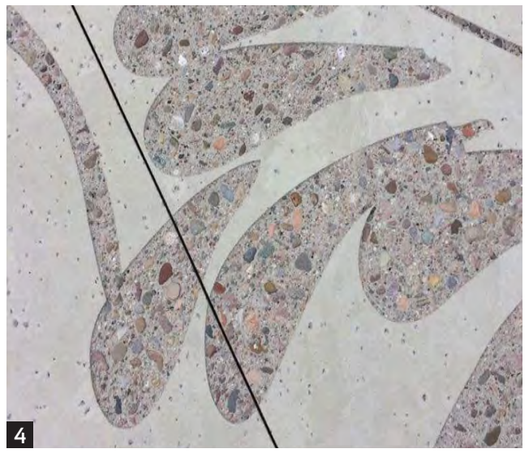
There is an opportunity to incorporate local artwork into the skatepark through elements such as skateable sculptures, patterns within materials, and art strategies that reflect cultural significance or storytelling.
This approach provides a valuable opportunity for local artists to contribute to the success of the space, while strengthening the community's connection to it.



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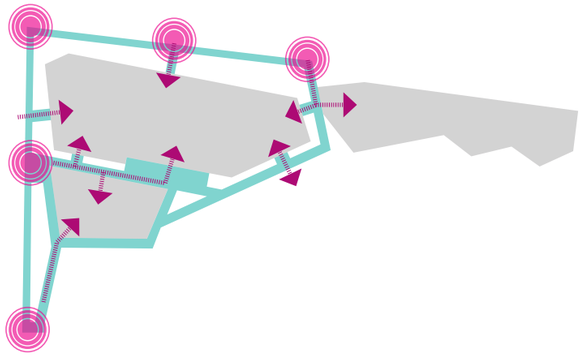

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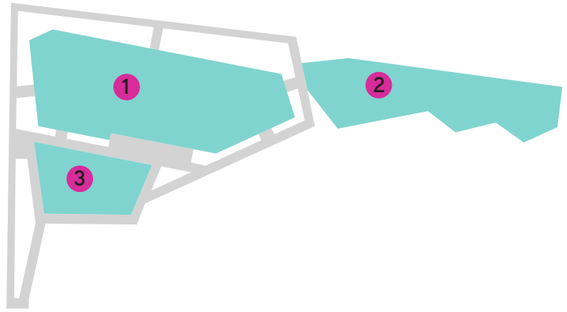

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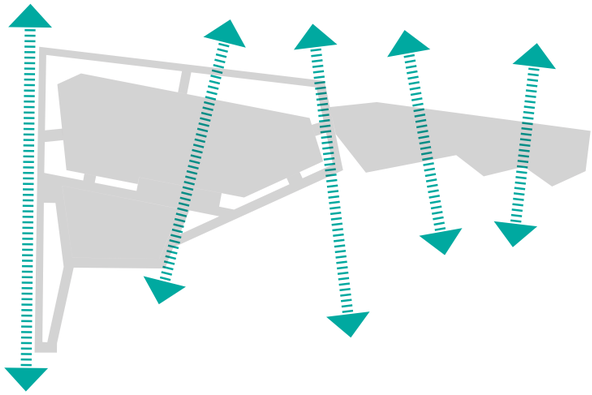
1: Painting by local artist Daniel Butterworth
2: Bluestone Architectural walls
3: Kyneton Community Park Midwinter Feast

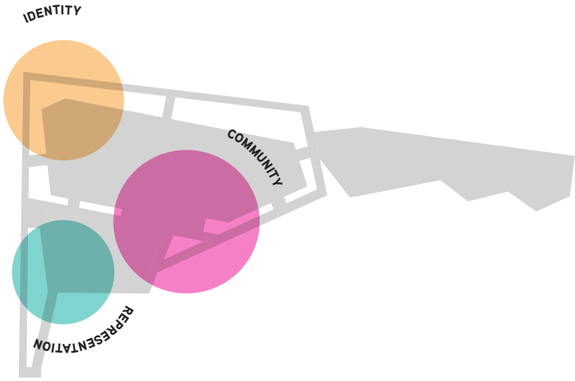
4: Sand-blasting floral pattern
5: Mural on corner of Mollison and Piper Street

CONCEPTUAL DEVELOPMENT









1. BRING PEOPLE INTO THE SPACE

Create multiple safe entry points in and out of the facility and encourage safe pedestrian circulation forming connections between active and passive recreation programme.

2. ACTIVATED ENTRY STATEMENT

Three distinct activation zones, a skate area, a pump track and half court are proposed to be delivered in three stages. Together, these elements will create an active hub for the community to enjoy while forming an activated and dynamic entry statement to the Kyneton showgrounds.

3. CREATING VIEWS

Openings within the active recreation programme have been strategically positioned along the northern interface to maintain clear sight lines into and through the space, ensuring it feels safe, inclusive and welcoming.

4. VALUES AND THEMING

Multiple seating areas will create spacious hangout zones, supported by shade shelters, drinking fountains and bins. These spaces provide places for the community to gather, whilst creating opportunities for cultural, or local artists throughout the active recreation zone.

DRAFT CONCEPT DESIGN



LEGEND

SKATE WORKS

1. 1200H Bowl shallow end
2. 1800H Bowl deep end
3. 900H Quarter pipe
4. 1350H Extension
5. 200H Manual pad w/ slappy
6. Bank to rail
7. Bank to ledge
8. 325H Flat ledge
9. 900H Quarter pipe island
10. 600H Volcano
11. 1200H Quarter pipe w/ pool coping
12. Euro Gap
13. Jersey ledge
14. Flat bank hip
15. Mogul
16. 1050H Quarter pipe
17. 1050H Spine
18. 550H Volcano
19. 750H Volcano
20. 1500H Pocket extension
21. Asphalt pump track

LANDSCAPE WORKS

1. Seating
2. Seating terraces
3. Shade shelter
4. Rubbish bin
5. Drinking fountain
6. Half court
7. New trees

.

Client: Macedon Ranges Shire Council

Designer: CONVIC

Scale: 1m 5m 20m / 0m 2m 10m — 1:300 @ A3

Project: Kyneton Skatepark

Title: Draft Concept Design

Date: 10.04.2026

Revision: A

DRAFT CONCEPT CONSULTATION

QUESTIONNAIRE SURVEY RESULTS

The following pages summarise the key findings from the questionnaire completed by community members as part of the draft concept workshops and online survey, which was open from 6 to 24 May.

The questionnaire saw a total of **154 RESPONSES**. The following info graphics represent the information collected through the consultation sessions.

The majority of participants were young people aged 9–15, largely due to engagement undertaken through the local schools. This age group represents the primary users who are expected to utilise the facility on a regular basis. The second-largest group consisted of participants aged 34–50, reflecting the involvement of key stakeholders with long-standing connections to the Kyneton community. This group includes both potential long-term skatepark users and parents of current and future users.

The majority of respondents were active users, specifically scooter, skateboard, and BMX riders. This feedback reinforces the findings from the pre-design consultation, which highlighted the need for the park design to accommodate a diverse range of user groups and meet the varying needs of active recreation participants. The second-largest group of respondents comprised local residents and parents or guardians, reflecting strong community interest in the park's design and functionality.



154
PARTICIPANTS
SCHOOL 01: 28
SCHOOL 02: 30
WORKSHOP: 10
ONLINE: 86



56
FEMALE
SCHOOL 01: 15
SCHOOL 02: 6
WORKSHOP: 2
ONLINE: 33



4
OTHER
SCHOOL 01: 0
SCHOOL 02: 0
WORKSHOP: 0
ONLINE: 4



94
MALE
SCHOOL 01: 13
SCHOOL 02: 24
WORKSHOP: 8
ONLINE: 49



10
AGED 0-8
SCHOOL 01: 0
SCHOOL 02: 4
WORKSHOP: 1
ONLINE: 5



66
AGED 9-15
SCHOOL 01: 28
SCHOOL 02: 26
WORKSHOP: 1
ONLINE: 11



9
AGED 16-22
SCHOOL 01: 0
SCHOOL 02: 0
WORKSHOP: 4
ONLINE: 5



12
AGED 23-33
SCHOOL 01: 0
SCHOOL 02: 0
WORKSHOP: 0
ONLINE: 12



45
AGED 34-50
SCHOOL 01: 0
SCHOOL 02: 0
WORKSHOP: 4
ONLINE: 41



7
AGED 51+
SCHOOL 01: 0
SCHOOL 02: 0
WORKSHOP: 0
ONLINE: 7

SCOOTER
75
SKATEBOARD
69
BMX
62
LOCAL RESIDENT
57
PARENT/GUARDIAN
36
SPECTATOR
34
MOUNTAIN BIKE
23
QUAD
17
PASSIVE PARK USER
14
ACTIVE FITNESS
12
INLINE
10
PARKOUR
7
CRUISER
5

*Not every participant answered all questions.

DRAFT CONCEPT CONSULTATION

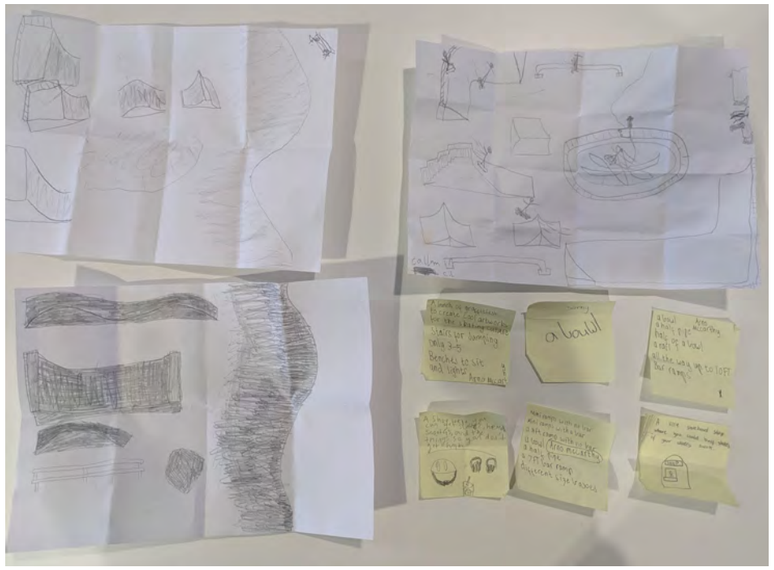
IN PERSON COMMUNITY WORKSHOP

The in person community consultation was held at Kyneton Mechanics Institute on the 5th of May. After CONVIC presented the draft concept design, participants were divided into small groups and asked to discuss the proposed design. Each group was encouraged to sketch, draw, or write down ideas for potential changes and improvements. This activity enabled participants to share their thoughts and aspirations for the project while fostering meaningful discussion and collaboration.

A representative from each group presented their ideas and feedback to the wider audience. This process helped develop a collective understanding of participants' views on the proposed design and identified key improvements and changes that will inform the development of the final concept design.

Clear themes and opportunities for improvement emerged from the feedback. Although a range of comments was received, the changes outlined below were the most consistently identified across the majority of groups. This indicates a strong level of agreement within the community regarding the proposed design. As a result, the final concept should prioritise these key areas for improvement to ensure the design effectively responds to community needs, preferences, and expectations.

- Add more shade and trees
- Add more seating
- Add bike racks
- Change the colours/make more vibrant
- Add learning coloured lines to clearly identify different skill level areas
- Add a graffiti/art wall with possibility of having one side climbable
- Add a stair gap with handrails and hubbas
- Include autumn trees
- Add a BBQ
- Make pump track bigger
- Add more drinking fountains
- Add ramps with no coping for easy drop ins
- Include a shop/kiosk for food and equipment rental









DRAFT CONCEPT CONSULTATION SUMMARY

CONSULTATION SUMMARY

The community consultation demonstrated strong support for the proposed Kyneton Skatepark redevelopment, with respondents generally endorsing the overall layout and range of activities proposed within the concept design.

The inclusion of a bowl, beginner street area, flow zone, mini ramp, pump track and half court was viewed positively. Many respondents valued providing recreational opportunities for a broad range of ages, skill levels and user groups. While support for the concept was high, respondents consistently identified opportunities to refine and strengthen the design.

Common themes included the need for additional shade, seating, public amenities and spectator areas. In addition there was interest for the skatepark to better reflect the character of Kyneton through unique design features, artwork, vibrancy and local identity. Many respondents also highlighted the importance of creating clear progression opportunities for beginners. Experienced users could be catered for through more challenging features and varied terrain.

RECOMMENDED DESIGN CHANGES

Based on the consultation feedback, the concept design should be refined to better balance beginner, intermediate and advanced user needs while improving overall comfort, safety and identity. Key design changes should include:

- Increasing the amount of seating and spectator areas throughout the precinct, particularly adjacent to beginner and family-oriented spaces.
- Provision of supplementary amenities, including bike racks, rubbish bins, drinking fountains, and more shade over seating areas.
- Reviewing the bowl design to consider increased depth, additional extensions and more advanced features that provide greater challenge and progression opportunities.
- Expanding and strengthening the beginner street area through additional progression-focused obstacles and improved separation from higher-speed movement zones.
- Combine street and flow area to minimise user conflicts and improve circulation between skatepark elements. This area might need to be reduced in size to accommodate a bigger and more functional beginner street area.
- Reviewing the proposed mini ramp area and remove the spine feature to ensure it maximises usability and appeals to the widest range of users.
- Increasing the scale and complexity of the pump track by incorporating additional jumps, alternate riding lines and progression opportunities. This item will be further discussed with Council based on current project parameters.
- Enhancing the overall design character through the introduction of colour and vibrancy, with potential opportunities for involvement from local artists. The selected colour palette incorporates some colour while also responds sensitively to the surrounding reserve landscape and existing infrastructure on site, with the main structures maintaining more muted, natural tones.
- Improving safety through careful consideration of fencing, passive surveillance, sightlines and separation between different user groups and activity zones.
- Exploring opportunities to create flexible, multi-purpose recreation spaces within the half-court area. This could be achieved through including activities such as pickleball, art and graffiti walls, and climbing opportunities. These inclusions would maximise community benefit and long-term adaptability.

Overall, the consultation indicates that the community strongly supports proceeding with the redevelopment, with feedback focused primarily on refining and enhancing the concept rather than fundamentally changing its direction. The recommended modifications would strengthen the park's functionality, identity and long-term appeal while maintaining the elements that received the highest levels of community support.

The proposed changes will be discussed with Council and assessed against site constraints, such as drainage restrictions and the staged delivery approach. While all community feedback will be carefully considered, not all requested changes may be feasible due to project parameters.

DRAFT CONCEPT CONSULTATION KEY FEEDBACK



1. Increasing the amount of seating and spectator areas throughout the precinct.
2. Provision of supplementary amenities, including bike racks, rubbish bins, drinking fountains, and more shade over seating areas.
3. Reviewing the bowl design to consider increased depth, additional extensions and more advanced features.
4. Expanding and strengthening the beginner street area.
5. Combine street and flow area to minimise user conflicts and improve circulation between skatepark elements.
6. Reviewing the proposed mini ramp area and remove the spine feature.
7. Increasing the scale and complexity of the pump track by incorporating additional jumps, alternate riding lines and progression opportunities.
8. Enhancing the overall design character through more colour and vibrancy, and local artist's sculptures and art.
9. Improving safety through careful consideration of fencing, passive surveillance.
10. Exploring opportunities to create flexible, multi-purpose recreation spaces, particularly within the half-court area.

FINAL CONCEPT CONSULTATION RESPONSE



1. Increased the height of the deep end by 2 ft
2. Changed the deep end shape from round to square
3. Added down rail, gap, and hubba section.
4. Removed the flow area and replaced it with additional street-style skate obstacles.
5. Removed the spine from the mini ramp area.
6. Added DDA-compliant access to the bowl and pump track platform.
7. Relocated the seating area and shelter closer to the beginner street area.
8. Improved the pump track layout (proposed as provisional item).
9. Added bike racks.
10. Relocated the sculptural signage to the corner of the site to maximise visibility.
11. Added a shelter to the basketball court and improved the seating area.
12. Basketball court location swapped with pump track to allow for vehicular entry to the oval on the norther side
13. Added multi-use features to the basketball court, including pickleball line marking and a hit-up wall (proposed as provisional item).
14. Added a new entry point from Beauchamp Street.
15. Increased number of seating areas throughout the space
16. Improved passive surveillance from Beauchamp St.
17. Maintain vehicular access to oval in northern location.

10

FINAL CONCEPT DESIGN



SKATE WORKS

1. 1200H Bowl shallow end
2. 2400H Bowl deep end
3. 600H Flat bank
4. 600H Gap with rails
5. Manual pad with slappy edge
6. 325H Bluestone ledge
7. 350H Flat bar
8. Asphalt pump track
9. 'S' Slappy kerb replica
10. 900H Flat bank
11. Jersey barrier
12. Bank to rail
13. 900H Flat bank hip
14. Slappy kerb
15. 900H Mini ramp
16. Mogul
17. 1350H Pocket extension
18. 900H Quarter pipe
19. 450H Fun box with rail & ledge
20. Jersey barrier kerb
21. 450H Hubbas
22. Euro gap
23. Out rail
24. 600H Quarter pipe
25. Skateable rock
26. Pump track

LANDSCAPE WORKS

01. Seating
02. Bike racks
03. Shade shelter
04. Rubbish bin
05. Drinking fountain
06. Half court
07. New trees
08. Artwork by local artist

PROVISIONAL WORKS

01. Pump track extension
02. Hit up wall with climbable side

*Pump track extension and hit-up wall are proposed as provisional items.

Client:	Designer:	Scale:	Project:	Title:	Date:	Revision:
Macedon Ranges Shire Council	CONVIC	1m 5m 20m / 0m 2m 10m / 1:300 @ A3	Kyneton Skatepark	Final Concept Design	24.09.2026	B

FINAL CONCEPT DESIGN



*Pump track extension and hit-up wall are proposed as provisional items.

Client:	Designer:	Scale:		Project:	Title:	Date:	Revision:
Macedon Ranges Shire Council	CONVIC	1m 5m 20m 0m 2m 10m 1:300 @ A3		Kyneton Skatepark	Staging Plan	24.09.2026	B

FINAL CONCEPT DESIGN



*Pump track extension and hit-up wall are proposed as provisional items.

FINAL CONCEPT DESIGN



*Pump track extension and hit-up wall are proposed as provisional items.

FINAL CONCEPT DESIGN



*Pump track extension and hit-up wall are proposed as provisional items.

CONCEPT DESIGN



FINAL CONCEPT DESIGN



*Pump track extension and hit-up wall are proposed as provisional items.

FINAL CONCEPT DESIGN



*Pump track extension and hit-up wall are proposed as provisional items.

FINAL CONCEPT DESIGN



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FINAL CONCEPT DESIGN



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FINAL CONCEPT DESIGN



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FINAL CONCEPT DESIGN



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FINAL CONCEPT DESIGN



*Pump track extension and hit-up wall are proposed as provisional items.

11

PALETTES

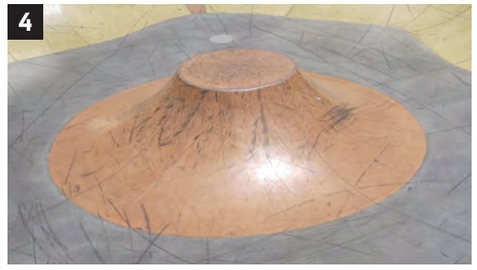
SKATE PALETTE

1. Backyard style bowl
2. Manual pad with slappy edge
3. Kicker to ledge
4. Volcano
5. Mini ramp











COLOUR PALETTE

The colour palette for the facility has been selected utilising the development of the precinct theming through community engagement and feedback. Colourfull highlights will be utilised for steel elements included within the active recreation zones while natural tones will be utilised for the concrete to form connections with the natural bluestone hues.

Facility vibrancy will come from the sculptural elements and local artist involvement included within the space. The inclusion of these highlights will offset the natural tones and form visual highlights to reflect the dynamic and activated space.



PALETTES

LANDSCAPE PALETTE

1. Bluestone walls
2. Interpretive artwork by local artist
3. Shade trees
4. Landscaping
5. Viewing concrete seats
6. Shade structure
7. Sand blasting



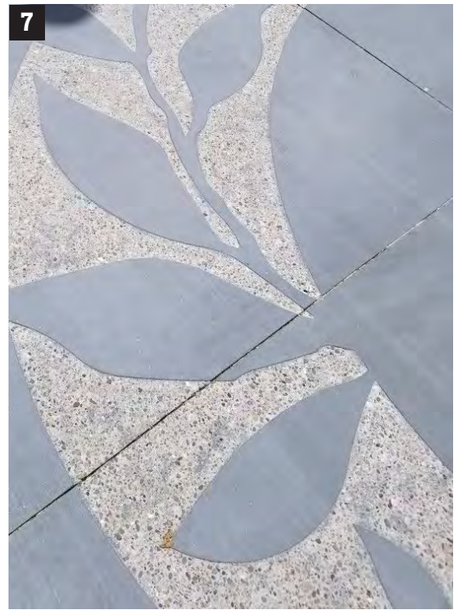












12

MOVING FORWARD

NEXT STEPS

As part of the ongoing design process for the Kyneton Skatepark, the concept design will first be presented to the Macedon Ranges Shire Council for review.

Subject to Counil endorsement, the Final Concept will be shared with the community through an information only process such as publication online utilising the council project website page. This will allow opportunity to se the feedback being accommodated within the design development process.

Following the online publication of the final concept design, Convic will begin the detailed design phases of the project. A more detailed investigation will be undertaken and resolutions provided to key site constraints. This will ensure the design integrates within the site and realistic and constructable solutions are provided.

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