KYNETON SKATEPARK

PRE-DESIGN CONSULTATION REPORT_REV A

MARCH 2025

CONVIC

PREPARED BY

CONVIC

FOR

Macedon Ranges Shire Council

QUALITY INFORMATION

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PROJECT NO.	25073
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ACKNOWLEDGEMENTS

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REVISION HISTORY

REVISION	REVISION DATE	DETAILS	AUTHORISED	
			NAME / POSITION	SIGNATURE
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01

INTRODUCTION

INTRODUCTION

The Macedon Ranges Shire Council are proposing a new district level skate facility within Kyneton. The proposed skatepark is set to revitalise youth recreation in the area with a new facility that will attract end users that currently have limited contemporary alternative recreational infrastructure available.

The site is located within the Kyneton Showgrounds. The new skatepark will replace the old Kyneton Skatepark with a contemporary facility that meets current and future trends within skate and other wheel action sports. The new skatepark will compliment other recreational program within the development forming a destination precinct for youth and families.

This report summarises the pre-design engagement. The feedback collected informed a community responsive design brief before the development of the concept. The workshop attracted community members with a vested interest in the project; including students, local skatepark users and key community stakeholders.

The Kyneton Skatepark project will be delivered with contributions from external funding grants. Based on community objectives and previously undertaken skate strategy work, the project will most likely need to be delivered in stages.

Convic is committed to working closely with the community to listen to their priorities and co-design a space that fosters a genuine sense of connection. Convic is Victoria-based and has extensive experience delivering projects across the state and Australia wide. Convic understands the importance of these spaces and their impact on communities, and will ensure the final design meets the community's expectations and aspirations.
However, this can only be achieved through successful community engagement. As experienced designers, we will respond to the data provided in order to create a community responsive design.



02

COMMUNITY ENGAGEMENT PLAN

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 a draft concept design, Convic will facilitate additional workshops to provide additional opportunity for the community to be involved in the design process.

It is noted that while the two schools workshops were successful, the open community workshop was challenging at remaining on track to obtain the necessary feedback and be a worthwhile exercise. While some feedback was received on skate typologies and obstacles, much of the discussion focused on Council's procurement processes.

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.

COMMUNITY ENGAGEMENT PLAN

METHODOLOGY

Workshop sessions will build a sense of community and are a useful tool to seek the opinions of a community group, allowing many differing contributions. Unlike a survey, they enable the discussion of complex issues and any possible underlying concerns.

The workshops were semi-structured to allow the process to unfold freely and invite users to make commitments, suggestions and comments towards a common and collective design vision. The workshops were structured as follows:

PRESENTATION (INFORM AND INSPIRE)

- Present the project parameters, including project brief and project overview. This informs end users and stakeholders of Council's objectives, opportunities and constraints.
- View and assess existing active recreation spaces within the region so as not to replicate existing facilities and to create a site responsive and unique space.
- Present a selection of 'things to consider' in order to inspire and inform the potential options and capabilities that are possible within in the youth facility.
- Illustrate the nature of contemporary recreation spaces with a variety of integrated, broader community usage options. To show not just skate only facilities, but to include a variety of elements such as, social gathering spaces, sculptural elements and other additional recreational opportunities. This also allows for ideas to be gathered and provided by the community for ongoing activation post completion.

QUESTIONNAIRE (DEVELOPING USER PROFILES)

- Develop an understanding of the participants demographic.
- Understand local park usage and user location preferences to understand user needs and requirements based on their current habits.
- Understand what type of facility and what recreational inclusions the community would like to see in the new space
- Collate feedback analysis into representative outcomes.

PICTURE VOTING (GATHER IDEAS)

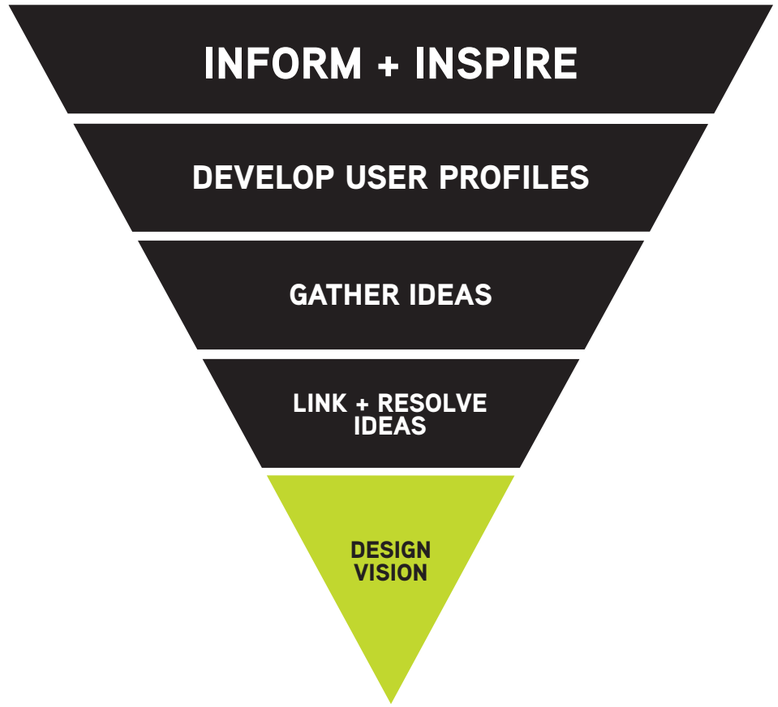
- Starts the process of decision making and illustrates individual preferences and "wants".

DESIGN WORKSHOP (LINK AND RESOLVE IDEAS)

- Collaboratively explore and resolve individual ideas through group discussion and creativity, resulting in collective group theme, by developing spatially located design responses.
- Workshop participation and presenting the results to an open forum and wider group discussion.

Utilising this workshop method ensures the evolution of a highly resolved and informed design outcome that is unique to the community. The consultation process encourages the local community to take an active role upon completion of the built outcome to become guardians of the space and most importantly activate the facility.

The following pages summarise the feedback and key themes gathered through this consultation methodology.



03

CONSULTATION WORKSHOP

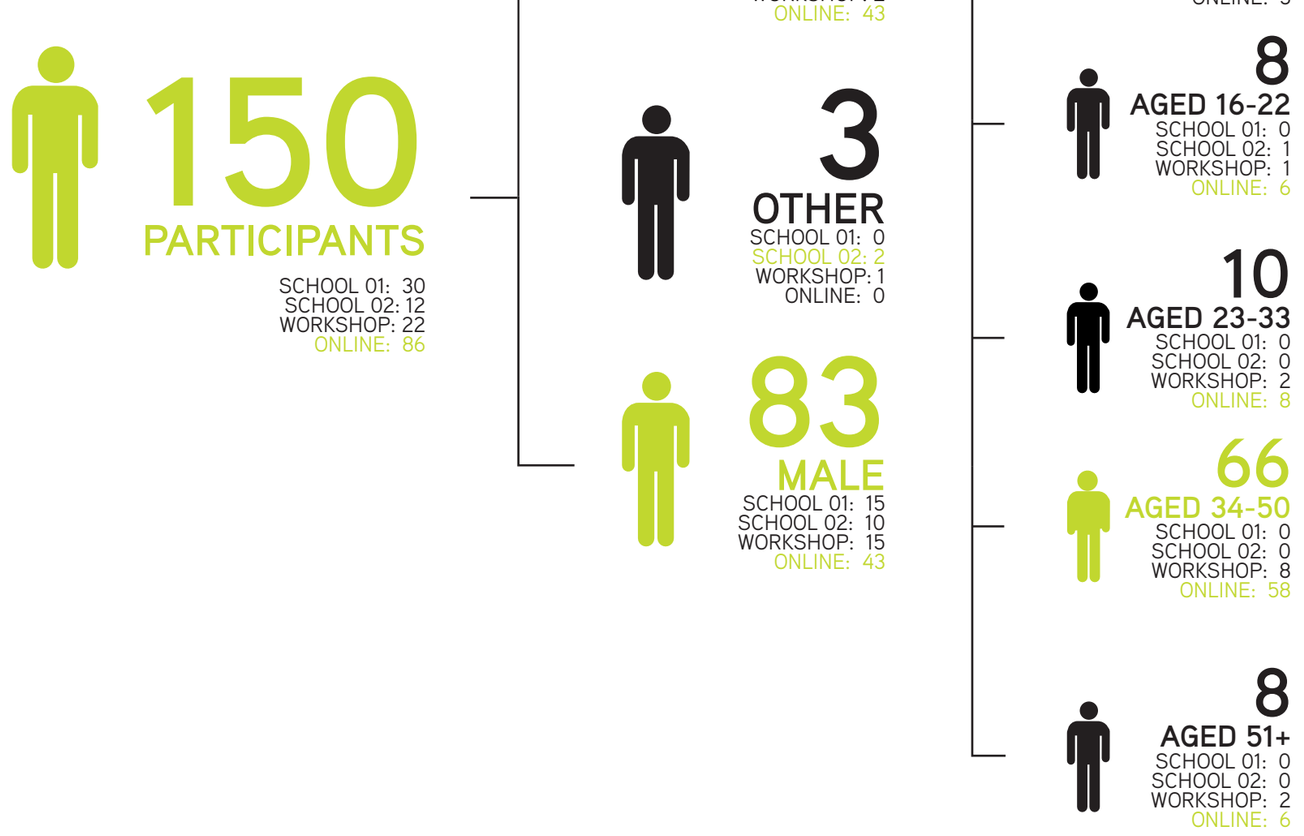
QUESTIONNAIRE SURVEY RESULTS

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

The results are an overview of the community profile of participants. Understanding the demographic patterns and trends within the community via the analysis of this data helps to inform the vision and typology of the proposed skate facility.

The questionnaire saw a total of **150 RESPONSES**. The following info graphics represent the information collected through the pre-design consultation sessions.

The majority of users who participated were adults between the age of 34-50 reflecting many key stakeholders with a long time connection to the Kyneton community as potential long time skatepark users or younger parents of future users.



*Not every participant answered all questions.

CONSULTATION WORKSHOP

WHAT IS YOUR INTEREST IN THE KYNETON SKATEPARK?

Different features and inclusions may favour different user types. As an example, jumps boxes and pump tracks more often appeal to scooter and BMX riders, whereas ledges, rails and bowls often appeal more so to skateboarders. With this understanding, the questionnaire identified the majority of respondents as **SKATEBOARDERS.** There was also a relatively even split of BMX and scooter riders who responded. A number of respondents also identified as *'Parents'* and *'Local Residents'* which indicates the park will need to cater to the needs of passive users as well as active riders.

This feedback identifies that the park design will need to consider a wide range of different user groups and appeal to the needs of varying active and passive recreation user groups.

- SKATEBOARDER 57
- PARENT / LOCAL RESIDENT 53 / 43
- BMX / SCOOTER RIDER 40 / 40

WHAT IS MOST NEEDED IN THIS PRECINCT?

The majority of participants indicated that **SEATING**, **DRINKING FOUNTAINS** and **SHADE** are the most needed amenities in the future space. These elements will be proposed across all future recreation areas, with the design considering appropriate layouts to provide adequate respite areas and spaces for spectators.

There was also a strong response supporting the inclusion of **SKILL PROGRESSION ELEMENTS**, indicating that many participants would like the facility to cater to a range of skill levels, from beginner to advanced. The future design will aim to include a variety of obstacles that make the space welcoming for beginners while still providing enough challenge and interest for more experienced users.

- SEATS AND DRINKING TAP 36
- SKILL PROGRESSION 32
- SHADE 29

WHAT IS YOUR FAVOURITE PLACE TO RIDE?

Respondents were able to list a number of parks and locations they currently consider their favourites spaces to ride. The responses were highly varied, with many participants naming several different locations.

Despite the wide range of responses, a clear trend emerged, with **LANCEFIELD SKATEPARK** identified by participants as the most popular place to ride.

A large number of responses also highlighted that many community members currently ride in the streets of Kyneton or on trails along the river. This indicates a need for a dedicated facility that better caters to the community's needs and provides a safe, purpose-built space for people to ride and gather.

- LANCEFIELD SKATEPARK 23
- STREETS IN KYNETON 17
- TRAILS AND RIVER TRACKS 14

*The summary list above shows the top three listed answers in order of most voted. Refer to addendum for complete list of all answers

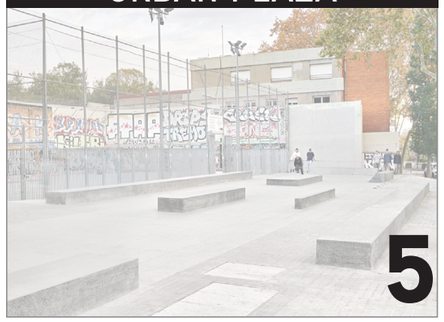
*Many participants chose to vote more than once which has been considered in the data analysis.

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.

CONSULTATION WORKSHOP

IF YOU COULD HAVE ONE SKATE FEATURE, WHAT WOULD IT BE?

Although the suggested skate features varied, most participants showed a clear preference for a **BOWL** and a **MINI RAMP**, indicating that the community's priority is for transition and flow-style features.

There was also interest in including several classic street-style obstacles and beginner-friendly elements. This suggests that while the community is strongly interested in a transition-style park, there is still a desire for basic street features such as ledges, manual pads, rails, and smaller ramps suitable for beginners learning new skills. Some participants also highlighted the preference for the beginner area to be separate, allowing new users to develop their skills away from more advanced high speed sections of the park.

- **BOWL** 30
- **MINI RAMP** 21
- **PUMP TRACK** 16

WHAT IS SPECIAL OR ICONIC ABOUT KYNETON THAT COULD BE CONSIDERED IN THE DESIGN?

When asked what makes Kyneton special, the community highlighted the **TOWN'S HISTORY**, **LANDSCAPE**, and **NATIVE FLORA**, with some suggesting bluestone and daffodils as potential theming for the new facility.

Kyneton's people and community spirit were also frequently mentioned, emphasising the importance of designing a space that fosters local connection. Participants suggested incorporating local artists' work within the design to reflect this.

Several participants stressed the value of including Aboriginal and First Nations elements within the space. Convic will engage with Council early in the project to explore how this can be achieved appropriately and identify the right groups for possible future engagement.

- **THE TOWN'S HISTORY** 21
- **LOCAL FLORA AND LANDSCAPE** 16
- **LOCALS / COMMUNITY SPIRIT** 15

CAN YOU THINK OF ANY OTHER AMENITIES THAT SHOULD BE INCLUDED?

The majority of participants indicated that a **TOILET UPGRADE** should be considered for the future space. While this is not included within the current project objectives, it is recommended that Council explore this as a future stage, particularly as the upgrade of the broader precinct will attract new users.

There was also strong support for the inclusion of shade, with some suggesting a structure covering the entire facility. This demonstrates the community's desire to use the space year-round, highlighting the importance of exploring options to maximise usability in all weather conditions.

- **TOILET / TOILET UPGRADE** 17
- **SHADE** 12
- **ART WORK** 9

*The summary list above shows the top three listed answers in order of most voted. Refer to addendum for complete list of all answers

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

CAN YOU THINK OF ANY OTHER RECREATION ITEM TO BE INCLUDED?

Respondents were invited to indicate interest in activities beyond the skatepark. While a few suggestions were made, including tennis courts and a **PUMP TRACK**, this section received relatively few responses. Feedback from the face-to-face workshop, along with the low response rate, indicates that the community's primary focus is on a **LARGE SKATEPARK** to meet the needs of wheeled sports users, who currently lack a dedicated facility in Kyneton.

The inclusion of trees, greenery, and passive recreation areas was also mentioned, highlighting the community's desire for a space that is not overly concrete-heavy but offers breakout areas for refugee and respite while being designed to integrate with the public realm.

ANY FURTHER COMMENTS?

Responses to this question were varied, however, many participants expressed disappointment that a local designer was not selected for the project and considerable amount of time within the open community workshop focused on this topic. While this discussion may be important to have with the Macedon Ranges Shire Council, it hijacked the purpose of the workshop and didn't allow for detailed skatepark feedback to be provided.

- TENNIS COURT 5
- PUMP TRACK 4
- TREES / GREEN 4
- SUPPORT LOCAL BUSINESSES 28
- USE GRIND PROJECTS 20
- USE BASEPLATE 8

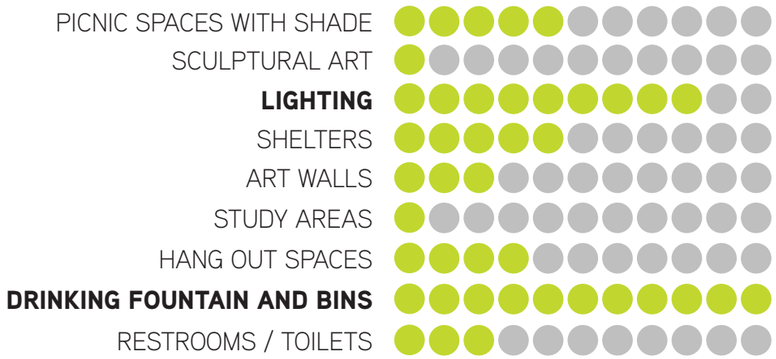
*The summary list above shows the top three listed answers in order of most voted. Refer to addendum for complete list of all answers

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

WHAT ADDITIONAL AMENITIES ARE MOST IMPORTANT TO INCLUDE? RANKED 0-5

Participants were asked to rank their preferred additional amenities, the infographics below shows the total score for each item.

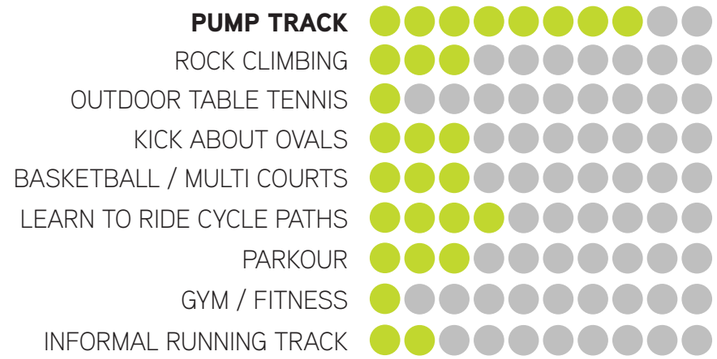
The results clearly highlight a strong preference for **LIGHTING** and **DRINKING FOUNTAINS**, ensuring the space can be used all day long and provides respite during hot days.



WHAT OTHER FUTURE ACTIVE RECREATION IS MOST IMPORTANT TO INCLUDE IN THE DESIG? RANKED 0-5

Participants were asked to rank their preferred future recreation additions to the skatepark, the infographics below shows the total score for each item.

The results clearly show a strong preference for adding a **PUMP TRACK** to complement the skatepark. The lower scores for other recreational facilities indicate that the community's primary focus remains on the skatepark.



*Each dot represents ten people scoring the specific element as their most preferred.

PICTURE VOTING OUTCOMES

Participants were asked to select their four favourite images and specific obstacles from a range of precedent skatepark imagery. This exercise also encouraged discussion among participants about their aspirations for the project.

Clear trends emerged, complementing survey feedback. While a variety of skate styles and inclusions were chosen, there was a strong preference for transition-style obstacles such as **BOWLS**, **SNAKE RUNS**, **HIPS**, and **TACOS**, as well as a clear interest in **LIGHTING** and feature lighting. Additional activation elements, including community art programs and climbing features like parkour and climbing walls, also received votes.

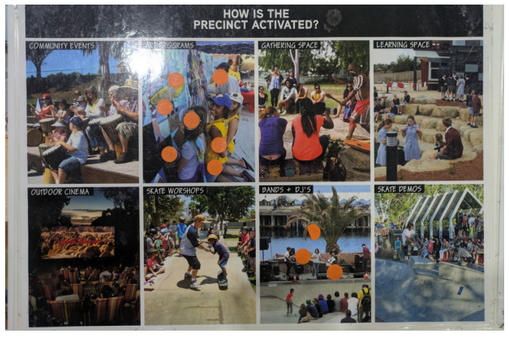
School participants had the opportunity to get creative by drawing or sculpting their ideas with modelling clay. This collaborative activity allowed students to share ideas, with many showing interest in jump-style obstacles and multipurpose spaces with green integration to make the facility more welcoming and inviting.

Unfortunately, these exercises could not take place during the open workshop. The session went off agenda, focusing instead on ensuring the commitments of the skate strategy would be delivered and addressing community disappointment of the Council procurement process for the design engagement.



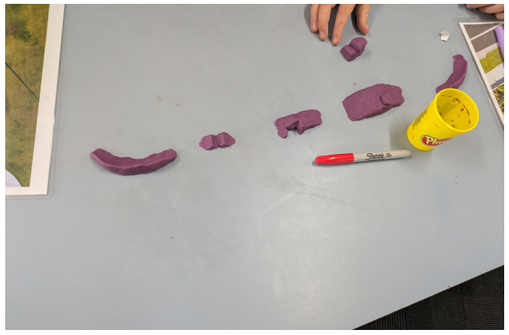
















04

COMMUNITY RESPONSIVE BRIEF

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 will be used as the foundation for the development of the concept design options.

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 multigenerational. 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. The inclusion of this feature will be discussed with Council as possible stage two works, addressing the community's demand for a facility suitable for younger children and bike riders.

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. These ideas will be further developed in the next stages of the design.
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 requests was the inclusion of covered areas in the skatepark, allowing the use of the future facility during hot or rainy days. While this would have a significant impact on the budget, it will be discussed with Council and feasibility exercises will be explored further during the concept design.
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.

05

MOVING FORWARD

MOVING FORWARD

As part of the ongoing design process for Kyneton Skatepark, the pre-design consultation report will be presented to Council to guide discussion on the facility's project vision and concept development.

Following this meeting with Council, Convic will begin developing the draft concept design. At Council's endorsement of the draft concept design, Convic will return to Kyneton to re-engage the community, providing an opportunity for continued input on the design and provide additional opportunities for feedback on the proposed concept. This ensures the concept reflects community needs, user requirements, and the overall project vision, while fostering a sense of ownership and connection among local and broader community members.

At completion of the draft concept design engagement phase, a final concept design that incorporates community feedback will be produced for Council approval. Upon endorsement, Convic will progress the detailed design phase, preparing the drawings required for construction tendering and future built outcome.

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