

# Earl Bales Skatepark

## Visioning Phase Feedback Summary Report



April 14, 2023

Rachel Weston, Senior Project Coordinator

Ariel Stagni, Construction Coordinator

Pablo Muñoz, Senior Public Consultation Coordinator

José Ramón Martí, Public Consultation Coordinator



# Contents

- Introduction..... 3
- Project Background..... 3
- How we reached people..... 4
- About the Skatepark Champions..... 5
- Skatepark Champions Meeting..... 5
  - Key Feedback Highlights..... 5
- Survey..... 7
  - Who took the survey..... 7
  - Ability and frequency ..... 7
  - Terrain style ..... 8
    - Bowl/Transition Preference..... 8
    - Street/Plaza Preference..... 8
  - Feature preferences..... 8
  - Design features for beginners .....10
  - Making the skatepark accessible to all .....11
- Important Note / Next Steps.....12
- Appendix.....13

# Introduction

This document provides a summary of insights and feedback collected in the Visioning Phase for the Earl Bales Skatepark project, at the first Skatepark Champions meeting as well as a summary of the data collected through a public visioning survey.

## Project Background

Earl Bales Park is located at 4169 Bathurst Street, south of Sheppard Avenue. It is a large 51-hectare destination park in Ward 6 – York Centre with a community centre, extensive park grounds, and many recreational amenities.

As part of Toronto’s 20-year Facilities Master Plan and informed by the Skateboarding Strategy PDF, City staff reviewed existing skate facilities across the city to identify areas where new or improved facilities are needed to improve access to the activity city-wide.

Through this process, York Centre was identified as an area that lacked skateboarding and riding facilities. Based on a number of criteria, Earl Bales Park has been selected as the best location to create a new skatepark for the local community. This criteria includes:

- Geographic location;
- Site characteristics including adequate space, suitable topography, etc.;
- Available supporting amenities including washrooms, parking lots, and transit access;
- Demographics of the area, including children and youth population size; and
- Safety considerations (e.g. clear sightlines and proximity to other amenities that will encourage “eyes on the skatepark”).

The skatepark design will be developed in consultation with the community. Budget, site limitations, and operational requirements will also be considered throughout the design process.

Information about this project and ways to participate will be shared with the community through the [project webpage](#), on-site signage, and social media.

# How we reached people

In general, the community was informed of the visioning survey and the Skatepark Champions application process through print, digital, and social media.

## Print Media

**Signage near the site:** Project information was displayed on 36 x 48 inch notice boards placed near the new skatepark site. These notice boards provided information about the project, details about the online survey, and how to access additional information on the project webpage.

**Posters:** The application for champions was promoted using posters placed near the site and at other skate parks.

## Digital Media

**eFlyer:** A digital flyer was circulated to community groups and the local Councillor's Office for additional distribution

**Electronic noticeboard:** The survey was promoted on the electronic noticeboard at the main entrance to Earl Bales Park for the duration of the launch period.

## Social Media

The City of Toronto used its Facebook, Instagram, and Twitter accounts to promote the online survey and the Champions application through paid advertisements and organic posts.

## Project Webpage

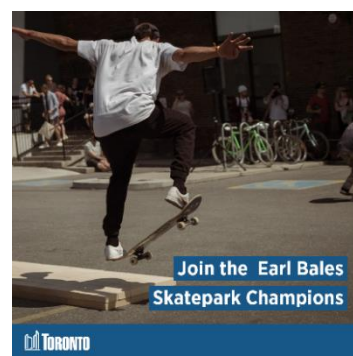
A webpage ([toronto.ca/EarlBalesSkatePark](https://toronto.ca/EarlBalesSkatePark)) was created to act as a communications portal to inform the public about the new skatepark project. The webpage features the most up-to-date information regarding the project and engagement opportunities, including links to the online survey and a button to sign up for e-updates.

# About the Skatepark Champions

As part of the community engagement program for the creation of this skatepark, the project team formed a team of Skatepark Champions in order to ensure the final design of the park meets the needs of its future users. The Skatepark Champions are meant to advise the designers at every phase of the project and help engage the broader community in the process.

The call for champions was promoted through direct outreach to skateboarding groups, as well as through geotargeted social media ads, in-park signage, and through the councillor's office.

In total, the project team received 107 applications of which 16 champions were selected. The final cohort of champions includes members from the local community and city-wide, as young as 12 and as old as 45, and includes self-identified BIPOC members, 2SLGBTQ members, and a range of skill levels from beginner to advanced.



## Skatepark Champions Meeting

**Date: November 22, 2022**

**Time: 5 p.m. to 7 p.m.**

**Location: Virtual**

### Key Feedback Highlights

#### Layout and Flow

Most participants agreed that the flow and layout of the skatepark was very important. Some participants noted that clear lines and good flow can contribute to safety. One participant mentioned that the skatepark should have multiple entry points. Several participants brought up Cummer Skatepark as an example of what not to do and mentioned that it was poorly laid out and dangerous.

#### Visually Appealing/ Community Land Mark

Champions agreed that the city needed a visually appealing/landmark skatepark. Some champions shared images of big colourful skateparks as examples of skateparks they like. Some of the photos included Lake Wilcox Skatepark, Huntington Beach Skatepark, and Venice Beach Skatepark.

#### Opportunities for All Skill Levels

*"We all love kickers. Manual pads are great to learn how to roll off of it" - Champion*

Most participants shared that they wanted to see features that catered to all skill levels, from beginner to advanced. Some participants noted that small ramps and simple obstacles have drawn a broad range of users to Wallace-Emerson. One participant shared that they wanted to see a slappy curb. Another participant suggested stairs with a ledge no higher than 5 steps. More

advanced participants liked examples where they could catch some speed and big air. One person mentioned that a flat space would be important for people to practice. Some other comments included:

- Opportunities to drop in;
- Opportunities for transition and speed skating;
- Features that don't require an ollie to get into; and
- Opportunities to catch air and a cradle.

### Proximity to playground or other recreational amenities

Some champions who are parents noted that proximity to a playground would be useful so that they could ride (and watch their older kids ride), while at the same time keeping an eye on their younger kids playing. One participant suggested that the skatepark should be far away from other amenities, like playgrounds, because they felt that activities like drinking and smoking might take place at the skatepark and would not be appreciated by other park users. One participant noted that skateboarders shouldn't be stigmatized or segregated and that what makes a skatepark safe is a diversity of users. One participant noted that good visibility of the skatepark would make it more safe and welcoming.

### Amenities

#### Shade and rain shelter

Participants shared that the concrete can make skateparks quite hot during the summer. Shade would increase the amount of time that a skatepark can be used. Similarly, they shared that shelter from the rain and snow would make the park more usable into the winter months.

#### Tables and space for keeping belongings

Several participants suggested tables for eating and resting, and places to keep their belongings safe while they ride. One participant mentioned that skatepark users often travel long distances to the skatepark and might bring bags with them.

#### Good lighting

*"Tall overhead lighting is best" - Champion*

Several participants mentioned that lighting will make the park usable for longer into the winter. One participant shared that the lighting needed to take into account skatepark users and not blind them while skating.

# Survey

The primary goal of the survey was to understand the community's vision for the park as well as terrain preference and desired features. The survey ran from November 22 to December 11, 2022, and gathered 540 responses.

## Who took the survey

Just under half of survey respondents (**45%**) identified as skateboarders, while **21%** identified as BMX riders, rollerskaters/rollerbladers, or scooter riders.

Nearly one-quarter of respondents (**23%**) identified as being local residents interested in the development of the project, while **9%** identified as being parent/guardian and spectators of an active skate park user.

**Age:** The largest age group was 19 to 29 years old (**31%**), followed by 30 to 39 years old (**24%**), 40 to 55 years old (**21%**), and 13 to 18 years old (**16%**), with **3%** between the ages 56 to 64 and **2%** between the ages 5 to 12.

**Racial/Ethnic Background:** When asked to describe their race or racial background, respondents' most frequent responses included white (**54%**), East Asian (**8%**), and Southeast Asian (**8%**). **Four percent** of respondents identified as Indigenous to Canada which is significantly higher than the city average of 0.8%.

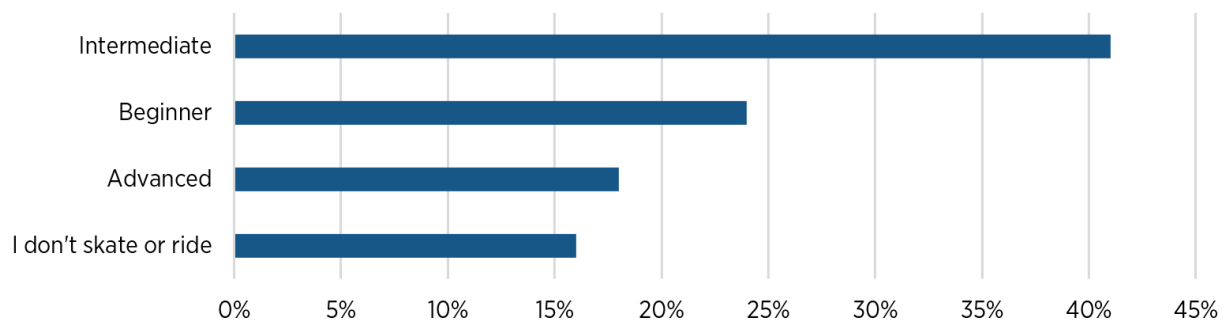
**Accessibility:** **11%** of respondents reported having a disability.

## Ability and frequency

**Survey respondents are generally intermediate skill level riders and ride several times a week.**

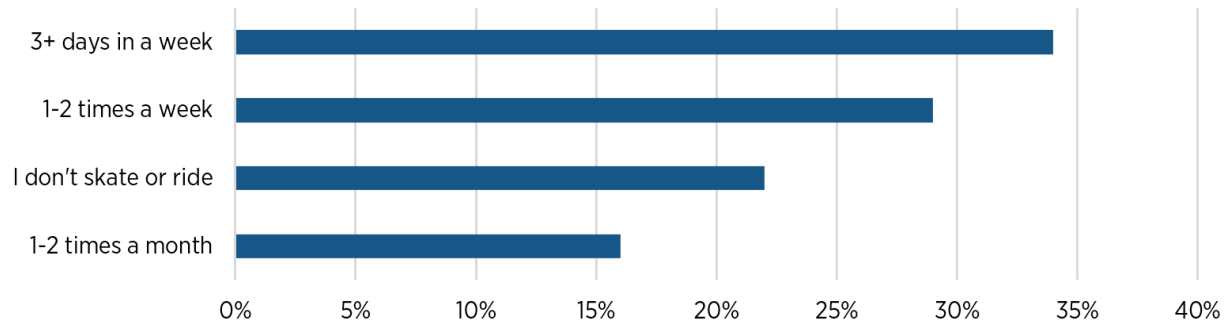
The majority of survey respondents (**41%**) identified as being at intermediate skill level and **34%** said they ride three times a week or more.

How would you describe your skateboarding/riding ability?



N = 540

## How often do you skate/ride?



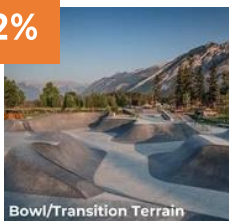
N = 540

## Terrain style

**Survey respondents are split between bowl/transition and street/plaza terrains.**

Survey respondents were asked to identify their preferred overall terrain style and were given two options: Bowl/Transition or Street/Plaza. Respondents were almost evenly split between the two options: **52%** for **Bowl/Transition** and **48%** for **Street/Plaza**.

52%



### Bowl/Transition Terrain

This style of skatepark mimics the back and forth carving of surfers on waves and originated with skateboarders who challenged their skills on the walls of empty swimming pools. Today, most riding that occurs on curved surfaces that approach vertical are known as transition style.

48%



### Street/Plaza Terrain

Street plazas are designed to mimic the type of structures found in an urban environment. They are characterized by ledges, stairs, and railings. Modern street plazas create a space that does not resemble a “traditional” skatepark by incorporating structural and cosmetic enhancements such as dyed concrete, atypical textures or materials, as well as integrating small green spaces.

### Bowl/Transition Preference

When asked to identify their favourite type of bowl/transition terrain specifically, the majority of survey respondents (**62%**) said **Open Flow with Extensions**.

### Street/Plaza Preference

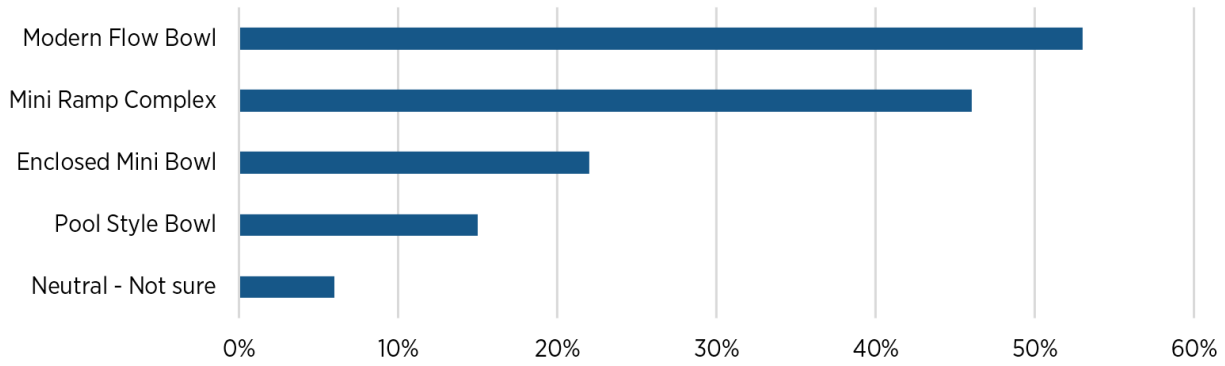
When asked to identify their favourite type of street/plaza terrain specifically, **49%** of survey respondents said **Flowing Street Terrain** while **41%** said **Technical Street Terrain**.

## Feature preferences

The following section describes survey respondents' preferences for different types of features.

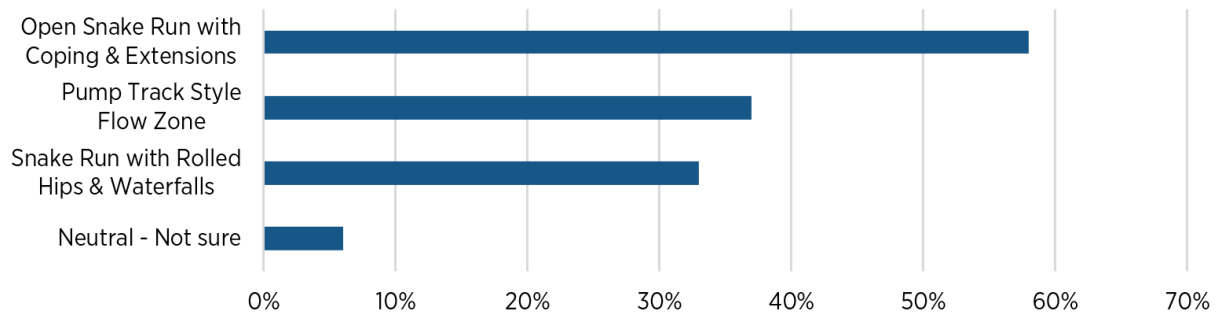


### Bowl/Mini Ramp Style Features



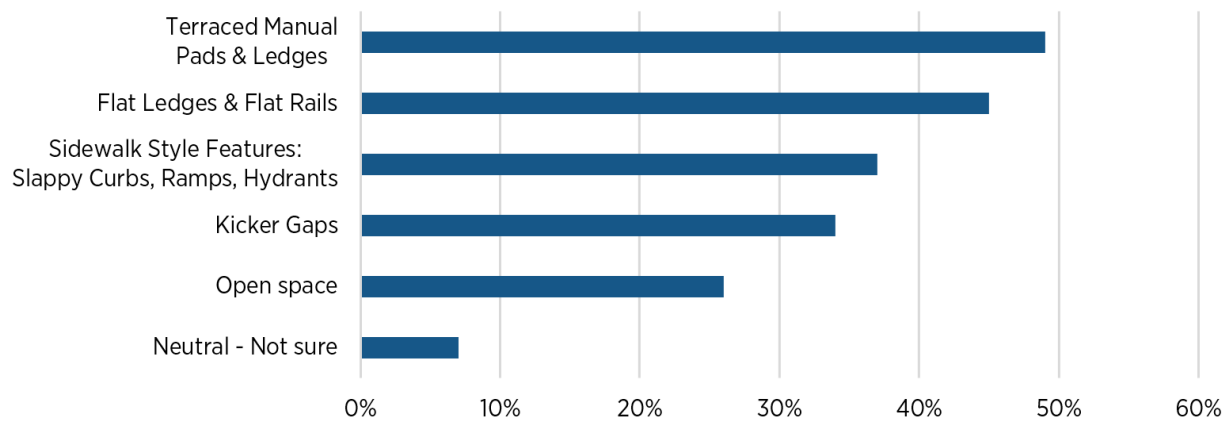
N = 339

### Organic Transition Style Features



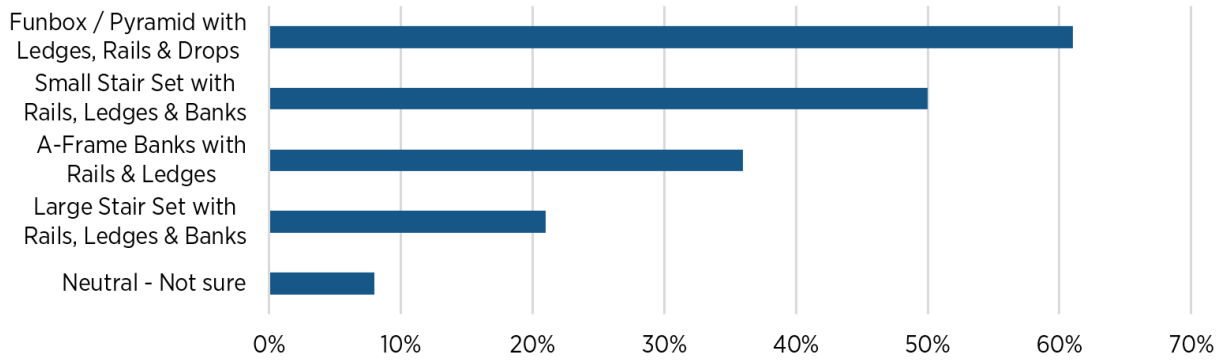
N = 338

### Technical Street Style Features



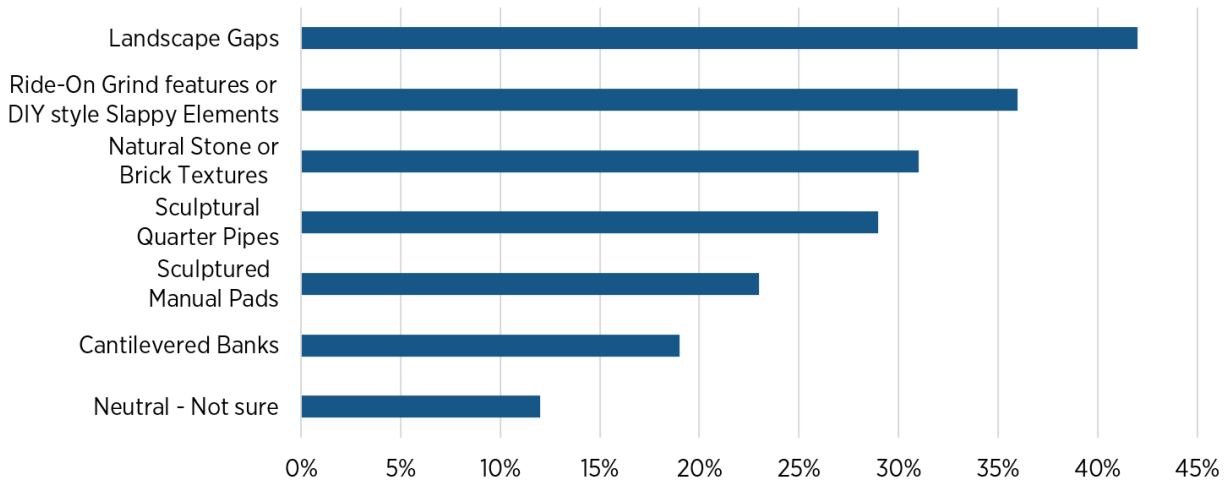
N = 336

## Flowing Street Style Features



N = 335

## Custom/Sculptural Features



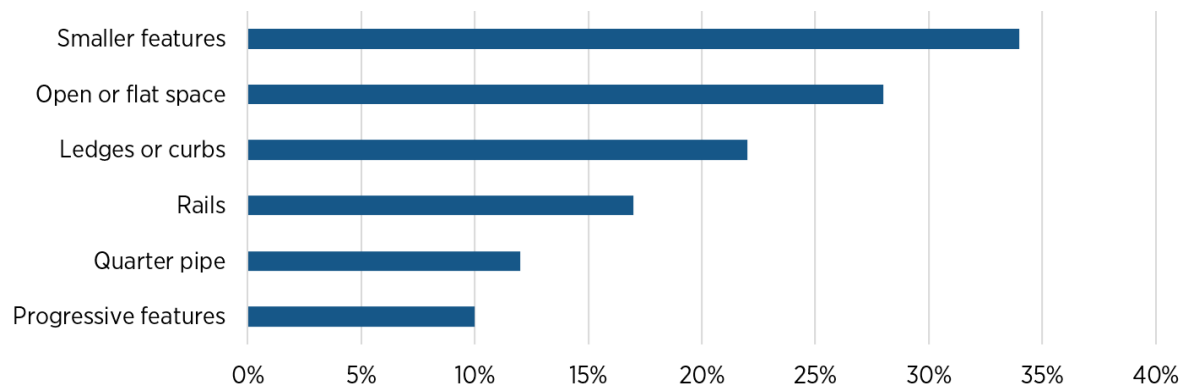
N = 331

## Design features for beginners

**Survey respondents suggested including smaller features for beginner riders.**

*“Small drop-ins, small ledges, everything in a smaller style...” – Survey Respondent*

When asked what design features or considerations would benefit beginners, one-third (**34%**) of comments left by survey respondents recommended incorporating **smaller features or obstacles**, followed by **open or flat space (28%)**, and **ledges or curbs (22%)**.



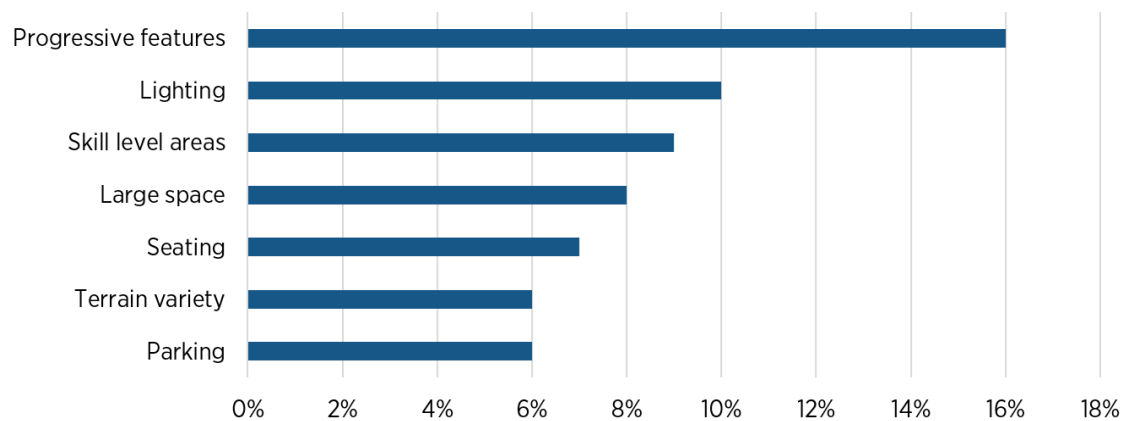
N = 236

## Making the skatepark accessible to all

**Survey respondents recommended including progressively more difficult features to accommodate all ages and skill levels.**

*“Make varying levels of features. Ways for newer skateboarders to work up to different challenges and build skills towards more challenging manoeuvres.” – Survey Respondent*

When asked how the City can make the new skatepark at Earl Bales Park more accessible to all, **16%** of comments left by survey respondents suggested incorporating **features of progressive difficulty**, followed by **lighting at night (10%)**, and **areas intended for different skill levels (9%)**.



N = 287

## Important Note / Next Steps

Following the visioning phase of the project, we have had to pause design development for a few months due to delays associated with the archaeological and geotechnical assessments of the site which will have a critical impact on how the skatepark is designed.

Once these assessments are completed, we will proceed with developing concept design options for the skatepark and will present these to community members for feedback.

Updates about the project schedule and engagement opportunities will be posted on the [project webpage](#) when they become available.

# Appendix

Survey respondents provided 236 written responses to the question, “**What design features or considerations would benefit beginner skateboarders?**” Their responses were organized into multiple themes.

See a summary of those themes below, listed from most common to least:

- Small or low features and obstacles mentioned in 79 responses
- Open or flat space mentioned in 64 responses
- Ledges or curbs mentioned in 51 responses
- Rails mentioned in 40 responses
- Flat or smooth surface mentioned in 32 responses
- Quarter pipes mentioned in 28 responses
- Progressive features mentioned in 23 responses
- Ramps mentioned in 22 responses
- Banks mentioned in 21 responses
- Manual pads mentioned in 20 responses
- Bowl or pool mentioned in 19 responses
- Mini-ramp mentioned in 19 responses
- Stairs mentioned in 18 responses
- Beginner area mentioned in 17 responses
- Transitions mentioned in 17 responses
- Flow mentioned in 16 responses
- Coping mentioned in 10 responses
- Pump track mentioned in 7 responses
- Roll-in features mentioned in 6 responses
- Boxes or blocks mentioned in 5 responses
- A variety of terrain and features mentioned in 5 responses
- Seating mentioned in 4 responses
- Kickers mentioned in 3 responses
- Hips mentioned in 3 responses
- Support railing/pole to hold onto while practicing mentioned in 3 responses
- Intermediate area mentioned in 2 responses
- Small hills or dips mentioned in 2 responses
- Lighting mentioned in 2 responses
- Small/mini half pipe mentioned in 2 responses
- Foam pit mentioned once
- Wallriding options mentioned once
- Separated from playground and areas used by children and seniors mentioned once
- Monitored for drug dealing mentioned once
- Water access mentioned once
- Enclosed area with banks and mini roller section mentioned once
- Jumps mentioned once
- Shade spots mentioned once
- Sidewalk height fun box mentioned once
- Parking blocks mentioned once
- First aid access mentioned once
- Bigger features mentioned once
- Spine mentioned once
- Overhead trees to hang practice rope mentioned once

See a complete list of text responses below:

- kickers, manual pads, space to push, space to learn flat ground tricks
- flat rails and medium depth bowls
- mini ramps
- small transitions to learn to drop in on 2-3 foot quarter pipe with coping. roll-ins on bowls. small manny pad
- Flat ground space off to the side for learning how to ride and Ollie etc
- Nonlinear park design with designated flatground/low obstacle density area
- Separate area. Curb/low ledge, tiny quarter pipe, flat ground.
- Tiny Quarter Pipes
- Please Make sure the park has a flow and not cross sectional or random (more cause for harm to uneducated skaters)
- Flat ground space, varying sizes for bowls and ramps
- mellow banks and quarter pipes
- Having a gradual increase in magnitude for all features. Please look up Parc Arthur-Therrien skatepark in MTL. They have 6 quarter pipes, side by side, increasing in size and steepness. This concept should be considered for all features including but not limited to: banks, rails, gaps, ledges, bowls, etc.
- Flowy transition
- Smaller ledges and sidewalk style obstacles as well as waterfall style transition
- progression ramps and low rails
- small pad
- Flatground and small ramps
- Make all the rails round instead of square. Round rails allow for a larger margin for error because it feels the same regardless of where you hit it. Square rails are more dangerous as any angle besides perfectly landing on top will cause people to slip out
- Open space and smaller obstacles
- Smaller transition, small stair sets, easy to ride banks, small rails/ride on grinds
- Small set of stairs/small hubba
- A flatground area
- Some flat area and small mini ramp/ transition
- A manual pad that has an elevation tall enough to grind on
- Slappy curbs small stairs assortments of round rails small quarter pipes street style obstacles
- Proper transition angles - make it like wilcox, not cummer
- As long as there are varying heights, lengths, and transitions, beginners will learn to progress naturally and be excited to be learning how to skate bigger features. They will aspire to them. If they dont have anything thats challenging them then the skatepark will become underutilized.
- Flat ground, like a ice rink like college park. College park is actually good spot for beginners
- Smaller ramps and ledges
- Open space, features made for progression (having smaller and larger versions of features)
- A lane of the park that's includes low incline ramps, low rails and ledges. Have obstacles spaced out.
- Some really small ramps or low rails, they can teach them how to grind easier without the big risk of injury. It's also fun for intermediate and advanced riders
- Rounded quarterpipes are very beginner friendly, and having isolated low banks and rails for them to practice on without getting in the way would also be good.
- Open area for space to learn and room since there will be lo of people
- Pump rolling features, open space, aesthetically appealing park overall
- Flowy bowl starting shallow and than getting dipper
- Low/small size of feature. Roll in to the pool
- Basics - flat bar, ledge, manny pad, qp. Then build from there
- Short and wide quarter pipes, curbs.
- A small flatbar the progressively goes taller
- Ride on rails. Short ledges and small ramps/quarter pipes. Small stair sets.
- Obstacles that vary in size!
- Open flowy bowls and sections - see ellesmere skatepark
- Flat areas (also good for flat ground tricks & games of skate) and smaller vert

- Open space with small ride on features, small/large juno ramps, banks
- Curbs
- Section with smaller/more mellow obstacles (mini quarter pipes with coping, small banks, low ledges)
- Small staircases maybe with hubbas and down rails on the side, nice flow to the park and manual pads
- Lots of space. Don't cram every last inch with features.
- Mini bowl
- Small transition. Small hips / banks. 3/4 stair.
- 3-4 foot Mini ramp style half pipes, mellow banks and rollins. Ride on diy style slappys
- Transition and ledges of progressive difficulty. Think 1' no coping qp, then 2' qp, then 3' miniramp etc. Same with ledges, start at 6' and build up
- Hips, low transitions with accessible coping
- Low rails/curbs and manual pads. A separate mini ramp style bowl with easy transitions is nice for beginners.
- Gradually flow circuit transitioning into snake run/ bowl
- Mini ramp/ small quarter pipes
- many pats and low and long ledges
- Lights for more time to learn
- Small rails ext along with bigger ones for progression
- 2ft-3ft mini pipe
- small quarter pipes and small stair sets
- one small set of stairs to start out and a good ledge to jump off
- everything yo yo be decently level
- Lower ledges and a relative open flat space
- A space away from the main features to avoid injury and intimidation for the young kids, and frustration for the older kids.
- An open space/open flow section away from ramps and ledges
- On the survey I did everyone will benefit on the park for example the open space for new skater/ game of skate or warm up tricks
- Low ledges and normal ledges, round flatbar
- Pump track and different height ramps to drop in
- Having spaced out areas, sole with advanced features and some with beginner ones
- low banks, hips, small ledges
- Variety of ramp heights, 2-4 foot half pipe
- Smaller and mellower features.
- smoother ground? most newer skateboards come with harder wheels, so this could be better for moving around without having to change wheels
- quarter pipe
- Open space
- Make some area more casual for beginners to hang around
- Lights built around skatepark so we can ride when it is dark out
- No skaters only bmx
- Smaller stair sets with larger run ups and clear lanes for landing.
- Open space.
- Consideration to the flaw of the park
- Mellow banks
- Flow bowls, lower drop-ins, banks for practicing turns and carving
- low curbs, low manual pads, low flat bars
- Smaller mini ramp and hand rails
- a wide, low, mellow transition quarter pipe (if really wide - maybe different heights) with coping section and without coping to roll in that beginners can push into (i.e. not have to drop in anywhere to get to it) (see East York Skatepark - I've seen so many people learn so many things on the 'Tyke Pike' there. And it is also super fun for intermediate and advanced skaters.)

- smooth ground, maybe a pathway that's smooth that leads up to the park so they can practice flat ground with our being in the way. small features are best for noobies, small banks, short in height rails, ledges,
- Smaller mini ramps with coping. Lots of banks with ride-on and slappy elements.
- a little open area, a holding on pole/rack thing,
- smaller manual pads (shorter)
- Having ramps that scale as linearly as possible helps skaters work up through larger and larger ramps in a controlled manner
- Mini quarter pipes
- A small ledge, about the size of a curb. So they can learn how to get on and off things
- Smaller obstacles
- small curbs and parking blocks
- Open space and small ramps to get started.
- Small set with rail and hubba (4-5 stair) circle rail
- Generous flat ground and roll ups. Don't make it a competition park with drop-ins and both ends
- rail
- Curb height manual pads! When I was learning it gave me confidence ollieing up/down things.
- Variety
- Long, forgiving banks and shallow quarterpipes with coping
- Flatground space and low flat rails
- Rollers and sidewalk height fun box
- smaller obstacles and lots of open space
- If bowl, enclosed as prevents accidents with young or inexperienced riders meandering in without regards for or awareness of other users
- A gated off /in closed area with banks and a mini roller section
- Low to the ground ledges, manual pads and stairs
- Banks, short rails, and ledges
- Sections with considerable amounts of flat ground that do not impede on the general flow of other sections
- Small quarter pipes/kickers, open space
- Street
- Small ledges, manual pads, stairs and rails
- Flat space
- Lower rails and ledges, some smaller sets, smaller half pipes.
- Overhead trees for rope hang, or chest-height rails to hold on while learning flip tricks
- A variety of smaller features separate from the advanced areas.
- A separate space from advanced features to practise at low speeds
- A bank setup for them to learn how to ride comfortably back and forth
- Safety/progressive ramps/rails
- Smaller quarter pipe/mini bowl options with coping
- Short rails, miniramps and small ledges
- Area of the park that are flatter and separate from more advanced areas. More variety of skateable spaces (diverse variety of lines, not just one line)
- Decent spacing so beginners don't run into each other
- Open space for skating
- Small ledge for practicing ollie
- Flat spots for them to start
- smaller drop ins
- small drop ins, small ledges, everything in a smaller style and some sidewalk cracks and grass to practice small tricks
- Primarily, a flat ground area. It doesn't have to be huge but at most other parks, novice riders who just want to practice often get in the way of the experienced riders, and tensions can arise
- Don't make the transitions too sharp.
- Spine
- Flat ground, mellow transitions



- Small ramps/ blocks
- More ride-in drop ins
- Flow bowls for carving
- Honestly a park with bigger features breeds more confident athletes
- A wide, 3-4ft mini ramp that is out of the way of the flow of the park. Sequentially taller manual pads to build confidence ollieing on and off.
- Mini ramps, small manual ledges, transition ramps on each side of the park
- A small mini ramp!
- At least one small 3 foot quarter pipe and one 3 stair set
- Pool 6ft shallow and 9ft deep. Kids learn fast.
- Smaller progressive features that allow a tangible change in skill
- Different sized rails, boxes, and stair sets so people can start on smaller obstacles and move up
- Make sure all ability levels are represented. Too many skateparks have massive bowl sections that only maybe 5% of people will touch
- smaller stair sets and smaller ledges
- Half curb manny pads seem to be a high help
- Open areas not in the flow of the park
- Basic ledges and rails and small transition
- Small ledges, curbs and small stair sets
- open space to practice flat ground tricks outside of the path of people trying to skate intense obstacles. Mellow quarterpipes and miniramps to practice drop ins. slappy curbs
- Small quarter pipes
- lots of flat ground to practice at, alot of times beginners dont know how to ollie onto the obstacles yet and give space to practice ollies and skate around are helpful. lower ledges and manny pads and rails will help with beginners strtng street. As well as lower and wider quarters/ramps can help with learning transition tricks for beginners. Like dropping in, 5050, rock to fakie are learned much easier on lower ramps. Lots of pumping tracks or flow tracks helps with learning to cruise and pump around the bowl, that would be pretty cool.
- Skaters\*\*\* (not skateboard specific!) Smaller and medium sized ramps with coping, smaller or medium sized bowls
- Longer flowing runs with gentle slopes. Not everyone wants to do trick jumps all the time.
- Gradual transitions
- First aid accessibility
- Seating for their support/parents. Designated flatground area, away from higher speed/advanced obstacles.
- Small quarter pipes (no higher than 3ft), mellow banks to help with rolling and dropping in. Open space to practice pushing, Ollie's, etc
- A beginner area with smaller features rhat mimic the advanced features so there can be a organic rise in skill level
- Flow- teach them how to flow and the tricks will come in time
- Varying levels of difficulty
- Small curbs to learn slappy grinds and an area that's just flat for absolute beginners to learn how to ride their board
- Smooth
- Mini ramps and smaller quarter pipes and ledges
- manual pads, small hip/rooftop ramps
- Flat ground and low ledges flat banks
- Space that is a little away from the harder elements so we can stay out of the way of those doing big tricks
- manny pads low and high
- open space for practice
- Smooth flat
- 3 level roll in banks to quater pipe for natural safe drop in progression
- Small ledges, kickers, boxes
- ways to get speed without having to be able to drop in.

- smaller things, such as 2 stairs, smaller quarter pipes, options for wallrides instead of olling on a manny pad
- Space and low obstacles
- Not sure. I ride MTBs
- A variety of ramp levels and features to learn and develop new skills
- Progressive features
- Mini ramps / different sized features / small to large features (small quarter and big quarter)
- Pump tracks
- low ledges with enough ride up, small transitions that are not extremely steep, low flat-bars
- Low edges, low percentage of hills
- Low (6') manual pads, boxes and rails. Ride on/off features, Gradual banks,
- Somewhere to sit on the perimeters.
- Smaller scale!! So many skateparks get designed with BIG features, but smaller features make parks accessible to beginners, later skaters, more timid kids, even more seasoned skaters like them. Don't overlook the incredible fun of SMALL! And for roller skaters, a mini ramp/half pipe (or equivalent shape with coping in a bowl) is so important.
- Small sets with small down rails
- flat bar
- Pump track for people who just want to ride and don't know tricks or anything too fancy
- Smaller ledges and manual pads
- Round flat-rails and coping ledges
- Basketball
- Smooth concrete, real coping on half pipes etc. needs to allow them to properly position board when doing tricks dropping in etc., small flat bar rail, signage to recommend nearby skateparks tailored to beginners (Downsview park)
- make sure there is a lot of space to run up to obstacles, and section off areas between beginner, and intermediate obstacles
- flat areas with small hills and dips, maybe ramps and small ledges to practice small tricks (ollies, kick/heel flips, etc.) and pushing for the really new ones.
- A safe space to ride away from motor vehicles.
- A lot of open area low curbs
- A foam pit, many different types of elevation ramps
- Lower rails, lower boxes
- Small ramps
- Just anything to improve coasting / cruising on fairly flat, fairly smooth surface.
- Mini ramp
- Pumptrack...I think this is THE BEST option to bring in all types of skaters and scooters...it's a nice, easy way to learn how to ride and is very accessible
- Mini ramp half pipe for learning transition
- Small pool, low ramps, empty space to practice
- Some jumps
- Open space that is separated from the more advanced areas of the park so they can safely practice tricks.
- Manual pad between 1 1/2 foot tall to 2 feet this is more for a Bmx because skateboarders can grind on any size ledge but not Bmx it have to taller to fit
- Flat surface with a decent amount of curves to teach them how to ride and how to go up and down curves
- Benches!
- having poles or rails of some sort to hold onto that are the same height as person maybe several going in a path
- To help beginner skateboarders, there can be some areas with more beginner friendly ramps, rails etc. More easier and simple features to help them become better skaters in general.
- Low pads and curbs. Away from where the higher lvl skaters are so they don't collide as it's different speed makes the place flow better
- Have sections designed specifically for both BMX riders and skaters

- Large open spaces and light/mellow transition
- open spaces and lower features, shade spots and water access, benches
- Mirrored obstacles. Open space. Linear flow. No clutter
- Lots of flat open space to cruise around
- Low rails, mini ramp, small stairs, small transition
- Small obstacles for learning
- A split layout for beginners and intermediate
- rollerskaters: large open space or designated beginner section
- Small ramps to ride down that have space around them
- Variety in terrain
- Small ledges
- Definitely a mini bowl, something 3 or less feet to learn to drop in before advancing.
- Some open space and small ledge
- Should be well-separated from the existing playgrounds should be well separated from areas used by young children and seniors should be monitored for attraction to drug dealing in the park

Survey respondents provided 287 written responses to the question, **“How can we make the new skatepark at Earl Bales more accessible to all?”** Their responses were organized into multiple themes.

See a summary of those themes below, listed from most common to least:

- Progressive features mentioned in 45 responses
- Lighting mentioned in 28 responses
- Areas for different skill levels mentioned in 26 responses
- Large area mentioned in 24 responses
- Seating mentioned in 19 responses
- Including a variety of terrain mentioned in 18 responses
- Accessible by transit mentioned in 14 responses
- Washrooms mentioned in 14 responses
- Drinking fountain or water-filling station mentioned in 14 responses
- Accommodate multiple sports mentioned in 13 responses
- Small or smaller features mentioned in 12 responses
- Viewing area for users and spectators mentioned in 11 responses
- Bowl or pool mentioned in 9 responses
- Area for children mentioned in 9 responses
- Shade mentioned in 9 responses
- Open space mentioned in 8 responses
- Accessible paths and entrances mentioned in 8 responses
- Wheelchair accessibility mentioned in 8 responses
- Location mentioned in 8 responses
- Flow mentioned in 7 responses
- Street features mentioned in 6 responses
- Accessibility ramps mentioned in 5 responses
- Classes or lessons mentioned in 5 responses
- Flat ground or space mentioned in 5 responses
- Indoor skatepark mentioned in 4 responses
- Pump track mentioned in 4 responses
- Concrete mentioned in 3 responses
- Heating mentioned in 3 responses
- Good or clear sightlines mentioned in 3 responses
- Kid-friendly mentioned in 3 responses
- Gathering and/or rest area(s) mentioned in 3 responses
- Signs outlining park etiquette and uses mentioned in 3 responses
- Connection to existing foot/bike trails mentioned in 3 responses
- Accessible for adaptive skaters/riders mentioned in 2 responses

- Community art space or artwork from local artists mentioned in 2 responses
- Paths with rollers and banks leading to skatepark mentioned in 2 responses
- Wayfinding signage mentioned in 2 responses
- Universal access mentioned in 2 responses
- Free or low cost admission mentioned in 2 responses
- Near road access mentioned in 2 responses
- Low rails mentioned in 2 responses
- Coping on bowl, ledges and other features mentioned in 2 responses
- Half pipes mentioned in 2 responses
- Colourful or coloured features mentioned in 2 responses
- All-season or year-round use mentioned in 2 responses
- Stroller accessible mentioned once
- Roll-in sections on bowl mentioned once
- First aid mentioned once
- Security cameras mentioned once
- Ice rink mentioned once
- Swimming pool mentioned once
- Reduce greenspace loss and avoid disruption to other areas mentioned once

See a complete list of text responses below:

- include all levels and abilities of types of obstacles
- shade, lighting
- by adding a different variety of obstacles open to beginner but also not too small for advanced
- Don't over do it, keep it simple.
- Coloured features for the visually impaired, covered seating, year-round restrooms and water fountains/refill stations, and lights
- Lights and a water fountain
- Small obstacles area
- Slappy and DIY spots are great for beginners as they're usually small and some more technical ledges, rails and banks for the more advanced
- Consider space between things to skate on, having different sizes and heights for different skill levels, include places to leave personal belongings, water
- Easy parking space
- Add a path/sidewalk from the bus stop on Bathurst as well as some path from Bainbridge/Raoul Wallenberg that isn't the road (not smooth, and not safe to encourage riding on the road). Would be really unique if there were features to pump (like rollers, banks, A frames) on the pathways in.
- Different tiers of obstacles
- Put it as close to TTC stops as possible
- space between features - benches for parents to sit out of the way
- make it accessible to beginners to advanced skateboarders
- Make it big to have all features
- Adding lights to keep the area safer in the evenings. Having signage indicating that boards/action sports are required to use it (not a playground)
- Have obstacles for all levels
- Do not let others hang out in the skatepark who does not skate
- Water Fountains
- Open for all age and rides
- Have stuff for all levels
- Keep it separate from kids playgrounds. Those little fellas wander
- If near a bike lane, and parking.
- Parkings
- Features suitable for all types of action sports
- Larger setups for bikes and more advanced skaters
- Have a section that is more flat ground with small obstacles and easy ramps to ride

- I think it would be great if the park increased in scale gradually. Say one side of the park is larger, and the other is smaller. Also, bmx riders require rails and ledges to be at least 12 inches tall to be reliably grinded on, many of the ledges at stanley greene are too low for bmx pegs which is a major oversight..
- Ttc more often, lights for when it's dark
- Variety, sections for skill level
- Not far from free parking
- Basics first, then more challenging obstacles
- Have good illumination at late hours and well design obstacles
- Include obstacles for all skill levels.
- I know it's difficult to get a lot of space but the more that you can get, the more everyone can feel like they have their own space to work on their own craft
- Don't make it too difficult - see ellesmere skate part
- Make it big, the larger the park the more people will want to come. Also make some parking space
- Accessible for adaptive skaters/riders
- ldk
- Features for all styles and levels of riding, and good seating area (with shade would be a plus)
- Make it a large skate plaza, give people more space
- Have each section connected by ramps that someone in a wheelchair could roll through easily, but still good for skateboarding. plaza style.
- Build a bowl, build a street, see new park in Stoney creek or lake wilcox
- Flow between obstacles. Places for people / kids to sit that don't interfere the flow of older advanced skaters / riders
- Yes
- Lights, easy access to parking, proximity to bathroom and water.
- Lights, access to running water, shade, a viewing area, lessons
- Social media
- In terms of routes to the skatepark the park is already close to transportation and main roads. However, for the park itself I think it's important to understand that people with physical and mental disabilities may want to use this park. With that being said adding ramps on opposite sides of stair sets would be ideal or adding smaller features to the some parts skatepark may be a good idea.
- Make it indoor
- lights at night
- Lights and not far from Bathurst street
- Creating spaces for all riding abilities. Some parks have tyke sections where the younger ones or beginners can build their skills.
- Parking
- bigger park
- Turn it into a park that isn't for skateboarding at all, something thAt more of the community will use
- give a few beginner obstacles
- Including all different kinds of setups that suit every level.
- Don't put a fence around it??? It's a public park. How is it not accessible to all?
- Offer all types of terrain and space from beginner to professional
- Everyone is free about first and for most I know there's a lot of Filipino on that area this would be a great opportunity for them to show case there talents or what to learn cause I know a lot of Filipino are too shy go to parks
- Having benches set around the side so people who are not participating have a place to view
- pathways, parking
- Large are with decent separation between street and transition fratures
- varying sizes in gap-jumps, rails and stairs
- I dont know
- It would need a water fountain near by as there is only 4 fountains in the whole park and each are quite separated
- Make beginner and advanced sections
- Near bus stop

- Have a park that flows well with clear sight lines and a progression of obstacles through the park that range from beginner to higher levels
- Ramps
- Small mini bowl are actually harder for a beginner skater to enjoy. Modern larger bowl with copings and roll in sections would benefit both beginners and more advanced skaters.
- Make it huge
- Washrooms
- Some way to separate scooter kids from adult skateboarders. I'm an adult beginner and parents drop off small kids with scooters and don't watch them, which becomes hazardous. I get hit and have been made to fall to avoid a collision more than once. All park uses should feel welcome and be safe so good park design could help avoid this.
- have lot's of parking and lots of space between obstacle
- Bigger space for wheel chairs
- Avoid tight and steep transitions. A lot of new parks try to fit too much into a small footprint and end up with cool bowls that are a bit too hard to skate for the majority of skaters. Better to err on gentler terrain everyone can skate and advanced skaters can learn to 'go big' on vs having parts go unused most of the time. (See Fundy Bay for an awesome example of a park everyone loves.)
- seating area
- A wide variety of features catering to beginners, experts and everyone in between. Both bowls & street elements.
- Access by road or ttc
- a good balance of advanced, intermediate, and beginner level obstacles
- Combination of everything
- Ttc accessible
- Enough run up on all sides
- Bathrooms
- Signage pointing out the park
- Having open easy access to disabled and folks who can walk.
- Lights and indoor potential with tents and radiant heating
- Provide seating and shade!
- beside bus
- Make it big!
- Have a rest spot or community spot by or in the park
- Try and have all elements have beginner, intermediate and advance options. Easier said than done..
- lots of shade and seating, keep the park clean and friendly
- Ensure appropriate investment in a variety of high quality features that accommodate all styles of skateboarding
- Reframe from posting signs that promote segregation
- Close to bus stop or street
- Good amount of parking
- Add places within the skate park for people to spend time if they don't want to skate. Position these so that they are in safe, visible areas.
- Having a transition section separate from street features
- Ramps and lights
- beginner/small kids area and regular skatepark area separated from each other
- You guys need to build a beginner track
- Have all sorts of features to skate for everyone
- Structure for all of level of skaters
- Flat space
- Ask wheelchair skaters. They exist!
- Put it in the area close to Bathurst.
- Zero grade entry
- Understand that small kids will also want to use this in addition to older ones
- Street and bowl sections separated, as well as separated seating/bench areas so we don't have to take up space on the boxes

- Variety of skate features so skaters can find their own spaces in the park(larger park)
- Make a middle size park so it's still fun for bmx and skate kids don't find obstacles too large.
- Need to have beginner and advanced areas
- Have more rollerskate friendly obstacles
- ?
- Have components for all different skill levels.
- Heating stations water fountains
- big
- make it large
- Close to Bathurst street
- N/A location is perfect, just a matter of transiting and it's near a popular university (
- Make sure it's a big park and try to accommodate to many different skating styles (i.e street, bowl, etc.)
- Offer city run lessons
- Lights
- Not sure
- Multiple ramps to the skate park beside stairs
- Ban scooters (joke)
- Colourful and inviting to women
- Make it wheelchair accessible, more inclusive to youth
- Seating, area for small children
- Sports camps to properly train those that wish to use the facility safely and properly.... It isn't a dog park, it's a skate park and inexperienced people make skateparks a dangerous place for all
- Consult with local skateboarders on the design
- As many different features as possible
- Everyone welcome bikes, scooters, skateboards etc
- Use design elements to both create flow AND designated spots for beginners and parents. When a small feature is in the middle of the park, it creates traffic that can be dangerous for all.
- No scooters allowed
- Making sure there's best of both worlds, small obstacles and large
- Night lighting, garbage cans, spectator seating just outside the park, water filling station
- Pools draw adults, who bring their kids, who make the park family friendly. The worst is a place for teenagers to smoke and drink.
- Allow all types of riding
- N/A
- Not too much transition. Make sure there's good seating so people don't sit on the obstacles
- having concrete trails, shaded concrete space and accessible bathrooms for spectators in wheelchairs.
- Allowing bikes, inline skates, roller skates and any other mode of freestyle
- Small sections and big feature sections
- Easier to get you, with no stairs. Big enough so it can be shared easily.
- Make it fun
- Break sections by skill level.
- Bigger space
- transit access, lights at night
- be Near ttc
- Have water fountains in the park and washrooms, nearby helps with people who dont have cars to drive someone to find one as some skateparks dont have waterfountains/washrooms in them. Shaded areas for sunny days to rest under for those sensitive to the sun and heat.
- Stop using skateboard as a default term
- Do not try to cram in too many features for the space. Focus on quality, smooth concrete that will last, and a few quality features like bowls and half pipes that are spaced out adequately.
- Commutable, foster the community to take care of their own park
- Lights, seating, bike racks, shade
- Parking lot and washrooms and lights

- Feature for all level, classes to learn skills
- Bus stop nearby
- Having different sections of varying difficulties
- Create a park that would work for all kinds of skating including non skateboarders.
- Washroom/ water fountain
- Make it huge oversized
- Lighting is very important
- Good sightlines and viewing area - some of us just want to watch!
- Make it large. Have two or three distinct zones for varying abilities
- Have a variety of obstacles and more open flow design
- Multiple ramp heights, a large space with enough free area to coast
- Make it open all the time with lights for when it turns night
- Putting it closer to Bathurst and Shepard instead off futher down in the Earl Bails valley
- My daughter is in a wheelchair and loves to come watch her big brother in the skate park. It would be nice if there was flat ground to be able to bring her to watch her brother. There is a skate park in Downsview park that has lots of accessibility and makes it very easy for us to bring my daughter along with us.
- make sure existing park pathways connect to the skatepark
- Ban scooters.
- Make the skating park for all levels.
- Please think about BMX and MTBs when designing features.
- Make sure there's AMPLE parking nearby. Plan ahead -- this could be a site that attracts events if appropriate infrastructure is in place. Provide winterized bathrooms. Install in-ground heating for year-round use. Provide clear signage on where it can be found in the park. Provide connections to flat trails that can be used by those who just want to skate, etc. for exercise vs doing tricks.
- Have a beginner area as well as advanced.
- For all the people who like the skatepark to enjoy these areas, it should be grouped or divided by degree of difficulty according to age and experience, sometimes they mix between adults and small children, and this makes it difficult to carry out the activity. On the other hand, considering that you cannot enjoy this activity for almost 6 months due to the snow, it would be important for it to be indoors, since at this time my son and many children would like to enjoy this activity but they must pay 20 dollars. for two hours in Mississauga to be able to do it, considering that we live in North York.
- dont build it we dont want construction ruining the scenery. lots of people walk on there everyday to escape the noise of the city and experience nature. if you must build this please do it near the community centre we dont want it anywhere near the walking path that leads to the golf course pond. really dont want the construction or the sound of skaters near the path area and please dont mess up any forest remove trees for this project.
- Different levels/ ramp sizes so there is space for experts to practice and also smalls ramps/ space for beginners
- Lots of space
- If it has an area for smaller kids and there can be held skating classes
- Side walk leading to the park from / on path to park there should be rollers and banks so you can warm up on your way to the park
- Have benches for people to sit and watch kids in the shade so parents and seniors are comfortable bringing kids often.
- It should be a good mix of obstacles that are easier to skate, advanced skaters will skate any obstacle anyway.
- Smaller and bigger ramps
- Lights for nighttime. Furthest away from Bathurst street would be best
- include artwork from local artists in the concrete. It'd create an inviting environment over the bland greyness
- Large area with a variety of features including street skate area, bowl/ramp area, and pump track area.
- Include differnt levels of jumps and differnt steepnes.
- Have skate rentals for those who don't have their own.



- Lightning keep it safe
- Lots of small features! Don't assume bigger is better. Lights earlier in the morning & later at night. Places to sit & watch for adults. A mini-ramp/ramp feature- esp good for rollerskaters. Reminder: skateparks are public spaces dominated by men, often with a vibe of toxic masculinity. The more you include smaller features, flat space for beginners, a modest sized mini ramp w coping, the more you make the space welcome for rollerskaters (vast majority are women or non binary/trans) and beginners.
- Sections for more technical skaters
- Built in pool
- Make more parking spaces, lots of benches, proper lighting
- I think adding a small staircase to entice beginners to try more thrilling stuff or adding a nice mat pad which would be versatile for beginners and intermediates
- Make varying levels of features. Ways for newer skateboarders to work up to different challenges and build skills towards more challenging manoeuvres
- Don't it's a bad idea in the first place
- Make the skatepark as big as possible so there is space for beginners but room for advanced skaters
- Make it an art space / community art space project as well. Making it multi use
- coping ledge would be amazing for all sports of all skill levels
- Basketball court
- Lighting in ground to allow for use at night, or evenings
- open flow, dedicated spots for certain groups
- a lot of space
- Incorporating suggestions from all experience groups and segmenting them so that they do not collide
- Some beginner friendly features
- Look into options specific to wheel chair or any other type of "special assistance based" accessories.
- Different difficulties of rides
- Make the skatepark big with different levels of difficulty
- I don't know it's your job.
- Have different areas with ramps
- Entry level and advanced features
- Include seating for parents nearby with good sightlines
- Ramps, central location, close to parking lot, have a small one for the littles so a mom with different age group kids can tend to them at same time, so family functional
- Soften some of the 'edge' of the passion. Promote utilizing all the protective gear. Promote always respecting pedestrian, bicyclist, and motor vehicle operator.
- Washrooms and first aid available.
- Make it accessible to those with strollers
- Large with lots of different options and sizes
- Once again destroying nature and replacing it with concrete. The park is not accessible on a summer weekend. There is limited parking and high pollution levels from all the BBQs.
- Skateboarders likely do not have access issues but spectators might so wheelchair accessible viewing areas would be nice.
- Make every feature safe for progression (wide landings w multiple entries)
- Needs to have dirt jumps, and a pump track is a must. Look at sunnyside park as reference
- Have areas for all levels
- Water fountains, seating/benches
- As long as you have a section with smaller ramps / lower rails in addition to the larger ramps, that's a good starting place. It would be cool to see a few full half pipes but bowls are also good
- Lights at night and leaving the washrooms open late
- Ensure the skate park is for all levels of ability
- Ensure people with mobility issues can access the park for viewing.
- Kid friendly
- Make sure you build a pumptrack near it/around it...take a look at what they did in Uxbridge.

- A separation between beginner and advanced sections of the park so beginners don't feel intimidated
- Because it is a park I would say a ramp is fun!
- Ensuring there are spaces for beginners to practice without having to worry about bumping into others.
- I think an ice rink in the winter and a pool in the summer
- There should be some sections available for more experienced skaters, while also a section for beginners and younger kids who want to try out skating
- Condition it for all the seasons, kids deserve a place for these activities during the winter too.
- Have up and down tacks to maintain speed
- Think about all the different sports, we have their 26" wheel jump bikes that I like to read, skate parks and pump tracks, BMX, scooters, skateboarding no one wants to be left out.
- Please create sections for skateboarding at different level
- Make sure there are some beginner and advanced areas.
- Supervisor during operational hours. No bullying only peace and love
- Viewing platform for people with disabilities
- add features that help beginners be able to use it . make enough open space so people in wheelchairs have space to move around if they want to use it - having alot of open space that is flat ground also so many beginner and advanced can use it in harmony
- Since skateboards have wheels, the area should all be wheel accessible so flats and less stairs around
- Seperate the areas in degrees of difficulty allowing boarders to ease into the next levels without getting in the way of the more advanced skaters
- Make it large with many areas to communicate with other skaters. Having designs that incorporate group work can help the skatepark become more accessible.
- Parking for handicapped and bathrooms
- Low to no fee. Have a small side area for kids rollerblading and scootering
- Parking, available TTC transit accessible, additional small scale park with entry level features for newcomers
- Include sections & spaces for small kids / beginners separate from more advanced spaces/ages
- Create spaces for different levels
- No rules
- Etiquette is something that a sign might not be able to teach but is important for having an inclusive, respectable shared space
- Bathrooms, water fountains, open spaces, no stairs for accessing the park (not including obstacles)
- By making it accessible to all you make it less fun for actual target audience that would use it past the opening hype
- By having it in a clear space that isn't hidden away
- Sections for different level of skaters
- Include different terrain for all styles and difficulties!
- Lighting for after sunset. A small rail that's not too high off the ground.
- by not replacing any of the existing facilities to make way for the skateboard park.
- Bus stop close to skatepark
- Located it near the road areas or parking.
- Offer different levels of skating levels
- Make some areas for younger children, and sections for older children
- Variety in terrain
- Layout of the skatepark must flow well
- Clear thought put into the lines riders will use. Minimizing crossover between advanced and beginner lines so riders don't hit eachother
- Ensure you have an area for beginners/young children so they can learn while being safely away from more skilled riders.
- Make it concrete and permanent, not like the random features you see at Otter Creek. Make it like Vanderhoof
- -shadowed area for the summer months, -benches or seating space, -good lighting for fun after sundown. -washrooms? a water fountain.

- Outdoor skate and indoor skatepark
- By opening to all who want to come
- Include a place to watch
- If it HAS TO BE implemented, reduce the amount of greenspace loss. Do not overcrowd the park. Do not disrupt areas that are used for other events, such as school cross country races or Sunday community bbqs.
- Lit all night with safety cameras
- free admission
- Allow for scooters too
- Don't build it