

# Earl Bales Skatepark Phase 2 Summary Report

Earl Bales Skatepark – Phase 2 (Exploring Design Options)

City of Toronto – Parks, Forestry, and Recreation

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# Introduction

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In Phase 2 of the Earl Bales Skatepark community engagement process, the City and its design consultant worked off the [outcomes of Phase 1](#) to develop three design options for the new skatepark. These design options were presented to the community and Skatepark Champions for feedback and are being used to develop a preferred design for the skatepark.

This document provides a summary of the feedback and insights collected throughout the Exploring Design Options phase of community engagement. This phase included the following engagement activities:

- Skatepark Champions virtual meeting
- Virtual public meeting
- Online public 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 Skateboard Strategy, 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 facilities. Based on several criteria, Earl Bales Park has been selected as the best location to create a new skatepark for the local community. These criteria include:

- 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
- Safety considerations (i.e. clear sightlines and proximity to other amenities that will encourage “eyes on the skatepark”)

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

# How We Reached People

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The community was informed of the virtual public meeting and the online public survey through print and digital media. Participants in the Skatepark Champions meeting were informed of the meeting by email.

## Print media

### Notice boards

Large notice boards were placed near the site of the new skatepark. These notice boards displayed information about the project, details about the online survey and how to access additional information on the project webpage.

## Digital media

### Project webpage

The webpage ([toronto.ca/EarlBalesSkatepark](https://toronto.ca/EarlBalesSkatepark)) provided up-to-date information about the project, details about the engagement activities and a sign-up button for community members to subscribe to the mailing list and receive email updates.

### Targeted Stakeholder Emails

An email update was sent to a list of stakeholders notifying them of the upcoming engagement opportunities, including relevant dates, links and other details. The stakeholders included but were not limited to: local skate shops, skate clubs and the Toronto Skateboarding Committee.

### Mailing list

An email update was sent to the project mailing list notifying subscribers of the upcoming engagement opportunities, including relevant dates, links and other details.

### Social media advertisements

The engagement activities were promoted through paid advertisements and organic posts on the Parks, Forestry and Recreation division's [Facebook](#), [Instagram](#), and [X](#) accounts. The public meeting was promoted from January 29 to February 12, 2024, and the survey was promoted from February 14 to February 25, 2024.

# Design Options

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Three design options were presented for feedback in Community Engagement Phase 2. Each design had different footprints and different combinations of skatepark terrain and features.

The three design options were all approximately the same size – around 12,000 square feet (1,100 square metres).

All three design options are intended to reflect the project's guiding principles, which were developed in response to the Toronto Skateboard Strategy and Community Engagement Phase 1, and which state that the skatepark should have:

- Good flow
- Features for different skill levels; particularly those that support beginners such as smaller features, open flat space, ledges or curbs
- Areas for different skill levels
- Opportunities to progress from easier to more difficult terrain
- Supporting amenities for the skatepark, including seating, lighting and shade

For images of the three design options, go to Appendix A.

# Skatepark Champions Meeting

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As part of the community engagement program for the creation of this skatepark, the project team formed a team of Skatepark Champions 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.

In 2022, prior to Community Engagement Phase 1, the project team received 107 applications to be members of the Skatepark Champions. 16 Champions were selected, with members from the local community and city-wide, members as young as 12 and as old as 45, and self-identified BIPOC members, 2SLGBTQ+ members, and members with a range of skating skill levels from beginner to advanced.

Following Community Engagement Phase 1, design development was put on pause due to delays associated with the on-site archaeological assessments. Following this pause, some of the Champions in the initial group were no longer able to participate.

The project team re-selected three new Champions to participate in Community Engagement Phase 2, resulting in a group of 13 Champions total.

The demographics of this group of 13 Champions are described below:

- Three Champions were under the age of 18 when they applied; three were over 35.
- Five Champions self-identified as women, seven Champions self-identified as men, and one Champion self-identified as gender non-binary, gender fluid, gender queer and/or androgynous. One of the five Champions who self-identified as a woman also self-identified as a Trans Woman.
- Three Champions self-identified as members of the LGBTQ2S+ community.
- Three Champions self-identified as members of the BIPOC community.
- One Champion self-identified as a person with a disability.
- Three Champions considered themselves beginner-level skaters; nine considered themselves intermediate; one considered themselves advanced.

The project team convened a virtual meeting of the Skatepark Champions from 6 p.m. to 8 p.m. on January 23, 2024. The purpose of this meeting was to gather input from the Skatepark Champions on three draft skatepark design options prior to soliciting feedback on the design options from the broader community.

The project team presented the project timeline and engagement timeline. Design consultants presented different types of skatepark terrain and common skating vocabulary, key insights based on previous engagement, and draft park design options, including conceptual plans and diagrams. Discussion followed to collect feedback and comments.

## Who Participated

Of the 13 Skatepark Champions, six were in attendance.

The following City staff were in attendance:

- Rachel Weston, Senior Project Coordinator
- Ariel Stagni, Construction Coordinator
- Rosemary McManus, Senior Public Consultation Coordinator
- José Martí, Public Consultation Coordinator

Design consultants from New Line Skateparks Inc. were also in attendance. A founding member of the Toronto Skateboarding Committee also attended.

# Key Feedback

Champions discussed what worked well and what could be improved about each design option. The project team specifically asked Champions to consider how well the draft design options reflected major feedback from the phase 1 Champions meeting, at which the Champions indicated that the skatepark should have good flow, visual appeal and balance for different skill levels.

## Draft Design Option A

Layout/Flow: Champions felt that this design felt open and flowy. No improvements were suggested.

Visual Appeal:

- Champions felt that the design was somewhat standard and similar to other skateparks.
- Some suggested adding murals, street art/ graffiti or a faux brick pattern to make it stand apart.

Balance for Skill Levels:

- Champions found this design approachable and beginner friendly.
- One Champion noted that the manual pad feature would be especially popular with beginners.
- Another Champion suggested adding a mini ramp and kicker, which are popular features for beginner skaters.

## Draft Design Option B

Layout/Flow:

- Champions felt that this design had very good flow, noting the balance of features, separation of space, creative lines, opportunities for progression and combinations, and good synergy between features.
- However, a few Champions expressed concern that because of its linear design, this option might become congested or cramped.
- They suggested that more flat ground space be added to this design option.

Visual Appeal: Champions felt that this design option was geometrically unique and creative.

Balance for Skill Levels:



- Broadly, Champions felt that this design might be intimidating for beginner skaters.
- They felt that there was not enough pushing space between features and suggested adding flat ground space.
- They noted the curved ledge feature is a challenging one, suggesting that it be replaced with flat ground or an edge curb.

Other Comments: Champions liked several features in this design option, including the pole jam, stair and stacked manual pad, and technical street island in the centre of the design.

## Draft Design Option C

Layout/Flow:

- Champions said that the “V” shape of this design option means that it is less flowy, but several Champions agreed that the layout creates good separation of features and would be helpful in breaking up traffic.
- Champions suggested that the space in between the “v” be altered in various ways. One suggested bridging the two lanes to create more of a loop; a few suggested adding a snake run or pump track; another proposed providing a shaded area there.
- Champions noted that there were fewer transition style features in this design.

Visual Appeal: While several champions noted that while the “V” shape was unique, they felt that this design lacked a unique skateboarding feature that would serve as a landmark.

Balance for Skill Levels:

- Champions liked the variety of features for different skill levels.
- They also liked that the “V” shape created separate areas for the different skill levels, with one lane being more beginner-friendly and the other more advanced, and the option to progress from one to the other.
- A Champion suggested adding a perimeter curb along the west facing side of the park, which they felt would be usable by skaters of different skill levels.

Other Comments:

- Champions felt that design option C provided the greatest variety of obstacles.
- There was some disagreement between Champions as to whether a miniramp feature would be a good addition to this design.

## Design Changes

In response to the feedback from the Skatepark Champions, design consultants from New Line Skateparks Inc. made the following changes to the design options prior to presenting them for public comment.

### Changes to Design Option A:

- Added greater width and better spacing through the flat ground zone to make the skatepark more approachable and beginner friendly.
- Adjusted bank-to-curb feature to extend the bank profile, creating a longer run and a shallower slope to be friendlier to beginner skaters.

### Changes to Design Option B:

- Simplified the middle feature, removed bank profile and added a flat ledge opposite the hip on the east side to improve flow through the middle part of the design.
- Removed curved flat ledge feature and added a six-inch high curved curb on the west perimeter between the active skatepark and the seating area.

### Changes to Design Option C:

- Added greater width and better spacing through the flat ground zone to make the skatepark more approachable and beginner friendly.
- Added a six-inch high curb on the west perimeter between the active skatepark and the seating area.

## Virtual Public Meeting

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On February 12, 2024, the project team hosted a virtual public meeting to present and answer questions on the three design options for the new skatepark.

As in the Skatepark Champions meeting, the project team presented the project timeline and engagement timeline. Design consultants presented different types of skatepark terrain and common skating vocabulary, key insights based on previous engagement, and draft park design options, including conceptual plans and diagrams. The project team and design consultants then took questions from the attendees. Three Skatepark Champions also shared about how skateboarding has played a positive role in their lives.

## Who Participated

Nineteen community members attended the public meeting, including seven Skatepark Champions.

Councillor James Pasternak gave opening remarks.

The following City staff were in attendance:

- Rachel Weston, Senior Project Coordinator
- Ariel Stagni, Construction Coordinator
- Rosemary McManus, Senior Public Consultation Coordinator
- José Martí, Public Consultation Coordinator

Design consultants from New Line Skateparks Inc. were also in attendance.

## Key Feedback

Comments and questions during the public meeting focused on the themes below.

### Balance for Skill Levels

One commenter expressed concern that the street terrain that is prominent in these designs is too advanced for beginner skaters, and that beginners will cause congestion for more advanced skaters. Another commenter felt that the features were too easy, inquiring why there are no features over three feet high for more advanced skaters.

### Skate Features

One commenter felt that Option A lacks specific features such as stairs and a down rail. Another commenter liked the layout of features in Option C, noting that it allows for skaters to take new and different lines within the park. Another commenter noted that there are many mini ramps planned for other area skateparks, implying that it may not be needed at this park.

### Skatepark Location

Two comments focused on the location of the skatepark within Earl Bales Park. One expressed concern that the skatepark is next to the playground. The other mentioned that there is summer programming for people with special needs at Earl Bales Park and that program participants frequent the playground and splashpad.

# Online Survey

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To collect further feedback on the design options, the project team conducted an online survey from February 12 to February 25, 2024.

The survey presented all three design options, their features, and a brief explanation of what made each option distinct. Respondents were then asked to review each option individually and report on whether it met the following guiding principles:

- Good Flow
- Opportunities to progress from easier to more difficult terrain
- Areas for different skill levels
- Features for different skill levels; particularly those that support beginners such as smaller features, open flat space, ledges or curbs, etc.

Respondents also had the opportunity to write feedback or suggestions on how to improve each design option.

Finally, respondents were asked for their overall preferred option.

## Who We Heard From

The online survey received 199 complete responses from at least 675 participants of various ages and backgrounds, including members of the same household.

Survey respondents were asked to provide demographic information. This information helps the City understand who participated in the survey in order to ensure that a diversity of community members are reflected in the engagement process. Providing demographic information was optional.

Of the 199 respondents who completed the survey, 143 (70 per cent) identified as skateboarders. 83 identified as local residents interested in the development of these public spaces with knowledge of skateboarding. 42 identified as parents, guardians, or spectator of an active or prospective skatepark user.

A full summary of respondent demographics can be found in Appendix B.



## Key Feedback

When asked to rank the design options in order of preference, Option B and C were tied for the most preferred design option:

- 28 per cent of respondents ranked Option A as their top preference
- 36 per cent ranked Option B as their top preference
- 36 per cent ranked option C as their top preference

## Design Option A

In response to whether Option A met the guiding principles:

- Good Flow
  - 53 per cent chose yes
  - 36 per cent chose no
  - 11 per cent chose I don't know
- Opportunities to progress from easier to more difficult terrain
  - 55 per cent chose yes
  - 34 per cent chose no
  - 11 per cent chose I don't know
- Areas for different skill levels
  - 60 per cent chose yes
  - 32 per cent chose no
  - 8 per cent chose I don't know
- Features for different skill levels; particularly those that support beginners such as smaller features, open flat space, ledges or curbs, etc.
  - 73 per cent chose yes
  - 20 per cent chose no
  - 6 per cent chose I don't know

## Feedback comments

67 respondents chose to write a comment expressing feedback or suggestions on how to improve design option A.

Comments on the designs indicated the following themes:

- **Requests for different skate features** such as transition features like bowls and quarter pipes. Some commenters suggested adding more advanced features, while others suggested beginner-friendly features like a pump track. Additional feature suggestions included rails, gaps, stairs, and funboxes.

- **Suggestions for more variation of features** and concerns about similar or repetitive features in the existing design.
- **Suggested changes to the design option** such as: replacing the DIY barrier with a quarter pipe, ensuring adequate landing space for obstacles like the bank turn around or adding wider mini ramps.
- **Concerns about flow**, highlighting issues such as tight spacing. Commenters suggested creating a more rounded layout, separating the mini ramp from other features and adding obstacles that allow for multiple directions of movement to prevent collisions.
- **Concerns about the balance for different skill levels**, with commenters expressing that the existing obstacles are too low and predominantly suited for beginners.

## Design Option B

In response to whether Option B met the guiding principles:

- Good Flow
  - 66 per cent chose yes
  - 27 per cent chose no
  - 8 per cent chose I don't know
- Opportunities to progress from easier to more difficult terrain
  - 72 per cent chose yes
  - 18 per cent chose no
  - 9 per cent chose I don't know
- Areas for different skill levels
  - 72 per cent chose yes
  - 21 per cent chose no
  - 7 per cent chose I don't know
- Features for different skill levels; particularly those that support beginners such as smaller features, open flat space, ledges or curbs, etc.
  - 78 per cent chose yes
  - 17 per cent chose no
  - 6 per cent chose I don't know

## Feedback comments

47 respondents chose to write a comment expressing feedback or suggestions on how to improve design option B.

Comments on the designs indicated the following themes:

- **Requests for different skate features**, including transition elements such as mini ramps, half pipes, bowls and pump tracks. Some comments suggested

incorporating beginner-friendly drops and wider stair sets to accommodate different skill levels.

- **Suggested changes to the design option** such as: adjusting the pole jam's proximity to the downramp; replacing the long, curved curb with features like ledges, manual pads, or quarter pipes; or splitting the central box into two with different difficulty levels.
- **Concerns about flow**, with comments indicating that respondents felt the layout of features and clustered island could cause congestion. Suggestions to reduce crowding included straightening the curved ledge, repositioning the stairs and reconsidering the design of the central obstacle.
- **Concerns about the balance for different skill levels**, with comments indicating that respondents felt this option's features and flow were less accessible for beginners. Suggestions to make it more beginner-friendly included adding elements such as simple drops and replacing the island of flat ledges with features that cater to beginners.

## Design Option C

In response to whether Option C met the guiding principles:

- Good Flow
  - 69 per cent chose yes
  - 26 per cent chose no
  - 5 per cent chose I don't know
- Opportunities to progress from easier to more difficult terrain
  - 73 per cent chose yes
  - 21 per cent chose no
  - 6 per cent chose I don't know
- Areas for different skill levels
  - 78 per cent chose yes
  - 17 per cent chose no
  - 5 per cent chose I don't know
- Features for different skill levels; particularly those that support beginners such as smaller features, open flat space, ledges or curbs, etc.
  - 81 per cent chose yes
  - 13 per cent chose no
  - 6 per cent chose I don't know

## Feedback comments

63 respondents chose to write a comment expressing feedback or suggestions on how to improve design option C.

Comments on the designs indicated the following themes:

- **Requests for different skate features**, including transition elements such as mini ramps, half pipes, or bowls. Some commenters mentioned adding ramps, rollers or pump tracks to enhance flow, while others suggested adding manual pads for beginner skaters.
- **Suggested changes to the design option**, such as making the flat bank hip steeper, changing the round end of the A-frame to a straight cut, adding another ledge of different height or increasing the height of the ledges, and replacing the tabletop with a hubba.
- **Mixed views about flow.**
  - Multiple comments were positive, praising this design's flow and inclusion of space and features for different skill levels.
  - Other comments expressed concerns about the spacing between certain obstacles, and others were critical of the V shape layout, suggesting that it was not a good use of space.
- **Concerns about the balance for different skill levels** with suggestions for adding beginner-friendly features such as flowing ramps, rollers and a pump track.

## General Feedback

Respondents were invited to share general feedback for how the skatepark can be more welcoming, inclusive and accessible. 80 respondents chose to write a comment expressing feedback or suggestions.

Comments focused on the following topics:

- **Shade and Seating:** Respondents emphasized the importance of shade and seating areas within the skatepark for relaxation and extended stays. Suggestions included adding shade structures, benches, picnic tables and umbrellas to make the park more comfortable for users and spectators.
- **Additional Amenities:** Several comments mentioned the desire for additional amenities such as water fountains, bathrooms, lighting for night use and storage huts for rental equipment.
- **Beginner-Friendly Features:** Comments advocated for features tailored to beginners, including open space for learning fundamentals, mini ramps and areas with small bumps for young children on scooters.
- **Safety and Signage:** Some comments focused on safety concerns regarding the proximity of the skatepark to other areas, such as the playground. Suggestions included adding clear signage, separate entrances and gates to enforce rules and prevent accidents.



- **Varied Uses vs Exclusivity:** Some comments highlight the importance of catering to a diverse range of users, including roller skaters and bikers. Other comments suggested regulating park usage to ensure it remains primarily for skateboarders and to prevent interference from other activities or users.
- **Community Engagement and Memorials:** Some comments proposed community engagement initiatives, such as instructional programs for kids and memorializing local residents who were passionate about skateboarding.
- **Infrastructure Improvements:** Some comments focused on infrastructure improvements such as paved pathways, bike locks and garbage cans to enhance convenience and cleanliness within the park. Several comments included requests for another pathway and entrance to the skatepark.
- **Art and Aesthetics:** A few comments suggested incorporating colorful art and murals into the park to enhance its aesthetic appeal and reflect the local community.

## Next Steps

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The City's design consultant will develop a preferred design option for the skatepark based on all the inputs gathered through public engagement to date, including feedback provided through the Skatepark Champions meeting, the virtual public meeting and the online survey. In the next phase of public engagement, the preferred design option will be shared with the community for feedback, and then refined and developed as a final design in the detailed design phase.

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# Appendix A: Design Options

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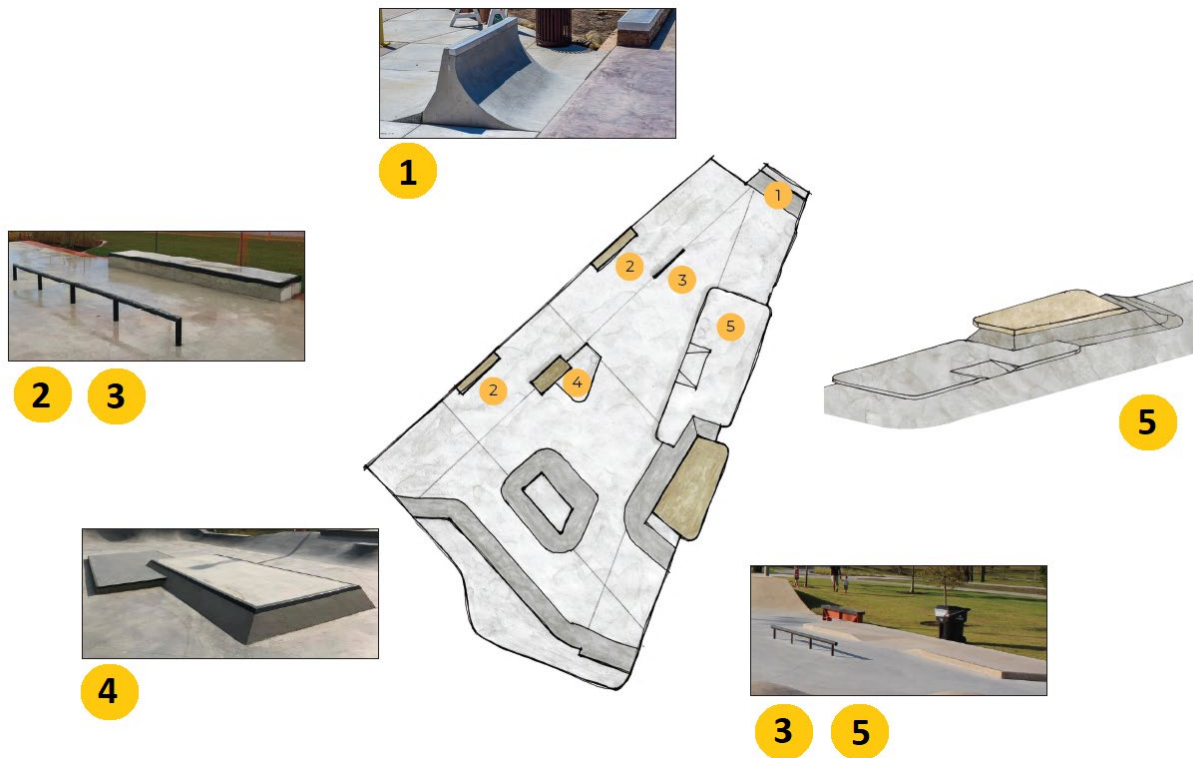
## Design Option A

Design Option A includes:

- Mostly technical street features, with a few transition features.
- A layout with characteristics and features beginners will appreciate, like:
  - open space
  - features to ride onto from flat, like curb cuts, mellow banks and quarter pipes
  - manual pad/out ledge feature
- A small mini ramp.

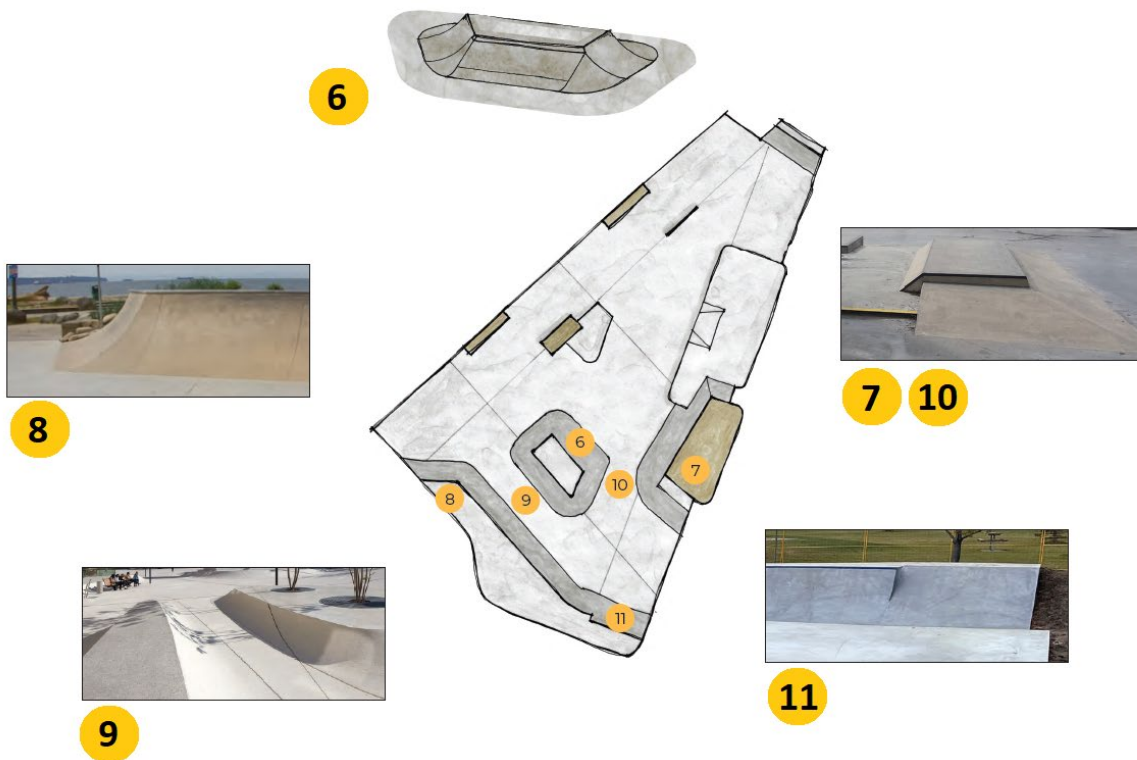


Design option A for the north area of the park, with images labelled with numbers 1 through 5:



1. 2-foot 6 inch 'DIY' style transition turn-around
2. 14-inch flat ledge
3. 14-inch flat rail
4. Manual pad / out ledge
5. 6-inch manual pad with curb cut

Design option A for the south area of the park, with images labelled with numbers 6 through 11:



- 6. Bank to curb
- 7. Step-up manual pad
- 8. 3-foot transition hip
- 9. 3-foot mini ramp
- 10. 2-foot 3 inch bank hip
- 11. 3-foot bank turn-around



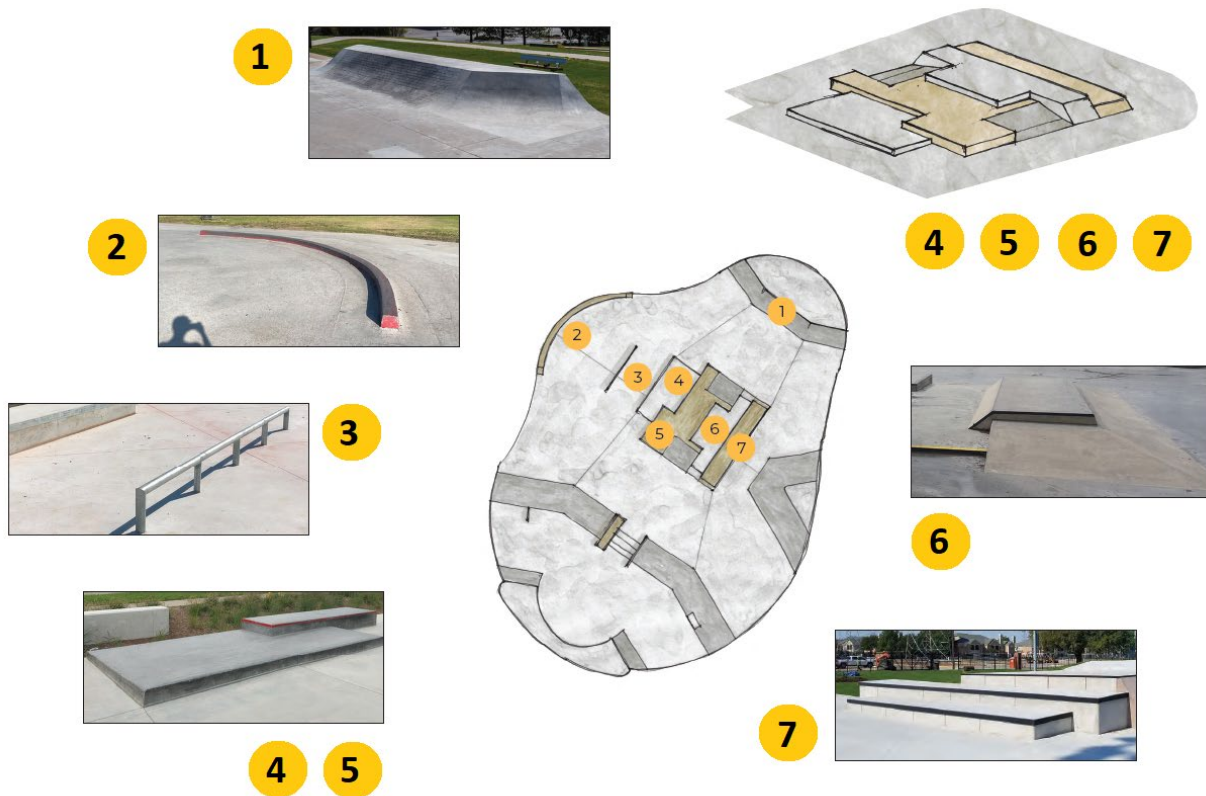
## Design Option B

Design Option B includes:

- A balance of flowing street features and technical street features.
- A layout with characteristics and features beginners will appreciate, like:
  - open space
  - features to ride onto from flat, like curb cuts, mellow banks and quarter pipes
  - a technical street island feature
- An overall more curved design when compared to Design Option A and C

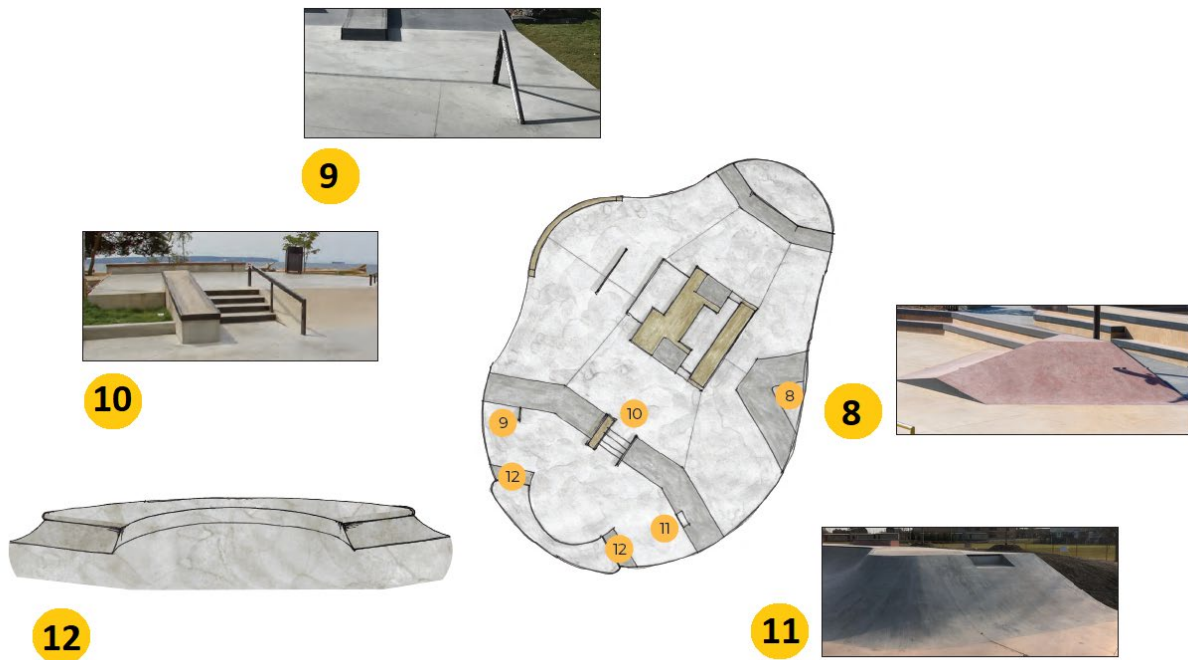


Design option B for the north area of the park, with images labelled with numbers 1 through 7:



1. 3-foot transition turn-around / hip
2. 6-inch curved curb
3. 14-inch flat rail
4. 6-inch manual pad
5. 14 inch out ledge
6. Step-up manual pad
7. 12-inch flat ledge

Design option B for the south area of the park, with images labelled with numbers 8 through 12.



- 8. 2-foot 6-inch bank hip
- 9. Pole jam
- 10. Four stair set with hubba ledge and down rail
- 11. Up-gap
- 12. Small 2-foot transition turn-around

## Design Option C

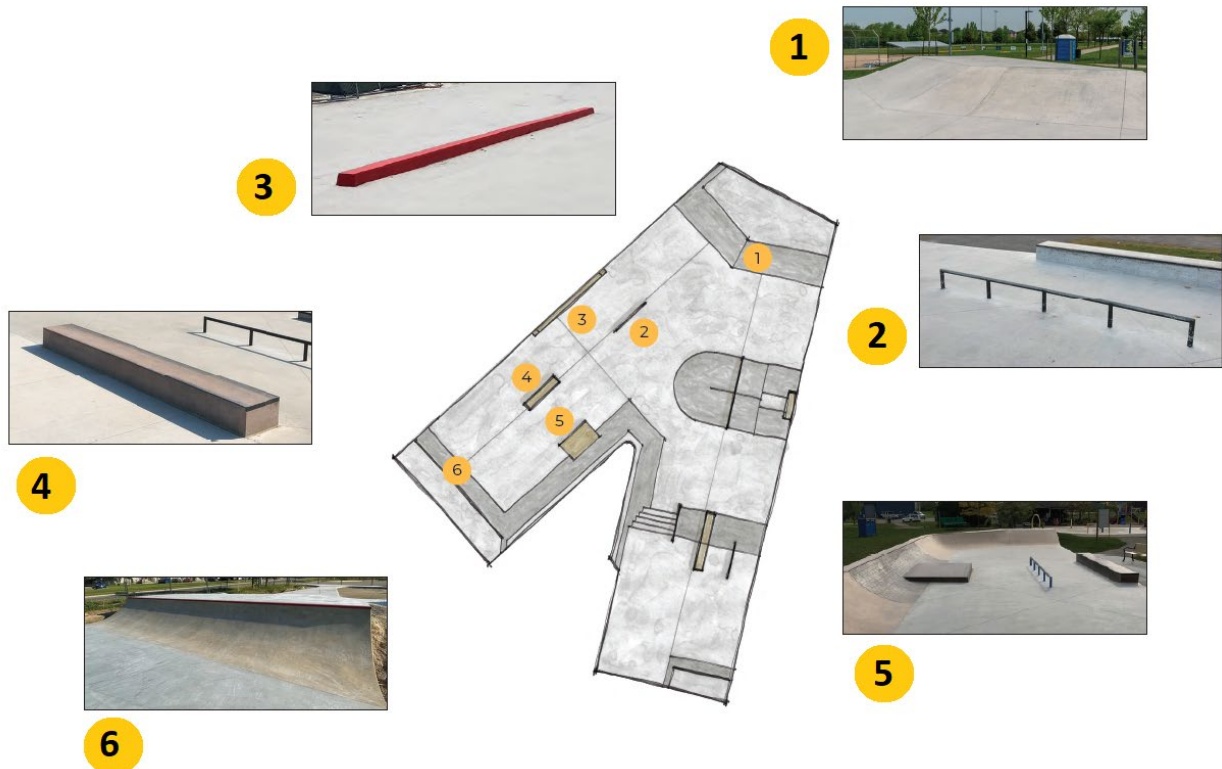
Design Option C includes:

- A balance of flowing street features and technical street features.
- A layout with characteristics and features beginners will appreciate, like:
  - open space
  - features to ride onto from flat, like mellow banks and quarter pipes
  - a slappy bank with an inset manual pad feature
- A V-shaped design that provides a separation between the technical street lane (closer to the playground) and the flowing street lane (farther from the playground).



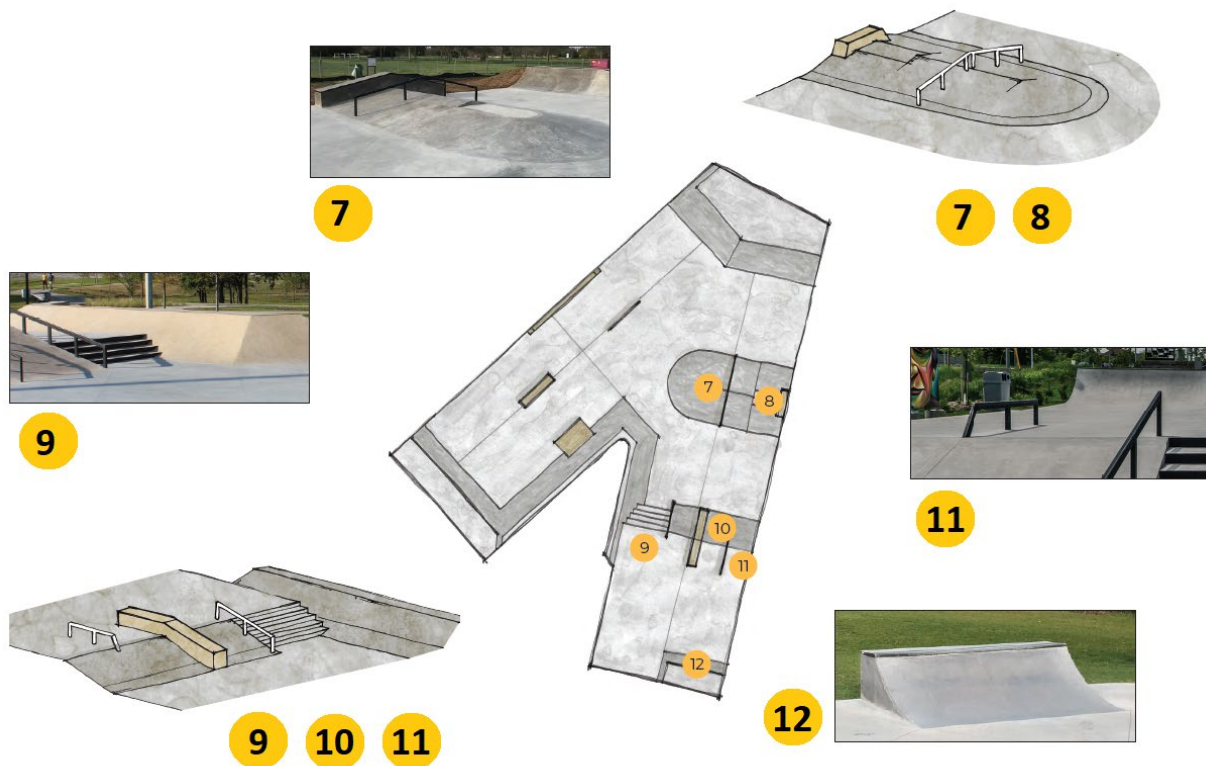


Design option C for the north area of the park, with images labelled with numbers 1 through 6:



1. 3-foot bank turn-around / hip
2. 14-inch flat rail
3. 6-inch slappy curb
4. 14-inch flat ledge
5. Slappy bank with inset manual pad
6. 3-foot transition turn-around









Design option C for the south area of the park, with images labelled with numbers 7 through 12:



- 7. A-frame with rooftop rail
- 8. Table top with ledge
- 9. 5 stair set with down rail
- 10. Hubba / out ledge
- 11. Slappy out rail
- 12. Small 1-foot 6-inch transition turn-around





# Appendix B: Survey Respondent Demographics

Which of the following best describes you? Select all that apply.

	Count	% of responses	%
A skateboarder	143		70%
I am a local resident interested in the development of these public spaces with knowledge of skateboarding	83		41%
A parent/guardian/spectator of an active or prospective skatepark user	42		21%
A rollerskater or rollerblader	31		15%
A BMX rider	27		13%
I am a local resident interested in the development of these public spaces with limited knowledge of skateboard	25		12%
A scooter rider	13		6%
Other (list):	8		4%





N 204

How you would describe your skateboarding/riding ability?

	Count	% of responses	%
Beginner	38		19%
Intermediate	85		42%
Advanced	66		32%
I don't skate or ride	15		7%









N 204

## How often do you skate or ride?

	Count	% of responses	%
1-2 times a month	36		18%
1-2 times a week	64		31%
3+ times a week	83		41%
I don't ride or skate	21		10%

N 204

## What is the age of the person filling out this survey?







	Count	% of responses	%
0 to 4 years old	1		1%
5 to 12 years old	0		
13 to 18 years old	22		11%
19 to 29 years old	83		42%
30 to 39 years old	52		26%
40 to 55 years old	31		16%
56 to 64 years old	5		3%
65 to 74 years old	1		1%
75 years old or above	0		
Prefer not to answer	4		2%

N 199

## Excluding yourself, how many people of each age group participated in this survey?










- 0 to 4 years old = 10
- 5 to 12 years old = 40
- 13 to 18 years old = 96
- 19 to 29 years old = 151
- 30 to 39 years old = 75
- 40 to 55 years old = 41
- 56 to 64 years old = 13
- 65 to 74 years old = 10
- 75 years old or above = 6
- Prefer not to answer = 75

**Gender identity is the gender that people identify with or how they perceive themselves, which may be different from their birth-assigned sex. What best describes the gender of the person filling out this survey?**

	Count	% of responses	%
Man	142		71%
Woman	36		18%
Prefer not to answer	14		7%
Gender non-binary (including gender fluid, genderqueer, androgynous)	6		3%
Not listed, please describe	4		2%
Trans woman	1		1%
Trans man	0		
Two-Spirit	0		

N 199












**Sexual orientation describes a person's emotional, physical, romantic, and/or sexual attraction to other people. What best describes the sexual orientation of the person filling out this survey?**

	Count	% of responses	%
Heterosexual or straight	139		70%
Prefer not to answer	35		18%
Bisexual	10		5%
Not listed, please describe	8		4%
Lesbian	5		3%
Queer	4		2%
Gay	3		2%
Don't know	3		2%
Two-Spirit	1		1%

N 199












**People often describe themselves by their race or racial background. For example, some people consider themselves "Black", "White" or "East Asian". Which race category best describes the person filling out this survey? Select all that apply.**

	Count	% of responses	%
White (e.g. English, Greek, Italian, Portuguese, Russian, Slovakian)	89		45%
Prefer not to answer	31		16%
More than one race category or mixed race	24		12%
Southeast Asian (e.g. Filipino, Malaysian, Singaporean, Thai, Vietnamese)	22		11%
East Asian (e.g. Chinese, Japanese, Korean)	18		9%
Black (e.g. African, African-Canadian, Afro-Caribbean)	12		6%
Arab, Middle Eastern or West Asian (e.g. Afghan, Armenian, Iranian, Lebanese, Persian, Turkish)	9		5%
Latin American (e.g. Brazilian, Colombian, Cuban, Mexican, Peruvian)	9		5%
Other, please describe	9		5%
First Nations (status, non-status, treaty or non-treaty), Inuit or Métis	8		4%
South Asian or Indo-Caribbean (e.g. Indian, Indo- Guyanese, Indo-Trinidadian, Pakistani, Sri Lankan)	4		2%




N 199

**What language do you prefer speaking?**

	Count	% of responses	%
English	184		92%
Prefer not to answer	7		4%
Chinese - Cantonese	2		1%
Arabic	1		1%
Chinese - Mandarin	1		1%
Somali	1		1%
Spanish	1		1%
Ukrainian	1		1%
Not listed, please describe	1		1%





N 199

**Indigenous people from Canada identify as First Nations (status, non-status, treaty or non-treaty), Inuit, Métis, Aboriginal, Native or Indian. Does the person filling out this survey identify as Indigenous to Canada?**

	Count	% of responses	%
Yes	16		8%
No	165		83%
Prefer not to answer	18		9%





N 199

**Disability is understood as any physical, mental, developmental, cognitive, learning, communication, sight, hearing or functional limitation that, in interaction with a barrier, hinders a person's full and equal participation in society. A disability can be permanent, temporary or episodic, and visible or invisible. Does the person filling out this survey identify as a person with a disability?**

	Count	% of responses	%
Yes	19		10%
No	155		78%
Don't know	4		2%
Prefer not to answer	21		11%

N 199

**Excluding yourself, does anyone in your household identify as a person with a disability?**

	Count	% of responses	%
Yes	17		9%
No	154		77%
Don't know	3		2%
Prefer not to answer	25		13%

N 199

# Appendix C: Survey Results

## Does Design Option A meet the following guiding principles?

	Average	Count	% of responses
Good flow	29%	233	<div> <div>53%</div> <div>36%</div> <div>11%</div> </div>
Opportunities to progress from easier to more difficult terrain	28%	233	<div> <div>55%</div> <div>34%</div> <div>11%</div> </div>
Areas for different skill levels	24%	233	<div> <div>60%</div> <div>32%</div> <div>8%</div> </div>
Features for different skill levels; particularly those that support beginners such as smaller features, open flat space, ledges or curbs, etc.	17%	233	<div> <div>73%</div> <div>20%</div> <div>7%</div> </div>

Yes
No
I don't know

N 233

## Do you have feedback or suggestions on how to improve this design option?

	Count	% of responses	%
Yes	79	<div> <div></div> </div>	34%
No	154	<div> <div></div> </div>	66%

N 233

## Does Design Option B meet the following guiding principles?

	Average	Count	% of responses
Good flow	21%	211	<div> <div>66%</div> <div>27%</div> <div>8%</div> </div>
Opportunities to progress from easier to more difficult terrain	19%	211	<div> <div>72%</div> <div>18%</div> <div>9%</div> </div>
Areas for different skill levels	18%	211	<div> <div>72%</div> <div>21%</div> <div>7%</div> </div>
Features for different skill levels; particularly those that support beginners such as smaller features, open flat space, ledges or curbs, etc.	14%	211	<div> <div>78%</div> <div>17%</div> <div>5%</div> </div>

Yes
No
I don't know

N 211

Do you have feedback or suggestions on how to improve this design option?

	Count	% of responses	%
Yes	58	<div></div>	27%
No	153	<div></div>	73%

N 211

Does Design Option C meet the following guiding principles?

	Average	Count	% of responses
Good flow	18%	206	<div><div>69%</div><div>26%</div><div>5%</div></div>
Opportunities to progress from easier to more difficult terrain	17%	206	<div><div>73%</div><div>21%</div><div>5%</div></div>
Areas for different skill levels	14%	206	<div><div>78%</div><div>17%</div><div>5%</div></div>
Features for different skill levels; particularly those that support beginners such as smaller features, open flat space, ledges or curbs, etc.	13%	206	<div><div>81%</div><div>13%</div><div>5%</div></div>

Yes  No  I don't know

N 206

Do you have feedback or suggestions on how to improve this design option?

	Count	% of responses	%
Yes	66	<div></div>	32%
No	140	<div></div>	68%



N 206

Please rank the design options in order of preference, with 1 being your most preferred and 3 being your least preferred.

	% of responses	%
Design Option C	<div></div>	36%
Design Option B	<div></div>	36%
Design Option A	<div></div>	28%

N 204

**Do you have any feedback about how the skatepark can be more welcoming, inclusive and accessible?**

	Count	% of responses	%
No	124		61%
Yes (list):	80		39%

N 204

# Appendix D: Survey Text Responses

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**Do you have feedback or suggestions on how to improve Design Option A?  
Please briefly provide your feedback/suggestions below. (66 responses)**

- open areas are worse for beginners. Little kids like to obstacles and to ride up and down. Open space and tech street are MUCH more advanced terrain. That terrain is boring for young children and beginners.
- Open space is not interesting to beginners. Beginners see obstacles and want to ride up and down them. Flat land is only used by higher level riders who know how to do flatland tricks. The fact that open space is considered beginner terrain here is a fallacy. Think of a small chip on rollerblades. Are they going to want to ride around a flat rail or are they going to want to go up and down the slides?
- I think this is mostly a street skateboard park...which is great...but there isn't much in the way of bowls, transition...
- too much open space. If people wanted to skate on the flat they could do it at home. Beginners, especially little kids, like to ride up and down the obstacles. This is why pump tracks have become so popular lately. They are basically rollercoaster tracks for kids. Beginners do not know how to use the flat land. They don't know what tricks exist or how to do them. This will be wasted space.
- Add a poll jam and maybe a different type of mani pad
- Not sure if the scale in my mind is off but one thing I would like is a flat ground area without any obstacles around. Would be great to just practice tricks without worrying about being in someone's way that is grinding a box for instance.
- I feel the features are choppy and don't have much flow. I couldn't imagine the run or the course I would take to get around the skatepark. Is there such thing as a people maneuver diagram that could visualize the flow? Skateboards or rollerblades or scooters are technically transportation, after all.
- Add something (fire hydrant, concrete orb) to ollie (jump) over at the curb cut obstacle.
- A decent bowl with a height extensions that's flows to quarter pipe(Lindsay skatepark as an example) more importantly needs to be covered to extend the riding time through winter.
- add more flow, less technical terrain
- You could have a mellow hip beside the DIY ledge so that beginners also have a way to turn around at that end of the skatepark
- please include slappy curbs
- More and bigger transition features
- Would like to see a bowl or transition, flowing pump style path
- Miniramp coils be a bit wider
- I assure you this design will cause ALOT of problems
- Make use of the space more. Most of these obstacles are the same or very similar.
- On the bank turn around, make sure there's some landing space so people can treat it like a flyout.



- I am a park roller skater. There aren't as many of us as there are skateboarders, but we use these spaces, too. Also, park skaters are overwhelmingly female or non-binary, so including features that we can use is good for making public spaces more gender inclusive. Small obstacles are good. Please don't lose sight of that. What's specifically best for rollerskaters: THE MINI RAMP! This is very important. And coping, because that's where we do most of our tricks.
- All these options need some transition elements please. There's a large sector of riders 20+ that ride transition and bowls. Also young kids on scooters like transition.
- Please also design parks with roller skaters in mind!
- More quarter/half pipe
- Toronto desperately needs permanent mini ramp / halfpipe options, as skaters currently rely on wood DIY setups that fall on our communities to fund, set up and maintain. However, ramps are also magnets for unsupervised children using them as slides. If the goal is to have open flow into the mini visibility should be prioritized so that skaters can see if there are kids in the ramp. Or, the ramp should be separate from the park flow and taller (4'-5') to encourage proper use.
- Definitely feels too tight and spaced out well. Similar to Cummer and Leslie skatepark. Needs space and flow. And a carpet (wavy cement rideable lane so to speak)
- Make the mini ramp separate from the rest. It will get clogged up easily with people trying to skate street vs transition
- I am a skateboarder myself and I would recommend adding a mini ramp about 4 to 5 feet, and a just a plane legs that is maybe around 1.5 and 2 feet. Other than that I would make the stair set a 4 or a 6 stair
- Transition is key, you don't want bank to curbs, make them quarter pipes. Option A is the correct one of these three. Do not disappoint please
- In my opinion I would put a quarter pipe in place of the DIY turnaround as well as add a staircase somewhere along the edge to make the skate park more progress friendly meaning as people progress they have the terrain for the new skill level
- More street course obstacles. Also more simple mellow transitions
- Integrate more of B into A and would be perfect if you take the whole A section and then just add one section with stairs and a huba with banks you can do tricks on
- The DIY style turn around is too steep to use as a turn around, a regular quarter pipe would be better
- Add more stuff for advanced skaters like box rails, etc
- Widen ramp 1 to cover more space since there's a likelihood people would want to flow back and forth comfortably
- Too many manual pads. It also doesn't feel like there are features for more experienced skaters. It's something like stairs
- Please perhaps have some obstacles which do not have just one line involved. Meaning more patrons can use the park simultaneously as well as avoid unnecessary collision by allowing higher speed to be maintained in multiple directions through use of multiple directions of trick possibility.
- It would be nice to see a rounded down rail at a mellow decline down a bank ramp or stairs. Also, a proper round coping ledge at least 10' in length. These features are something none of the current GTA parks have.

- Something I'd like to see is just another area which is flat pavement with maybe a single box ledge that doubles as a manual pad. I find that empty flat space at parks is great for beginners just try to get the feel of the sport but also great for experienced skaters to practice tricks without worrying about obstacles in the way.
- If you look on social media you will see lots of posts for people skateboarding on long pathways that go up and down. Some people call them Pump Tracks. These are fun for all ages, most importantly for beginners, who just want to learn how to balance on their board. Most kids and adults are probably never going to progress to Ollie-ing onto a rail, or doing a kick flip. A Pump Track around the outside of any chosen skatepark design will make it a better skatepark, with appeal to more people. If you are designing a skatepark with difficult features this is good, it will help the serious skateboarders to develop and progress, and they will not outgrow the park. One of the most popular features at Vellore Village is a huge flat concrete area that is an ice rink in the winter, and a flat ground skatepark for the other 9 months of the year. Consequently, there are some amazing flat ground skateboarders at Vellore Village, and lots of long boarders
- More transition. Northwest Toronto is short on transition
- One great feature for the park would be a standing miniature version of a skatepark for fingerboarding "teck deck" this is also a very popular hobby for skateboarders
- Too flat cannot skate on flat walls
- Park needs a bowl.. one shallow end for beginners and a higher end for experienced
- Design is too sharp. I have a feeling with skaters a more round skate park would be more beneficial.
- Add snake run
- Mini ramp with a spine and pump track on the outside. This would help beginners learn the basics well
- Pls have more beginner features like 2' transition. Also half pipe.
- The layout will force it to be too congested while busy. When there is a combination of young kids that are beginners and adults who are more advanced there will be a high chance of collision
- Third options the best
- Add more features for advanced riders, this is mostly for beginners
- this is a terrible design. the flow of the park hurts my head to think about. a lot of kids will get hurt at this park.
- All the obstacles are very small and only good for skate or scooters bmx riders will hate this design
- You have 3 different manual pad features. That is too much of the same thing. 7,5 and 4. 7 and 5 could be replaced with a transition feature or funbox
- Bigger ramps. More quarters and transition. Toronto has no transition
- It's almost perfect. If you could squeeze in a stair set someone with a sizeable drop I think that would complete things. But I wouldn't sacrifice other features for a drop, personally.
- Option A has too many similar features
- The curb cut is confusing? If it's a euro gap, you need a landing/roll away area after it. Also no gaps or stair sets are featured
- Please include also for ice scatter.thank you.

- If you want a beginner safe space, literally make a flat pad on the opposite side (same length of the park) of the left ledges pictured in photo/blueprint
- Extend the quarter pipes through the sides of the street section for better flow
- add a 'bowl' to this skatepark design
- I am speaking from a bikers perspective. As a beginner or intermediate this will be a great park for learning and progressing but a higher intermediate to more advanced rider this will be like all the other parks, the features aren't big enough to enjoy . They are so much parks with the same height, rails, and manual pads that are the same heights there only good for skateboarding and not biking
- Rather than a triangular shape with 2 lanes converging into 1, make it rectangular with a third lane and add a bank along the whole top side of the park
- Add a down rail, and a bowl. If there is a bowl, it is likely that a lot of people will come for the bowl
- DIY barrier is a wasted obstacle that will be a zone people stand in front of - make it a full length 3 or 4 ft 1/4 pipe at least 12 feet wide. Get rid of manny lad with curb cut. Waste of space. Make the ledges two different heights. If your going to put a mini ramp in, build a full mini ramp not just a 6 ft wide one.
- I think you should add some more rails becuase kids might not be ridding them but older and more skilled people sure will like i love rails
- looks like the obstacles are a bit too low especially the ledges. almost seems too catered towards more beginner level skaters. the flow is nice though.

**Do you have feedback or suggestions on how to improve Design Option B?  
Please briefly provide your feedback/suggestions below. (47 responses)**

- The island of flat ledges/manual pads in the middle of design B is a very odd feature... This design has good flow and open space. It seems to be a bit further from the playground than the other two designs, adding much needed padding and safety when considering the needs of those who frequent the accesible playground landscape. Replacing the awkward island in this design with ramps, stairs, rails, tunnels or any other interesting yet still beginner-friendly features would make this design the perfect choice.
- Again, this is a typical street skatepark layout...
- Add one more circular flat rail (all rails should not be square, but circular, as flat rails are not preferred for all types of skating)
- Rather than just having one big box in the middle perhaps you should split that into two boxes, one with more advanced rails/hits one with easier ones. This way you will have two lanes flanked by the quarter pipes where botter people can flow along one side and beginners can flow on the other
- Add some coping on the quarter pipes
- I like this one, but I wish it would include some sort of pump track around the circumference of the skatepark. Just an idea.
- option b is good but hardly any transition... too much street
- Bigger features and more transition features
- Would like to see a bowl or transition, flowing pump style path, surf style

- Not sure why nothing is labelled in the bottom half of the park which looks like the most unique aspect out of all options. It seems like a double platforms type of thing but I would actually just have one ramp up to one platform and make that area shorter so there's more space to flow on flat ground
- Too clumped together in the middle with feature the should be spread out more
- Add more obstacles to the sides. Remove curved curb for a curved ledge. Curbs aren't a great skatepark addition as you can skate a curb anywhere but can't skate a ledge anywhere.
- needs more beginner friendly simple drops
- There's some great features in this design, but having most of the features stacked together in the middle of the park is a nightmare for practical use. If a few advanced skaters are using the space then it's great, but as soon as the park gets busy or you have a mix of skills it becomes frustrating for everyone as you can't spread out across the park and everyone's trying to skate a line through the same small area. It's also intimidating for beginners to work on a feature when it's in a cluster of other features that the everyone at the park is trying to skate.
- Similar to A but feels more smooth and flowing. Also needs a carpet lane to skate.
- Add a separate mini ramp beside the street section.
- i would fill in some of the space with a mini ramp or a bigger stair set. for the four stair, i would make it much more wider so you can do your tricks without being scared of hitting the rail or hubba.
- The manny pad section, number 5 could be more of a T shape, rather than the sectioned off block. It seems a little abrupt. A rail can also be placed on top of the T section. But over all seems a little cumbersome
- Maintain the flow of the park style by linking the park as a whole with mellow transitions around the perimeted (think hershey center skatepark)
- The long curved curb is not going to get much use, would be better to put either a curved ledge, straight ledge or manual pad
- Best option so far
- Please don't consider this option
- See my previous comment
- My comments are in Option A
- Transition
- Make a minature version for fnigerboarding "teck deck" a popular hobby for skateboarders
- To technical for beginners
- i love option B , please pick option B!
- Very compact design, this one will be the hardest to skate if the park gets busy. Very limited direction of flow
- Mini ramps with spines and a pump track. Half pipes or a nice bowl feature would be ideal to add to the street stuff
- 2' transition
- This is a personal backyard park, Third options the best

- this park is better than option a, however still not the best flow. you would also need to build seating accommodations otherwise everyone is just going to hangout on the 12' transition at the end of the park, rendering it useless.
- Still very small obstacles catering to skate/scooter and lacking bmx worthy obstacles
- The flow of this park is good because you can go around in circles. However due to that, beginners and people trying to progress will be reluctant or refuse to use the open space or centre feature to learn and progress. This is because more skilled skaters will be using the entire park with speed and in "lines" which is normally given the right of way over people who are more stationary.
- the stair set leads directly into the centre obstacle. with people coming in from multiple sides all trying to use the same feature might have issues running into eachother and 'snaking' people. Busy skatepark with people also using the stair set would cause some congestion.
- Can you make #12 transition completely sloped not just the ends. Pole jam seems like a waste, removing it is would make no difference
- Not B or C
- This is honestly a good design, the cherry that could be on top is a mini or peanut bowl to compliment/complete the potential needs and wants of park goers
- add more 'transition' elements, i.e. a mini bowl, etc.
- Pole jam is too close to the downramp
- Best option
- Extend feature #8 (outside the drawing of the park) to create a mini with 2 quarter pipes facing each other. This allows a whole other level of progression to the park
- Design b is the best overall design from what I saw. It has a good mix of street and transition features and has perfect flow to keep skating non stop. Most other designs you can't keep going. Similar design to the ellsmere park which is a Toronto favourite for most local skaters.
- Replace the transition turnaround with a bowl. People will definitely love the park is there is a bowl.
- No one wants to skate a curved ledge. Make it straight. Why do the stairs face the biggest and busiest obstacle to have collisions. The C obstacle is stupid and not useful and huge waste of money and material and space. What do you do on it?? - make it a traditional 3 ft 1/4 pipe
- the flow of this one seems a lot better than option A. i like this one alot.

**Do you have feedback or suggestions on how to improve Design Option C?  
Please briefly provide your feedback/suggestions below. (56 responses)**

- The separation of skill levels as well as the choice of obstacles geared toward beginners in design C are not appropriate. Beginner skaters are likelier to gear themselves towards ramps and flowy structures. They aren't ready for half pipes and blocks. In addition, separating the area for beginners from the more-experienced skaters in this fashion may seem safer for beginners, but it is more probable that beginners will feel left out and uninspired when they realize they must practice in the 'beginner' area aside from the more advanced skaters. In the same respect, this design lacks flow and doesn't use the

space provided to its full potential. The structure labelled '7' and '8' is a great obstacle and could potentially be a great addition to design option B.

- More flowing ramps, rollers, pump track. A lot of stair features and quarter pipes require more advanced skill than anticipated. Beginners are still learning to ollie so getting onto many flag land street features is difficult. Raised rails down stairs are very advanced for majority of riders. These 3 options seem to be better suited for skateboarding and not taking BMX riders into account.
- Again, I think a huge opportunity has been missed here. Street skateboarding is great..but this offers nothing to vert, transition or those skaters who want something other than street skateboarding.
- Not enough transition/bowl type areas for other levels of skating
- good to separate the flow from the flat land. Would be cool to see a box in the flat land side to get some flog going over there.
- Well it's more for non beginners and could use some mani pads or pad
- I like that this one is essentially four distinct lines/options.
- Concerned that there there's less options for beginners and experienced skaters that they might be in each other's space more than options a or b
- this is my favorite concept but could use a little more transition overall
- Bigger features and more transition features
- Would like to see a bowl or transition, flowing pump style path
- A mini ramp at one of the ends or between the V would be better
- Very good if you know what you're doing but I don't understand why build a technical park next to a children's playground when there will be kids not using the skatepark for skateboarding and will get in the way. I understand what went into the location but the aspect of having a children's playground next to the skatepark when there's so much other space in Earl Bales will surely cause problems with this decision alone.
- Add a small ramp leading to the stairs as well. Fill in the empty space with obstacles. No need to not have it connected. Wasted space.
- This is my favorite.
- The problem with this design could be that there are very limited runs we can do, so it's a lot of turn taking. That gets boring. It also isn't great for beginners, because it feels like everyone is watching you while they're waiting for their turn. I can't fully tell, but I worry about that with this design.
- you could build a halfpipe
- Unclear if there is a flat in the middle of the v for better flow. Lack of curved features
- Just want to say that I really love this design! The separation of spaces will help avoid overcrowding. It's possible to skate a nice long line hitting multiple features, as both a beginner and a more advanced skater.
- Best one in my opinion. Only upgrade would be a carpet like previously mentioned. Maybe a bowl or similar.
- Add a separate mini ramp.
- It would be nice to have flowing transitions to pump or jump that would be bike friendly to allow for different uses of the space
- This one is my favourite by far just add another ramp to make it a mini ramp and add a 5 or 6 stair



- Very much prefer this
- Choose option a , this and b are crap
- Sk8 or D13
- Number 8, table top with ledge would be better off as a hubba
- It lacks variety and flow. It will be most difficult for beginners
- This park would be good if it was multiplied by 7. Larger scale allowed for multiple especially intermediate skill levels
- Like this the best. Interesting layout
- Please see my previous comments
- My comments are in Option A
- Transition
- Make miniature version of the skatepark for fingerboarding "teck deck"
- A is the best option but pls add a bowl
- Make the turn around/hip tall and mellow enough to be skated as a hip. Good hips are probably the most difficult obstacle to find at GTA parks
- Mini ramps and a smaller bowl with extensions(like Lindsay skatepark has) this combined with some well thought out street features would allow skaters of all levels to blend and get the most out of it. Indoor would also be a feature that would be helpful during the winter
- The V shape makes the space not maximized. Option A and Option B have more maximized space.
- There needs to be more space between 7/8 and 9/10/11. As people are using both obstacles towards one another they will likely collide or can cause injury when a board goes flying.
- Not enough features in this skate park, people we get bored pretty quickly for the few features this park has to offer
- this is by far the best option. the flow is perfect, it has just about every obstacle you would want to learn tricks on besides a half pipe, and it would be good for different skill levels. the manny pad will provide beginners a lower ledge to practice grinds, the flat bar is a necessity, i could go on. i will just say that please don't mess up the size/angles of the obstacles i.e making the banks / hubba / down rails too shallow or steep, making the ledges too short or high etc. this would be a great park if executed correctly.
- This design is by far the best but the ledges and rails are very low at 14" if they were at a height of 16"-18" it would be much better for progression
- This park is okay because there is a separation between the higher speed more skilled area and the low speed learning area. However I feel features like stairsets, down rails and a frames are seldom used compared to the features seen in "Design A" it also has a lack of transition features that are much more popular. The entire bottom half could be replaced with a mini pipe, banks, quarters and hips, rollers and pumps and a funbox over an a frame
- Best design out of the rest
- Needs a mini ramp somewhere in there. The street flow is good but transition flow not so much. Would want something you can pump on the gain speed back and forth.
- It would be nice to include a hide pipe in this park, with a intermediate level half pipe this park will be the perfect park

- This option is suitable for all levels of skating while providing nice structured flow.
- A frame ledge longer would be nice
- Not C either
- Option C: make (3) 6" slappy curb a full length flat ledge so we can do combos. Make (5) slappy bank w/inset manual pad a full length flat ledge. Make (9,10,11) a 10 stair set. Drive to lake Wilcox skatepark and see everything that they did right. Please copy and paste. Advanced bmx rider feedback here. If it is built for bmx, any scooter and skater can ride it. If its built for scoter and skater, bmx can barely use it because its too small. Please
- water fountain, little shed and a washroom
- This is the most suburban we don't understand skateboarding but want to virtue signalling design I hate to see. Whoever made this should stick to playing EA skate and not go outside.
- add a bowl or mini half-pipe to this design
- Extend feature 1&8 beyond the drawing of the park to create a mini, with two quarter pipes facing each other.
- Make #1 flat bank hip steep - so you can use it as hip instead of all the mellow ones around the gta get rid of the round end of the a - frame. Cut it straight instead of round and you put in another ledge of different height. Also put full Hubbas on the a frame instead of a table top.
- So far this design seems to be the best one as far as flow and difficulty

**Do you have feedback about how the skatepark can be more welcoming, inclusive and accessible? (80 responses)**

- more flow
- Move it at least 30 meters from the playground
- Keeping in mind the limitations of those who frequent the playground in close proximity to this new addition, keeping the design of this new skatepark flowy while still incorporating 'trick' areas of different levels sparsely yet evenly throughout the structure, adding more cool-off zones (umbrellas, built-in shading, trees, etc.) as well as seating areas (especially picnic-style benches with umbrellas), trying to keep the construction of this new area as contained and safe as possible
- More flow - pump tracks etc
- Less technical flat land features. More flowing ramps/rollers.
- You need to incorporate something that isn't exclusively street skateboarding. It's not too late...
- If you add the suggestions I wrote for option B it will be number one but perfect
- Maybe a small flat ground area not in between obstacles or ramps so anyone at any skill level can just practice tricks without having to make sure they are in the way. Feedback coming from someone who started last summer and is a beginner.
- I feel like the skatepark would be more welcoming if it had more paths of entry. As this is a park, shouldn't the skaters be approaching the park from all directions and not just solely through the one singular and essentially same path within all three options?

- Coloured concrete, solid (concrete/asphalt) path to the park, benches, shade and water station.
- For skaters only hence the name 'Skate Park'. I just hope there will be signages indicating that it is for skateboarding only. Majority of the skateparks here in Toronto are being used by other individual with different sport that mostly interferes with other skaters around. And to add, this skate park will be built beside a kids park so this has to be 'Off limits' to the kids. Skateboarders and little kids running around are dangerous combination.
- Put a garage over top to enclose from winter and it will also provide a place for people to gather and enjoy even through winter
- A is too hard.
- I think it should be called 'Sasha Heart Skateboard Park'. Sasha was a local resident who visited the park regularly. She loved to Skateboard! She passed away after a brief illness in 2020. Her memorial service was held at the Earl Bales Amphitheater.
- Make sure you have a lot of hilly ups and downs for younger kids to “ride”. They aren’t experienced enough to be able to jump into boxes or rails as the advanced riders are.
- Water fountains, rest areas, benches, night lights
- Get murals and colorful art from locals on some of the features and surrounding area.
- I think a little more transition would be good and include a bowl
- Mini bowl , or a Flowy banked area
- Miniramp, lights, water fountain, access to bathroom
- Closer to Bathurst street, kids will wander in and get injured. Need to be as far away from children’s park as possible while keeping other factors in mind
- Put up lighting so it can be used longer during the days where the sun goes down quickly
- working functioning water fountain
- cardio equipment
- Likely already accounted for, but bike locks and benches/tables around the park (to avoid people using the ledges as seats).
- Add lights to the park so it can be used at all times.
- It would be better if it was further from the playground.
- As I said before: I am a park roller skater. There aren’t as many of us as there are skateboarders, but we use these spaces, too. Also, park skaters are overwhelmingly female or non-binary, so including features that we can use is good for making public spaces more gender inclusive. Small obstacles are good (including older “later skaters” - age inclusive). What’s specifically best for rollerskaters: THE MINI RAMP! This is very important. And coping, because that’s where we do most of our tricks.
- option C, the V point will just become dirt it should have lots of benches and maybe even a shade gazebo
- Art in the park, shade for seating areas
- Ingress and egress path seems limited and narrow
- Too many times skaters/riders, including supervised children, have their enjoyment of skateparks and their safety compromised by unsupervised children using the space as a jungle gym or bike path. The single entrance design is a great start, and having a gate

with signage at this entrance would help signal that this is a space with an intended purpose where safety precautions must be followed.

- A bowl!!!!!!!
- Add something for transition skaters instead of strictly street. Good lighting, shade spots etc
- There are not enough bike friendly parks in this large metro. It would be nice to see more flowing train parks and short pump tracks to attract a wider variety of users to the park
- Lights
- More small quarter pipes , kids don't want ledges they want transition!
  - by skateboarders, for skateboarders
- Street elements do not need to be over complicated. The hershey center in Mississauga can be a great reference. Also consider looking at DC shoes skate plazas in the US
- Water fountains/washroom facilities, trash containers to keep park clean, somewhere shady to escape the sun
- Events like a showing or food, and good lighting
- Bigger
- Flower gardens around it
- It would be nice to see the city try to provide instructional programs for kids to learn skatepark sports (ie. Inline, skateboard, BMX, etc).
- Water fountains, Plenty of seating, washrooms, good flood lights for skating in the dark and a good drainage system for when it rains
- My notes are in Option A
- Add some railing that kids could hold on to while they are learning to skate
- Water fountain or bottle filling stn.
- Fingerboard/tech deck area
- Add more pavement pathways to the park
- Lots of seating. Far away smoking area. Pickleball court near by for parents!
- Make sure there are garbage cans located around the places where people will be waiting to start their line (e.g., at each end of the skatepark at minimum)
- Maybe have a shed for when its too sunny/hot or it rains.
- Good lighting, shade
- Lights and parking. Shade and a water fountain/bottle refill statio
- See feedback from earlier
- Hope to provide smooth finish and milder ramps/transitions for roller skaters. Also half pipe similar to Christie Pit Park.
- Make it more square and separate the more beginner obstacles from the more advanced ones. Safer and more inviting for beginners and young children
- Keep children on the playground, skateparks are not a space for them. Then they blame skateboarders because people don't know how to parent properly
- Lights and a small area with little bumps for young kids on scooters or whatever.
- More entrance aside from the playground would be nice
- Ensure to have a resting/gathering area where parents can sit by thr park and watch their kids
- More than one access pathway.

- Shade areas/clear spectator areas always make for a more welcoming and safe environment keeping pedestrians out of the way of riders while giving them a clear place to watch for inexperienced users at a safe distance
- Picnic tables and more seating areas in the surrounding grass
- -multiple entrances and exits - divided seating area so people who don't know skatepark etiquette don't get in the way- a sign about skatepark etiquette
- More parking spots
- \*LIGHTS\* Water fountains, accessible washrooms.
- Add lights for visibility. Add trees to the side so people can rest in the shade.
- More transitions
- Yes graffiti but no graffiti
- surround with benches for parents, caregivers, and friends to watch and stay nearby to supervise etc.
- Its very simple, if you build it right it will be packed with homies. Copy and paste lake wilcox skatepark.
- Bathrooms - it is a myth that skateboarders don't pee or poo, we actually function as normal human beings oddly enough.. Also we've come a long way through evolution but we still cannot defeat the suns attacks on earth without the assurance of shade/shelter, I would consider making that an option.
- Install a 'no bmx riding' sign (like Ellesmere skatepark has), because it's dangerous for skateboarders.
- Lights at night,
- Nice people
- Additional open space for beginners to learn fundamentals without interfering with the flow of the park. A mini (or even a bowl!) to allow for greater progression
- Maybe you can make a hut that gives out like scooters or boards or other stuff for like a little charge
- just needs focus on shade so people can come to relax as spend more hours at the park. more seating as well.