

# Final Concept Design

This design concept for the Idaho Springs skatepark was generated from community feedback on terrain style, scale, and diversity. It features extended street lanes through a low plaza area with opportunities for long, technical lines. This area contains a signature center island. In the northeast corner of the park, an elevated deck contains a backyard pool-style bowl with ample dedicated staging and spectating areas.

- Pedestrian Circulation
- Rider Circulation
- Staging Area

## Concept Plan Legend

- ① Skate park Entry Point
- ② Street Plaza Tech Island, Banks, Steps, and Ledge
- ③ Street Course Upper Level w/ Banks, 7-Stair, and Handrail
- ④ Flow-Lane w/ Banked Hips, Flat Bars, Quarter Pipe, and Pyramid
- ⑤ Skate park - Peanut Backyard Bowl
- ⑥ Green Buffer (Not in Skatepark Scope)
- ⑦ Skateable Sculptural Elements

Skate park features are schematic and will be modified based on community input, project budget and geo-technical findings. The current design is schematic to represent the intended terrain style within the project scope.

# Concept Plan





Final Concept | 3D Renderings

