



DRAFT



CITY OF CARLSBAD Veterans Memorial Park Family-Oriented Bike Park Skills/Pump Track Focus Group Meeting

SUMMARY REPORT March 5, 2020

INTRODUCTION

This report summarizes the results of the workshop which was conducted as part of the public outreach effort to encourage community bike enthusiasts to share ideas regarding the development of the Family-Oriented Bike Park area located in Veterans Memorial Park in the City of Carlsbad. The following lists the various steps in the process.

PROCESS

The process began with research, analysis and fact finding. The project team, consisting of representatives from the City of Carlsbad, New Line Skateparks and RJM Design Group, first met to review the approach and methodology. Data collection began to establish a comprehensive database through a review and analysis of available pertinent information provided by the City. Site analysis exhibits were created that identified the existing site and adjoining uses. The critical region of investigation focused upon the immediate bike park area adjacent uses.

WORKSHOP INTRODUCTION

As part of the planning process, a workshop was held on Thursday, March 5th, from 6:00 PM to 8:00 PM at the Pine Avenue Park Community Center, Activity Room, located at 3209 Harding Street in Carlsbad. Twenty-Seven (27) community members and representatives of the City attended the workshop. Kyle Lancaster, Parks & Recreation Director and Kasia Trojanowsk, Parks Planning Manager, welcomed the participants and provided an introduction to the project. Larry Ryan, Principal of RJM Design Group reviewed the process for the evening's activities and presented background information including project information, current zoning, site analysis, opportunities and constraints, and then proceeded to facilitate the workshop activities.



WORKSHOP GOALS

The goals of the workshop are to:

1. Provide an overview of the existing conditions of the site.
2. Provide a forum for discussion of potential bike park issues and improvements.
3. Provide an opportunity to share ideas.
4. Focus on needs of Carlsbad residents.



DISCUSSION WORKSHOP

Participants were divided into four (4) working groups for the discussion process. Each member of the group sat at a table with materials that included a flip chart, tablet, pens and markers to record their discussions. Volunteers were requested from each group to act as recorder/presenter. During the course of the workshop, five topics were presented by Chris Long, New Line Skateparks, for individual consideration and group discussion.

Initially, participants were asked to individually respond on forms that were distributed before the presentation of each topic. They were encouraged to list as many responses that came to mind.

A group discussion then began with individual members of each group sharing their responses with the entire group. Time was allotted for the groups to gain consensus on their top responses to the particular topic. Following each topic discussion, the group's presenter reported their findings to all of the workshop participants.

CONCLUSION

Upon completion of the group presentations of the top priorities for each topic, all individual topic response forms were collected. The workshop participants were informed that their input would be used to refine the bike park concept plan.



WORKSHOP SUMMARY

After the presentations were given, the consultant team identified the consensus responses of all groups. They are listed below:

TOPIC #1

What do you **"like"** about **Concept #1**?

- ❖ A & B Flow Line/Flow Trail
- ❖ Pump Track
- ❖ Beginners/Kids Area

TOPIC #2

What do you **"like"** about **Concept #2**?

- ❖ Skill Track/Course
- ❖ Versatility of Different Elements
- ❖ Isolation/Separation of Skill Groups
- ❖ Jump Line

TOPIC #3

What do you **"dislike"** about **Concept #1**?

- ❖ Too Much Space Assigned to Specific Areas
- ❖ Skills Area - Integrate Throughout Park
- ❖ Pump Track Design

TOPIC #4

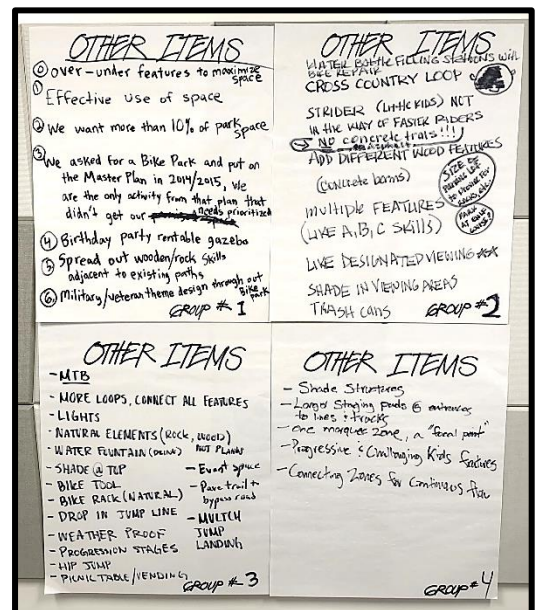
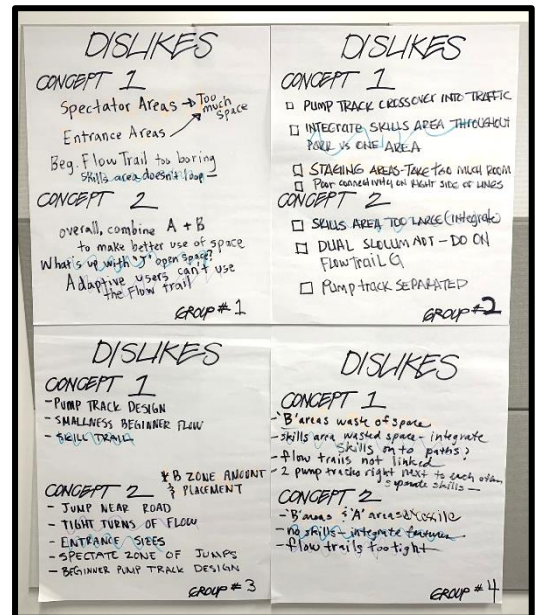
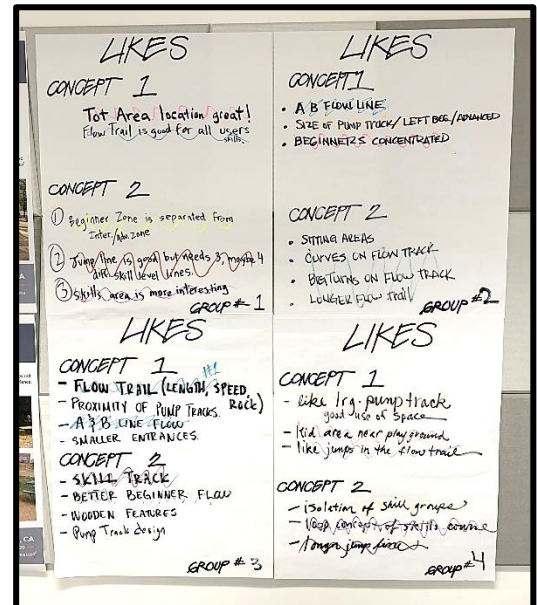
What do you **"dislike"** about **Concept #2**?

- ❖ A & B Areas - Size and Placement
- ❖ Skills Area Too Large - Integrate Features
- ❖ Flow Trails Too Tight

TOPIC #5

What is missing that you would **like to see**?

- ❖ Connect Zones/Features - More Loops
- ❖ Shade Structures/Areas
- ❖ Water Fountain/Bottle Filling Stations
- ❖ Natural Elements/Wood Features



WORKSHOP SUMMARY CHARTS

The following chart represents the exact wording provided by each group on large format paper. They are aggregated here and color-coded to show the workshop consensus responses.

Topic #1: What do you **“like”** about **Concept #1**?

GROUP 1	GROUP 2	GROUP 3	GROUP 4
Tot Area location great!	A B Flow Line	Flow Trail (length, speed, rock)	Like lrg. Pump Track - good use of space
Flow Trail is good for all users' skills.	Size of Pump Track/left Beg./Advanced	Proximity of Pump Tracks	Kid area near playground
	Beginners concentrated	A & B Line Flow	Like jumps in the Flow Trail
		Smaller entrances	

CONCEPT #1 LIKES
A & B FLOW LINE/FLOW TRAIL
PUMP TRACK
BEGINNERS/KIDS AREA



Topic #2: What do you “like” about **Concept #2**?

GROUP 1	GROUP 2	GROUP 3	GROUP 4
<u>Beginner Zone</u> is separated from Inter./ Adv. Zone.	Sitting areas	<u>Skill Track</u>	<u>Isolation of skill groups</u>
<u>Jump line</u> is good, but needs 3, maybe 4 diff. skill level lines.	<u>Curves</u> on flow track	<u>Better beginner flow</u>	Loop concept of <u>skills course</u>
<u>Skills area</u> is more interesting.	<u>Big turns</u> on flow track	<u>Wooden features</u>	Longer <u>jump line</u>
	<u>Longer flow trail</u>	Pump track design	

CONCEPT #2 LIKES
SKILL TRACK/COURSE
VERSATILITY OF DIFFERENT ELEMENTS
ISOLATION/SEPARATION OF SKILL GROUPS
JUMP LINE

Bike Park Concept 2

FEATURE LEGEND

- A - Bike Park Entrances
- B - Internal Spectator or User Staging / Rest Area
- C - External Spectator Area
- D - Beginner Pump Track
- E - Intermediate Pump Track
- F - Beginner Flow/Jump Trail
- G - Intermediate Flow Trail
- H - Beginner and Intermediate Jump Lines
- I - Internal Circulation Access Trail
- J - Skills Loop/Zone
- K - Stormwater Detention Pond

Key Design Considerations:

- Skills Loop for a Continuous Line
- Flow Trails with Berm Focus
- Wooden Lips on Jumps

Topic #3: What do you ***“dislike”*** about **Concept #1**?

GROUP 1	GROUP 2	GROUP 3	GROUP 4
<u>Spectator Areas – Too much space</u>	<u>Pump Track crossover into traffic</u>	<u>Pump Track design</u>	<u>‘B’ areas waste of space</u>
<u>Entrance Areas – Too much space</u>	<u>Integrate skills area throughout park vs. one area</u>	Smallness beginner flow	Skills area wasted space – integrate skills onto paths?
Beg. Flow Trail too boring	<u>Staging areas – take too much room</u>	<u>Skill Trail</u>	Flow Trails not linked
<u>Skills area doesn’t loop</u>	Poor connectivity on right side of lines		<u>2 Pump Tracks right next to each other – separate skills</u>

CONCEPT #1 DISLIKES
TOO MUCH SPACE ASSIGNED TO SPECIFIC AREAS
SKILLS AREA - INTEGRATE THROUGHOUT PARK
PUMP TRACK DESIGN



Topic #4: What do you ***“dislike”*** about **Concept #2?**

GROUP 1	GROUP 2	GROUP 3	GROUP 4
Overall, combine <u>A & B</u> to make better use of space.	<u>Skills area too large (integrate)</u>	Jump near road	<u>'B' areas and 'A' areas excessive</u>
What's up with "J" open space?	Dual Slalom not - do on Flow Trail G	<u>Tight turns of flow</u>	<u>No skills - integrate features</u>
Adaptive users can't use the Flow Trail	Pump Track separated	<u>Entrance sizes</u>	<u>Flow Trails too tight</u>
		Spectate zone of jumps	
		Beginner Pump Track design	
		<u>B Zone amount and placement</u>	

CONCEPT #2 DISLIKES
A & B AREAS - SIZE AND PLACEMENT
SKILLS AREA TOO LARGE - INTEGRATE FEATURES
FLOW TRAILS TOO TIGHT



Topic #5: What is missing that you would *like to see*?

GROUP 1	GROUP 2	GROUP 3	GROUP 4
Over-under features to maximize space.	<u>Water bottle filling stations with bike repair.</u>	MTB	<u>Shade structures</u>
Effective use of space.	<u>Cross country loop.</u>	<u>More loops, connect all features</u>	Large staging pads at entrances to lines & trails
We want more than 10% of park space.	Strider (little kids) not in the way of faster riders.	Lights	One marquee zone, a "focal point"
We asked for a Bike Park and put on the Master Plan in 2014/2015, we are the only activity from that Plan that didn't get our needs prioritized.	No concrete trails!!! Or asphalt.	<u>Natural elements (rock, wood)</u> Not planks	Progressive & challenging kids features
Birthday party rentable gazebo.	<u>Add different wood features</u>	<u>Water fountain (drink)</u>	<u>Connecting zones for continuous flow</u>
<u>Spread out wooden/rock skills adjacent to existing paths.</u>	Concrete berms	<u>Shade at top</u>	
Military/veteran theme design throughout Bike Park.	Multiple features (Like A, B, C, skills)	Bike tool	
	<u>Like designated viewing. Shade in viewing areas.</u>	Bike rack (natural)	
	Trash cans	Drop in jump line	
	Size of parking lot to provide for racks, etc. Park at golf course?	Mulch jump landing	
		Weather proof	
		Progression stages	
		Hip jump	
		Picnic table/vending	
		Event space	
		Pave trail to bypass road	

"LIKE TO SEE"
CONNECT ZONES/FEATURES - MORE LOOPS
SHADE STRUCTURES/AREAS
WATER FOUNTAIN/BOTTLE FILLING STATIONS
NATURAL ELEMENTS/WOOD FEATURES