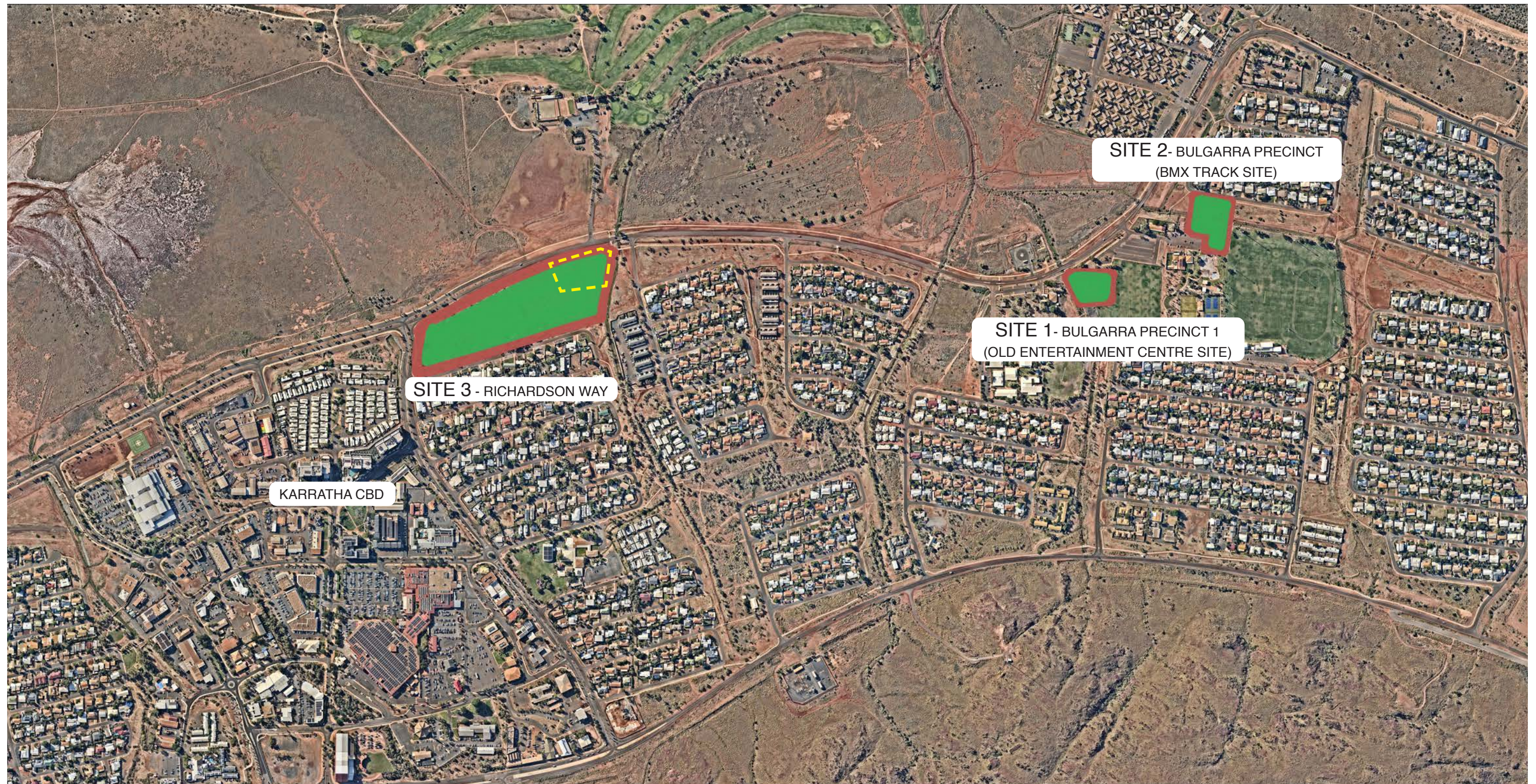


KARRATHA BIKE PARK - SITE LOCATIONS

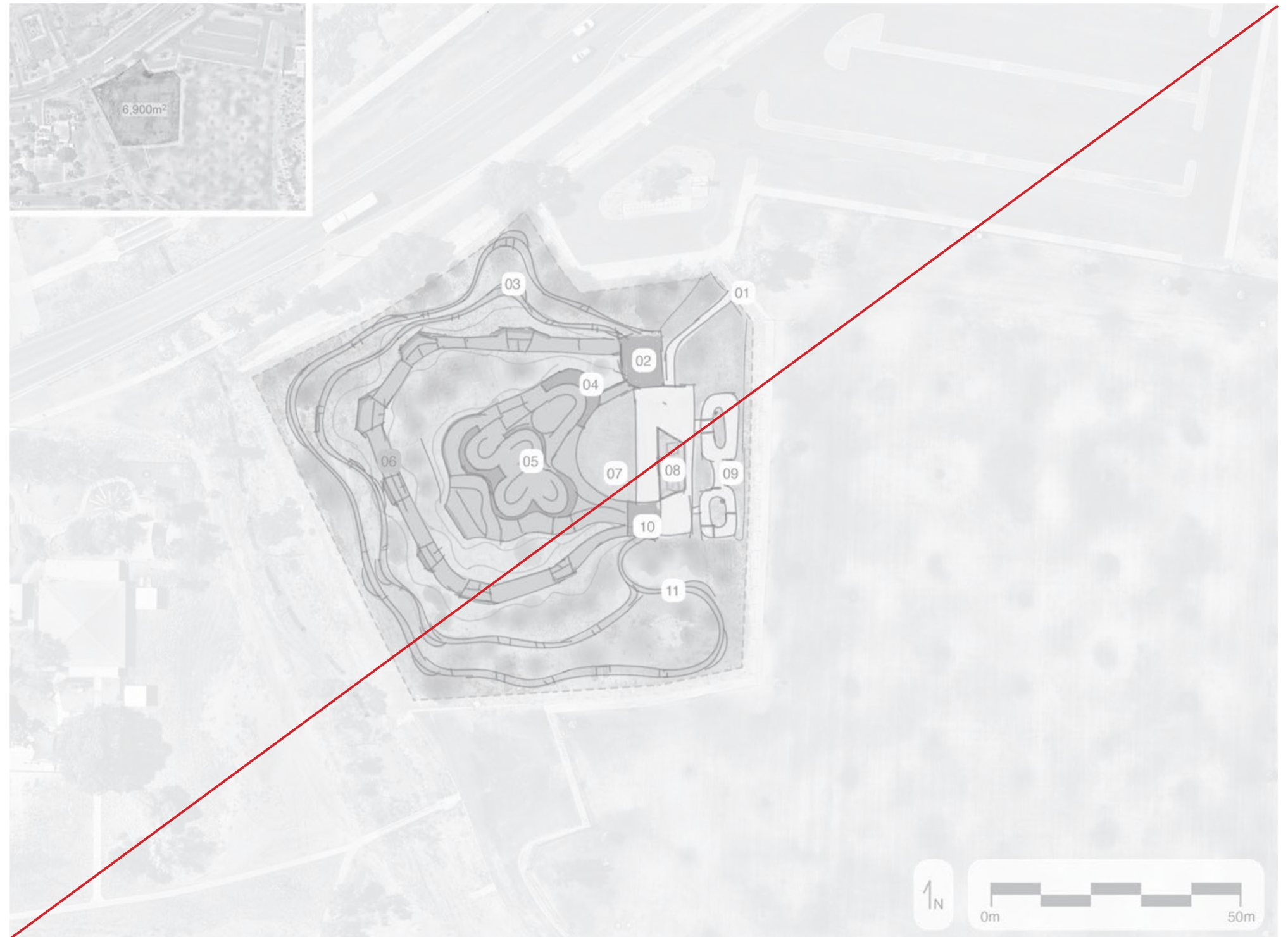


01

Bulgarra Precinct 1

SITE NO LONGER UNDER CONSIDERATION

This site and preliminary concept option received minimal support during community consultation activities and has therefore been removed from further planning.



02

Bulgarra Precinct 2 - Refined Concept Design

FEATURES AND INCLUSIONS

01 MAIN ENTRY POINT

Location for signage and access to all areas of the Bike Park.

02 SECONDARY ACCESS

Concrete footpath connection to adjacent street, footpath network.

03 CENTRAL HANGOUT AREA

Large hardstand area with shade, seating, tables, water fountain, barbecues, power connection.

04 CENTRAL TURF AREA

Passive play space .

05 ACCESS TO OVAL FOR EVENTS/ FESTIVAL

Able to be opened for both vehicle and pedestrian access to the oval space. Removable bollards at car park end to restrict access as required. Also to be used for maintenance and emergency access.

06 CONNECTION TO EXISTING SKATEPARK

Trail connection between bike park and existing skate park.

07 LEARN TO MOUNTAIN BIKE (MTB), NATURE PLAY

Polymer surfaced trail with small junior level features suitable for the youngest users, nature play elements included for when a change of activity is required.

08 PUMP TRACK PLATFORM

Raised start point and viewing for the pump track, shade and seating provided. Accessible grade path access.

09 PUMP TRACK

A fast technical style asphalt pump track suitable for timed race events. Track also to include an asphalt jump line with progressive shaped features and a dedicated junior loop.

10 DRAINAGE CHANNEL

Existing drainage channel to remain, all site drainage to be directed to here.

11 DRAINAGE CROSSING BRIDGE

Concrete bridge in path to ensure all sides of park

are accessible when drainage channel has water in it.

12 MOUNTAIN BIKE (MTB) STYLE JUMP PARK

Polymer surfaced trail with a combination of timber and concrete features. Includes a variety of jump styles.

13 JUMP LINE START MOUND

Raised area, nominally 2m high, Includes seating and permanent shade structure, accessible grade path access.

14 BEGINNER JUMP LINE

Smaller size entry level jumps.

15 INTERMEDIATE JUMP LINE

Larger more challenging jumps intended for building skill and confidence.

16 ADVANCED JUMP LINE

Largest features for skilled users, multiple jump options and offshoots.

17 JUMP LINE AIR BAG

Provisional space for removable 'air bag' landing jump. For use in events. Will require management as to when in action

18 SKILLS LOOP TRAIL

Polymer surfaced trail with a variety of skill building features using timber, steel and 'repurposed objects' (eg. railway sleepers, etc). Trail to have optional lines around advanced features.

19 TRAIL CHANNEL CROSSINGS

Robust ground level concrete crossings through the drainage channel with stone pitching either side. Inaccessible when channel is flowing.

20 VEGETATION BUFFER

Low maintenance, robust, and shade-providing plant species to create a visual and noise buffer for adjacent residences.

21. PERIMETER FENCING/ BOLLARDS



DESIGN NOTES

REFINEMENTS

- Design maintains original vision, with updates based on stakeholder and community feedback
- Airbag “trick jump” location added to Jump Park,
 - Provisional space for event use
 - Low-risk feature for skill development
 - Dedicated return trail for repeated use
 - Requires inflation and supervision; usage to be managed
- Skills loop trail now runs through the drainage swale instead of bridging it
 - Adds interest and reduces construction cost
 - Trail crossings will be reinforced with concrete and stone pitching
- Pedestrian bridge added to maintain continuous access across the swale
- Festival/oval access widened and adjusted to respect lot boundaries
- Pump track repositioned slightly for better flow and access clearance
- Drainage design developed to work with Karratha, water to flow into existing drain dissecting the site
- Drainage Strategy Developed
 - Based on the City of Karratha’s approach: keep water flow low and spread out to reduce velocity during peak storm events
 - All surface water runoff will be directed into the large existing drainage swale running through the site

MATERIAL SELECTIONS

- Focus on durable, low-maintenance, and engaging materials
- Recommended surface materials:
 - Asphalt
 - Polymer-sealed natural ground
 - Concrete
 - Compacted earth
- Design includes natural and repurposed materials for local character and identity:
 - Boulders, timber logs, railway sleepers, rail cars, etc
- Final Concept Design will include detailed analysis of:
 - Surface types
 - Placement of repurposed materials for function and visual appeal

If advanced to Final Concept Design, this concept will deliver a fun, inclusive, and engaging bike park that caters to a wide range of disciplines, ages, and skill levels.



Progressive Jumps



Balance Feature Example



Skills Trail Features



Asphalt Pump Track



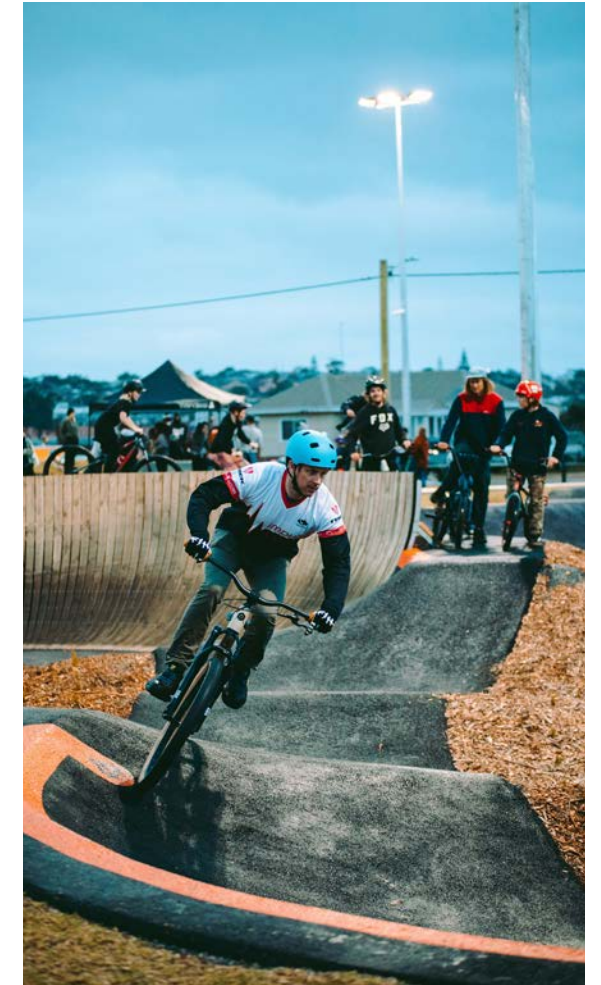
Optional Lines



Community Pumped for Challenge Park



Alternative Features



Albany Rollers and Berms



Multiple Skill Levels

03

Richardson Way - Refined Concept Design

FEATURES AND INCLUSIONS

01 MAIN ENTRY POINT

Location for signage and access to all areas of the Bike Park.

02 SECONDARY ACCESS

Concrete footpath connection to adjacent street, footpath network.

03 LOWER TRAIL HEAD - HANGOUT AREA

Small hardstand area with shade and seating.

04 UPPER TRAIL HEAD, JUMP LINE START PLATFORM

Raised platform, height dependent on budget. Suggest 3-4m height. Includes shade and seating/ spectator space, power connection. Accessible grade path.

05 TOILET BLOCK FACILITIES

Shared facilities as part of greater park development.

06 CENTRAL TURF AREA

Potential passive play space of greater park development.

07 VEHICLE ACCESS

Emergency and maintenance access for both the bike park and surrounding greater park features.

08 TEMPORARY PARKING LOCATION

Potential location for parking if bike park is constructed prior to greater park development.

09 PERMANENT PARKING

As part of greater park development.

10 PUMP TRACK

A fast technical style asphalt pump track suitable for timed race events as well as general recreational riding for all skill levels.

11 PUMP TRACK PLATFORM

1m high raised start point and viewing for the pump track, includes shade and seating, spectator space, water fountain, power connection. Accessible grade path access.

12 DRAINAGE SWALES

New swales constructed to connect to adjacent drainage channel. All internal drainage directed into

swales.

13 DRAINAGE CROSSING BRIDGE

Concrete bridge in path at swale crossings.

14 MOUNTAIN BIKE (MTB) / DIRT JUMP STYLE JUMP PARK

Polymer surfaced trail with a combination of timber and concrete features. Includes a variety of jump styles.

15 JUMP LINE START MOUND

Raised area, nominally 3-4m high, includes seating and permanent shade structure. Accessible grade path access.

16 BEGINNER JUMP LINE

Smaller size entry level jumps.

17 INTERMEDIATE JUMP LINE

Larger more challenging jumps intended for building skill and confidence.

18 ADVANCED JUMP LINE

Largest features for skilled users, multiple jump options and offshoots.

19 JUMP LINE AIR BAG

Provisional space for removable 'air bag' landing jump. Will require management as to when in action in events for trick learning.

20 DESCENDING TRAILS

Asphalt surface descending trail with 'found object features' railway sleepers, rail cars, boulders etc.

21 BEGINNER DESCENDING TRAIL

22 INTERMEDIATE DESCENDING TRAIL

23 ADVANCED DESCENDING TRAIL

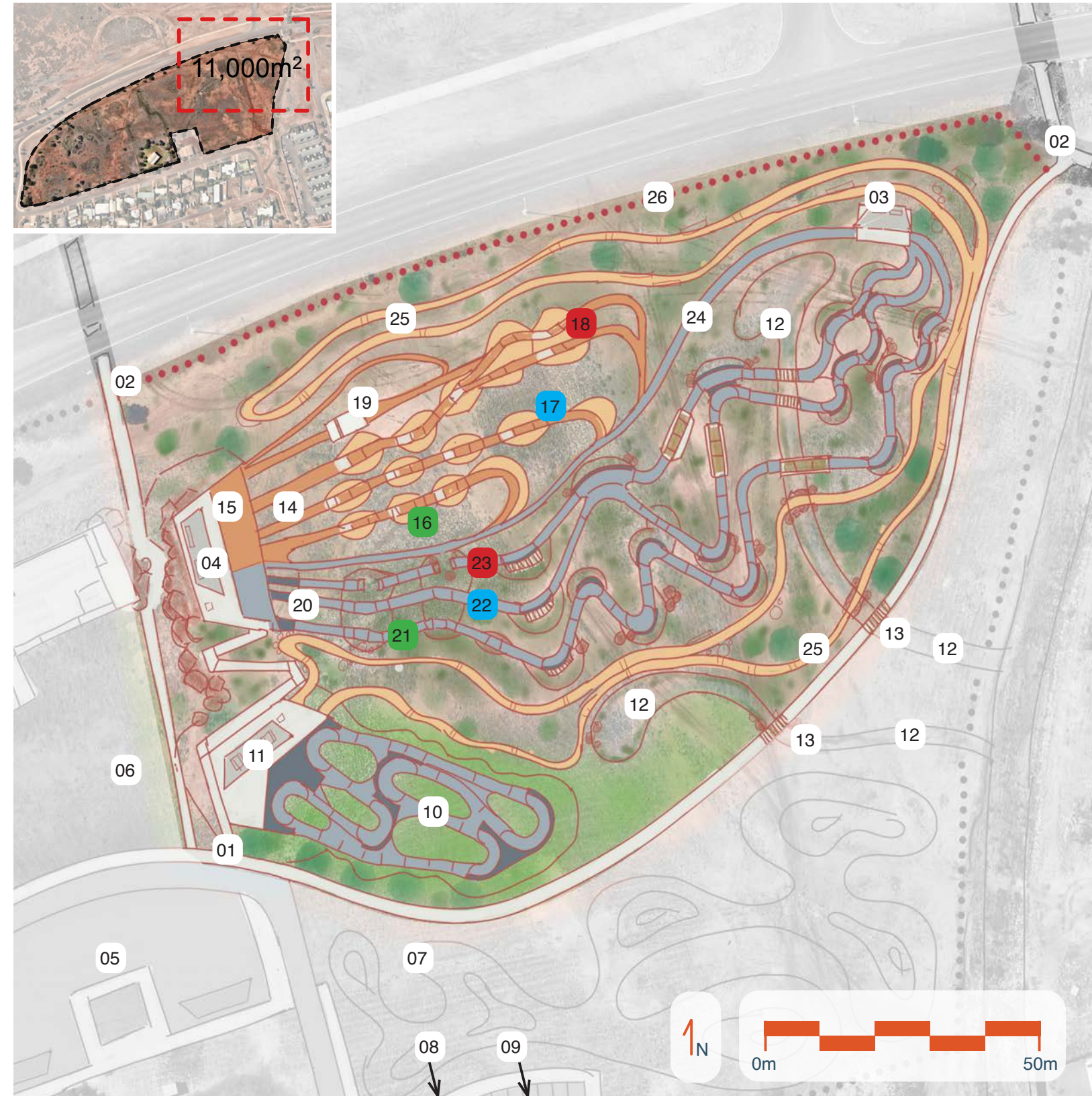
24 RETURN TRAIL

Shared natural surface trail for return access to trail head.

25 ADVENTURE LOOP TRAIL

Natural surfaced trail with a variety of skill building features.

26 PERIMETER FENCING



DESIGN NOTES

REFINEMENTS

- Design refined based on stakeholder and community feedback
- Jump lines and descending trails reoriented west to east
 - Reduces sun glare during peak afternoon and evening use
 - Circulation paths updated to support new orientation
- Airbag "trick jump" added to Jump Park
 - Provisional space for event use
 - Offers a low-risk way for advanced riders to learn tricks
 - Includes separate return trail for repeated use
 - Requires powered inflation and supervision; scheduled use will be managed
- Skills loop realigned to run around park perimeter
 - Includes more features to enhance user experience
- More detail added to jump park, descending trails, and pump track
- Pump scale track slightly expanded
- Drainage Strategy Developed
 - Based on the City of Karratha's approach: keep water flow low and spread out to reduce velocity during peak storm events
 - All surface water runoff will be directed into the large existing drainage swale running through the site

MATERIAL SELECTIONS

- Aim: low-maintenance, durable, and enjoyable user experience
- Recommended material mix:
 - Asphalt
 - Polymer-sealed natural surfaces
 - Concrete
 - Compacted earth
- Use of natural and repurposed materials to reflect local identity:
 - Rocks, logs, railway sleepers, railcars, etc
- Final Concept stage will include detailed material planning and placement strategy

If advanced to the Final Concept stage, this design will offer a standout facility for Karratha—memorable, iconic, and inclusive of all disciplines, ages, and skill levels. The outcome will be a highly rewarding community asset.



Jump Park



Concrete Jump Lips



Asphalt Descending Trails



Utilising Feature Props Adds Interest



Multiple Skill Levels



Typical Descending Berm

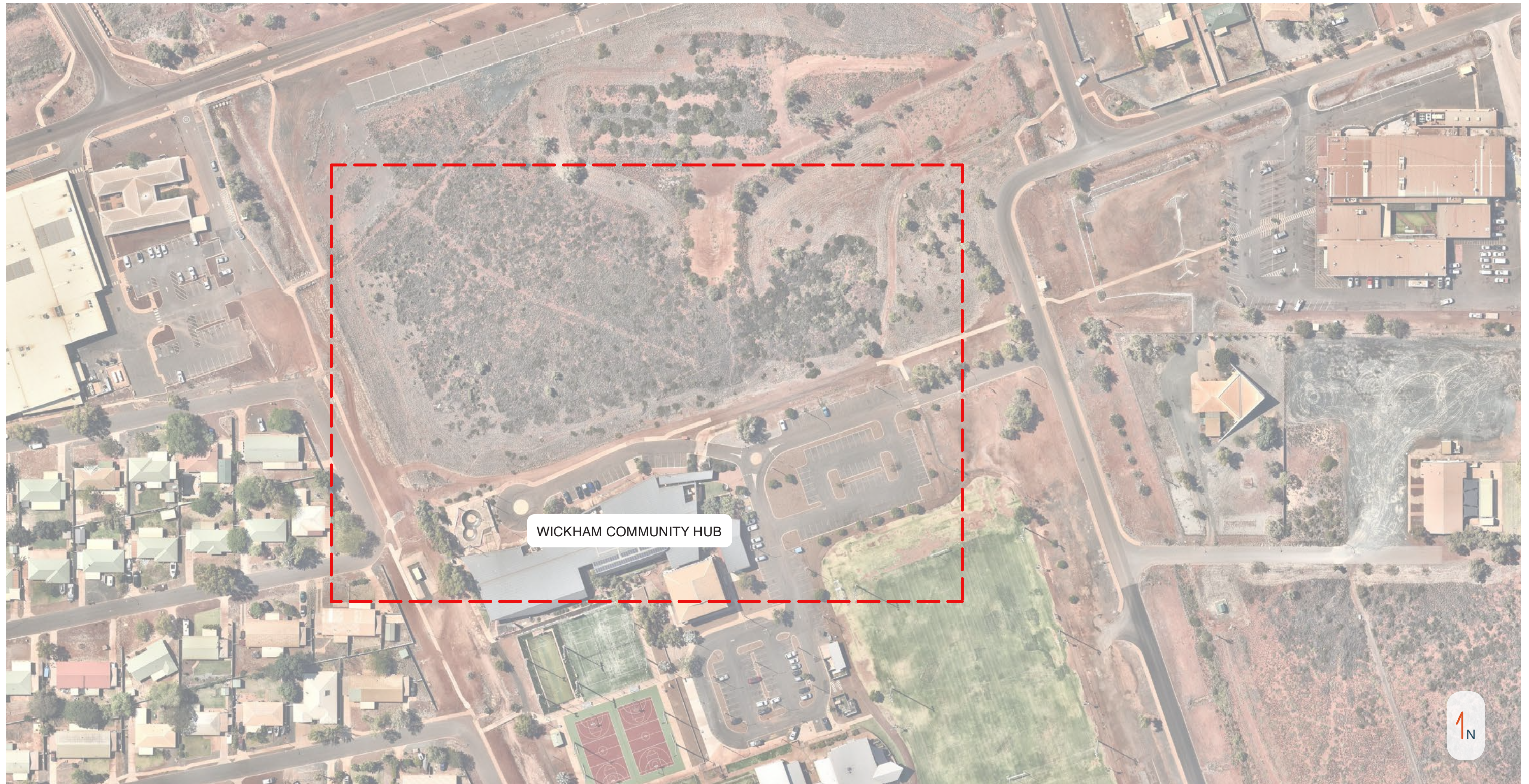


Multiple skill levels



Asphalt Pump Track

WICKHAM BIKE FACILITY - SITE LOCATION



01

Wickham - Refined Concept Design

LEGEND

01 LOCATION OPTION 1

02 LOCATION OPTION 2

03 PRIMARY HANGOUT ZONE

Connected to existing path network, shade, seating, water fountain

04 SECONDARY HANGOUT ZONE

Allows for multiple groups to use the facility at the same time, shade, seating.

05 POSSIBLE SKATE PLAZA OR NATURE PLAY EXPANSION

Future stage of works to enhance the areas appeal to the broader community.

Location 1 on plan shows skate park, Location 2 shows nature play. Either option would work for either location.

06 PUMP TRACK START PLATFORM

1m high raised start point and viewing for the pump track, includes shade and seating, spectator space, water fountain, power connection. Accessible grade path access.

07 PUMP TRACK

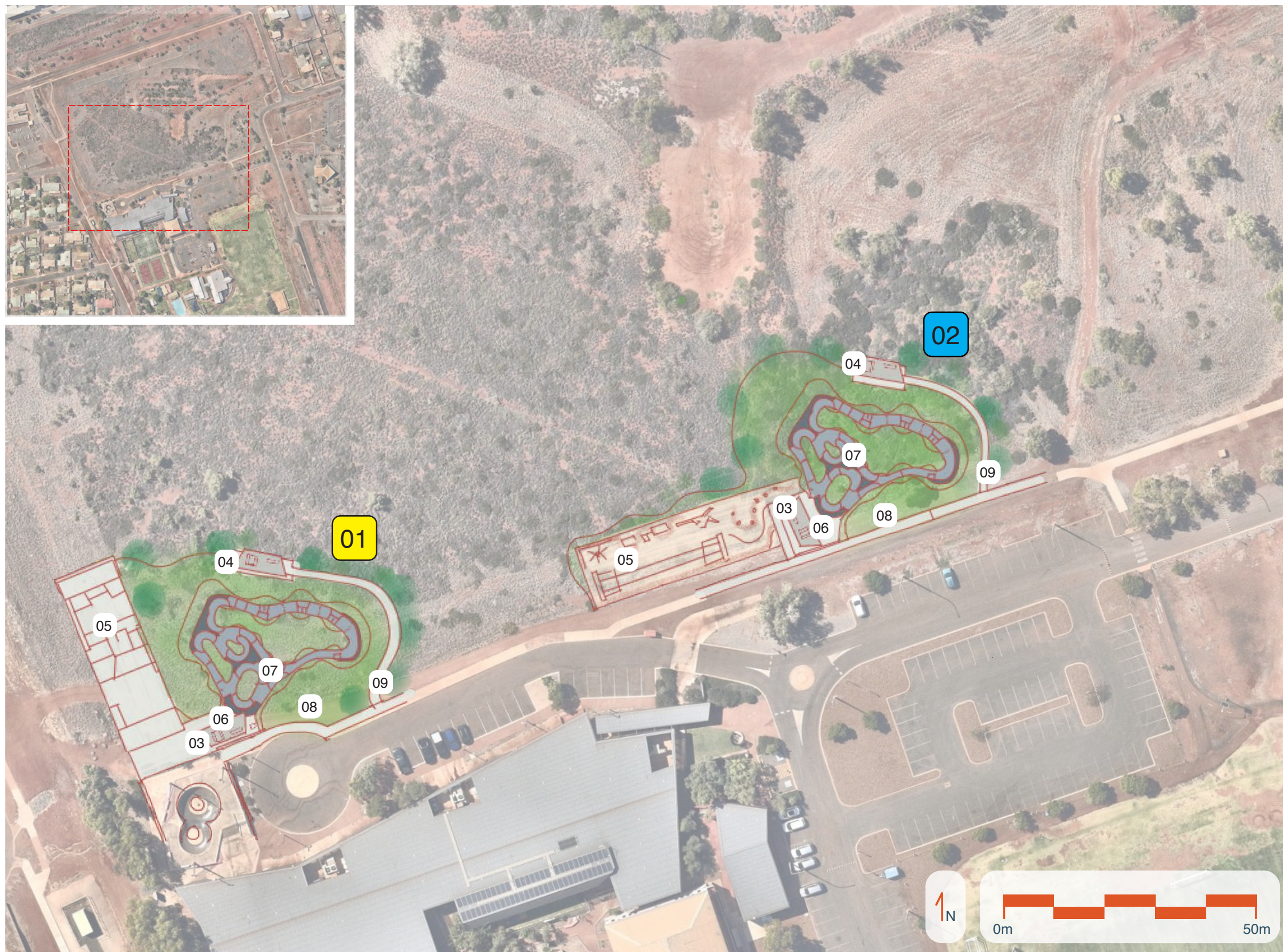
Medium scale asphalt pump track suitable for beginner, intermediate and advanced users. Mountain bikes, BMX, scooters and skateboards

08 LAWN AREA

Irrigated lawn area with trees for additional shade

09 ACCESS PATH

Concrete path connection to Secondary Hangout Zone



01

DESIGN NOTES

The Wickham site is based around a medium sized asphalt surfaced pump and jump track. Standard pump track elements are combined with a progressive jump line to provide skill development and enjoyment for all users.

Supporting the pump track will be two separate hang out areas, this will allow different user groups to have their own space and the ability to share the track at the same time.

Hang out zones will have seating, water fountains and shade.

There are two possible locations for the Wickham track. The first is connection to the existing skate park at rear of the main building.

The second location moves the track to a position with better general surveillance and better connection to the oval but still within close proximity to the building, amenities.

Both location options have the potential for an additional skate park extension or nature play area to be added adjacent to further enhance the function of the facility for the broader community.



Back to back Berms



Beginner to Advanced



Progressive Jumps



Berm Entry/Exit Double Roller



Feature Line Marking



Hipped Roller



Connected Berms for Pump Track Flow

