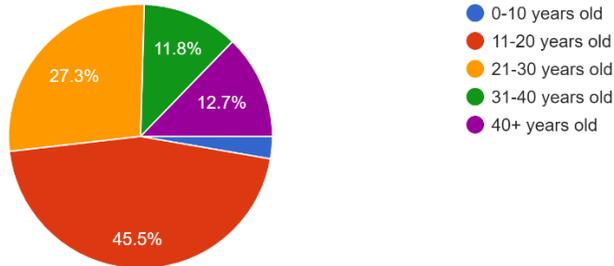


Malibu Skatepark Design Survey

Progress Report: October 26, 2020

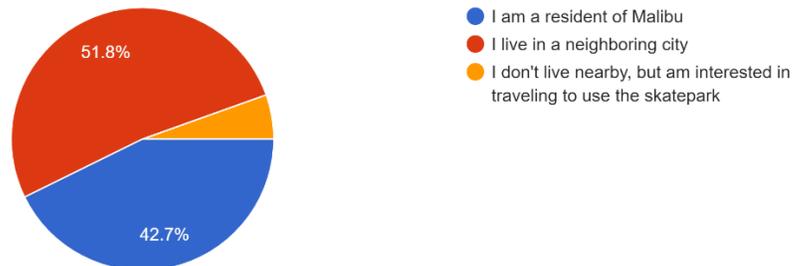
How old are you?

110 responses



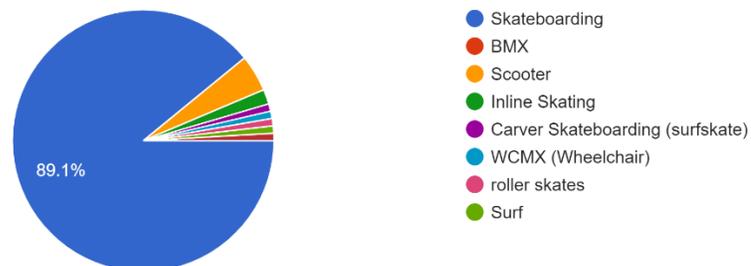
Where do you reside?

110 responses



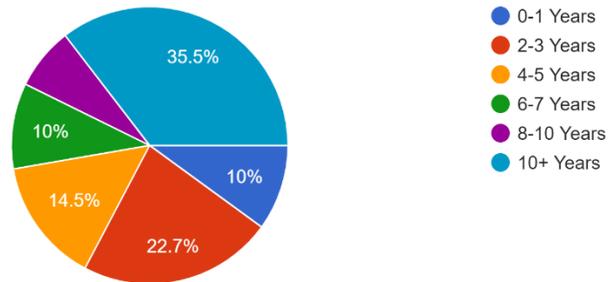
How do you roll?

110 responses



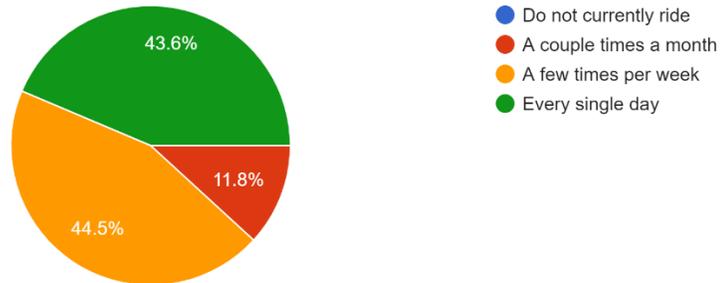
How many years have you been riding?

110 responses



How often do you ride?

110 responses



What qualities do you think help to make a skatepark a truly great place to ride as opposed to one that is not? (variety, uniqueness, overall flow, difficulty levels, colors/ materials, landscaping, ect... This question is completely open-ended, the examples are meant to give you some ideas.)

110 responses

-Flow

-Distinct park sections with fluid transitions. Ideally, the park is organized in a manor that would not encourage standing or idleness anywhere other than the outer edge of the park. I think smaller, approachable features cater better to the masses and provide an overall fun experience for all.

-Personally, I only visit skateparks with bowls and transition. Street obstacles are cool and all, but every skatepark has those. What really makes a new skatepark stand out in my opinion is well made, planned out, flow bowls and transition sections. I think an area for street skaters is important, but pools, flow bowls, and half pipe section are 10 times more fun.

-Flow, lower rails, quality materials that don't chip away easily, def a lot of plants,

-Good flow, good mix of obstacles, REAL HALFPIPE, good spacing
uniqueness of features, flow, opportunities for different skill levels, not being dominated by one type of skate style (including both street and transition features), being built out of concrete helmets for adults shouldn't be enforced. Less strict allows kids to learn in a creative way without getting out of hand.

-I think grey or like black is a good color.

-No

-Concrete, big 6 stairs & 3 stairs, rails, big objects, boxes, and a flat spot to do tricks.

-Symmetry and spacing, connecting sections. Not having rails that get in the way or sections that lead people into one another.

-having a variety of obstacles for every skater i've every level from beginners to pros

-The feel the environment and all skating types

-Socializing with friends and other people.

-The community of skaters that go, varying skill levels required on different obstacles, smooth concrete.

-Overall flow and a variety of different sized ramps... also a pool is always a staple in any good skatepark

-Variety. Making sure there are areas where you can flow like fun Bowls and flow tracks or ramps that emulate waves so surf skates and practice surf cross training on their skateboards

-Overall flow is most important (snack run)

-Overall flow, interesting features and lines, continuity

-Always Community! Maybe a beginner section with some easy rainbow rails. I have never seen a park with a place for the lilt ones to learn basic skills

-Speed, power, flow. The ability to create different and multiple lines. A varied level of elements (skill level). obvious rest area that draw you away from the

- Concrete obstacles with good flow at a medium difficulty
- Definitely the landscaping and colors/artwork and materials used.
- I think the ground of the skatepark should be kinda slippery so if we fall we can slide out
- To have every thing nice and smooth
- No scooters. They mess up the flow of the skatepark.
- it should include mellow down rails, bump to bars, and hips for the intermediate skaters that want to skate these things but don't want to skate huge things with risk of slamming really hard
- Fluidity and flow to the park. Variety, snake runs are fun! Absolutely essential for any park with transition is Smooth round metal copings that don't stick out too much. And finally - Nothing is better than a well designed mini ramp section. A good mini ramp is absolutely essential. As someone who has been skating their entire life, I still enjoy nothing more than practicing technical lip tricks on a mini ramp, and beginners can appreciate mini ramps to learn basic tricks as well as practice dropping in. Please don't forget to add the essential, well built mini ramp that everyone enjoys skating. Whoever is reading this, trust - everyone wants a mini ramp. Do the right thing, implement a mini ramp that is made with love, and coping that DOESN'T stick way out of the ramp. If a bowl is implemented, please don't put a generic kidney bowl, no one skates them. Please either put a nice bowl with square pockets that flows, potentially with a snake run attached. Whatever you guys/gals do, make sure you don't forget the mini ramp. ☹
- A Mini Ramp. 2.5 - 6 foot mini ramp or a Bowl ..
- transition is necessary if you apply it to the park correctly. just make is like a small street league park .
- I think overall flow and variety is key
- I think that we should definitely have a snake run like the one at Pedlo and I think that you should put some artwork in the skatepark. (graffiti/kaws style)... and alot of bowls because Malibu is more surf style. also you should put some street as well.
- Wide, open to allow for separation and flow. Wings for kids and small features then larger toward center, one big roll in or something to give speed.
- Materials, spread out sections for riders, views of the surrounding area, landscape, shaded and seating areas so people don't have to sit on skatable terrain
- Good flow and wide variety of obstacles
- Transitions between areas and separation between street and vert
- diversity in features, flow, designed with or by a skateboarder who understands the dynamics of a skatepark.
- i like rails and stuff like that i really like the look of the park
- The community the landscape and the energy.
- I tend to think of a fun skatepark is one with a halfpipe at least 5 feet tall and a big bowl to carve in the middle
- Tons of ramps I would love to see quarter pipes and even a small bowl and a big one even a pump track would be sick!!
- multiple difficulty levels, lots of space, if there's no bowl, plenty of QP and HP options
- A skatepark should be an open area/park that makes people from all ages and backgrounds feel welcome to express themselves through their favorite sport (Skateboarding/inline skating/etc.) --

The variety of difficulties that the park's obstacles present should allow a beginner develop into an advanced athlete and that way everyone from all stages in their sport can have fun and feel included. Flow is a big part of the design to help eliminate people running into one another and allowing different areas of the park to be used at a maximum level at the same time. Colors and materials are also a big factor because if it doesn't look or feel good, then people won't want to ride there. The smoothness of the ground should be a big quality point to consider but without being too slick or hot in the sun for safety and longevity of the park. Landscaping should be implemented for the beauty of the surrounding Malibu area, but to the point where it won't need to be maintained or watered too often.

-Ideally the Malibu park wouldn't be a watered down park for kids. Something with some really high level terrain that could host a pro contest would be rad. Throw in some stuff for the kiddies too. Mammoth Lakes, CA has a fun park

-Shaded areas

-A nice section of banks and quarters that you can maintain speed through

-Lots of transition (ie bowls, mini ramp , different obstacles. Look to Moorpark Skatepark design for inspiration. It is the best use of space in Southern California.

-The qualities that make a skatepark a great place are variety in my opinion. I live in the palisades, and my local skatepark the cove, does not have a lot of it. What I mean by this is variety in obstacles, and in those obstacles varying difficulties. I have already been to the temporary Malibu park and I LOVE IT. I think lots of banks, little hubbas, And down rails are SUPER fun for all skill levels, as well as the bigger rails and other obstacles. Consider putting in much more street sections than bowl sections.

-I think that having a variety of difficulty levels included at the park is super important. Especially with transition as there is a pretty large barrier for entry. Other than that a park that flows really well would be great.

-Uniqueness, flow and variety of difficulty levels

-Variety - like at the gym. Certain areas are busier than others so you find something else to do and wait your turn. If one ledge or ramp is unavailable, good to have a few. An epic snake run is important too! Every park needs it! And a few different sized bowls for growth and progression.

-A great skatepark has a diverse array of obstacles with varying difficulty. The best thing a skate park can have is great flow. you want to be able to go from one obstacle to the next but not always have to take the same path to do so.

-Flow. Needs to have flow so in each corner of the park a lil like triangle pyramid

-I think a variety of features of different difficulties with a lot of flow is the most fun. My favorite skatepark is Linda Vista skatepark in San Diego because there so much flow and there are many different types of features. Venice is also super fun and has pretty solid flow.

-Variety in difficult level to make it challenging for all levels

-Veteran

-Use Venice Skate Park as your template and it will be incredible, definitely a cool snake run, a big bowl and a little bowl.

-Flow for sure! Extremely important

-I like skateparks that are more street! Seems like there's a lot of vert-heavy skateparks around the area like Moorpark and Venice, but not a lot of high quality skateparks with varying gaps, ledges, and obstacles typically found on street-skate spots.

-First and foremost the skate park needs structure. Example the Cove in Santa Monica you have to register and pay for membership which keeps law and order and the kids respectful. Second definitely all Concrete with a majority of pools balls and definitely a pool with actual pool coping that's vertical. Third days and times need to be structured to skateboarders so there's no overflow with scooters.

-Skateparks need to be free and without park monitors [park nannys]. Lights go a long way to park adoption. The longer the park is open the less time they are spending elsewhere. Also there needs to be a well-rounded design for everyone. Also please include curbs and double-sided curbs all painted red.

-Variety in obstacles

-Round walls, connected with hips. Lots of flow. Pool coping. Everything connected. Speed.... lots of speed. Difficult terrain that requires speed to and continued flow to master mini half pipe!!!!!!!!!!!!!!!!!!!!!!

-A lot of transition hips and a chili bowl with good not to big coating and maybe a pump track the rules should be like the cove from Santa Monica and no scooters and bikes have their own time different then skaters

-Flow and good transition are the most important. Variety is always good but matters most in different sizes of tranny. A good park has big obstacles and small ones and medium size too. Ex: big bowls, medium-small bowl, and mini bowl or mini ramp all in same park. This can be applied to rails, ledges, hubbas, and stairs as well.

-The people who care for it and maintain it as well as a variety of things somewhat spread out. I feel the better maintained the more respect people have for the park (generally, there is always the exception) Flow just happens naturally or not some days or time of day. But when it's all separate it helps a lot. PUMP TRACKS WOULD BE AMAZING since there are none in LA!

-A mix of everything maybe not in the same area but have transition and street elements in the park. Material should be a smooth concrete.

-Wide variety: bowl, mini ramp, vert ramp, rails & boxes-mid size, manuel pad-curb high, hips and quarter pipes. Good Flow is very much key and is what I look for in a park the most. Difficulty Levels: I like when I can work my way up for example a mid size grind box to one as tall as a school bench. Materials: I like a smooth (not too slippery though) concrete park the best. Skatelite if wood is used but that's always best at indoor parks, but if always taking care of, skatelite wood is great outdoors especially on vert and mini ramps. Good landscaping is an added bonus overall and is always very nice and I appreciate it big time. Nice chill spots off coarse is really nice for everyone.

-Clover very pool

-Definitely a range of levels in difficulty. A small bowl, big bow, small stair sets and hubbas and big stair sets.

-Well built

-I am the riders parent: It's easier to answer by stating what I don't like about other skate parks (especially the Volcom Bothers Skate Park in Mammoth). Public pot-smoking; older riders bullying and harassing younger riders and making them feel uncomfortable and scared; skateboarders harassing scooter kids and/or scooters not being allowed at all. An environment where all users can feel safe and act respectful would be great. Also, a water bottle filling station would be amazing. Riders exert a lot of energy and need to hydrate. Plenty of seating both for guests/parents/friends to watch riders, including shady options. Varying size bowls for varying skill levels. Lots of well-spaced rails, bars, ramps, etc.

-variety and smooth ground

-A park where advanced skaters can still have fun and progress. For material a gloss concrete

-I think the park should have a good flow and not too many manual pads.

-Flow, variety of obstacles, the ability to transfer from street to transition

-Allowing 18+ to ride freely without safety nannies, not treating a skatepark like Soho house i.e. make reservations to skate - skateboarding is about freedom. Make it cement, give it good manual pads and ledges, square rails, a snake run. I've managed a city park in Los Angeles for 10 years, and as a Malibu resident for the past 7 years, I am embarrassed to see how the temporary park is being run. Completely turned off from skating there.

-Variety of features for ability levels

-I personally like bowls and quarter pipes. I also don't know how to grind yet, but you should put rails in the park because a lot of people with more experience DO know how to grind and I soon will as well. But you shouldn't make the bowls too big. The MAX amount of ft for a bowl/quarter pipe should be 8/7 ft.

-Flow and difficulty levels

-Variety of difficulty levels. So kids can feel comfortable just starting out but also get inspired watching others.

-The park needs to have good flow, aside from the actual obstacles and their design, that is what is most important. I am a fan of the fun boxes at the current temporary park and would like to see more of those. I don't like the colors of the current park though, very bland and not aesthetically pleasing to look at.

-good transition

-A park that is fun to ride for me is one that has beginner areas and advanced areas. A good park also has a good flow so that you can have long lines.

-The flow of the park and a variety of obstacles ranging from different skill levels

-I'd say a place that flows well whether it is street or transition. If you combined the best elements of the Venice park like the snake run and bowls but also had a good plaza set up like stoner. If street and transition can be combined cool but separate might make it more appealing as the street folks will be able to do their thing and the transition folks as well. If any metal coping bowls please use same metal as Venice park, it slides way better than the Santa Monica Park.

-In my opinion, for a skatepark to be a "good skatepark", it needs to have design input from an actual skateboarder. A skateboarder only would know what would be a crowded obstacle, and they would know what obstacles will turn into benches. The moorpark skatepark had skateboarders helping them design the park, and that is known as the best skatepark in this area.

-So I would say having someone who skateboards or used to skateboard helping you design the park, or even to just approve of the park would be essential. I say skateboard and not scooter or BMX because most scooters and BMX riders are younger, and don't fully use everything in the park. More specifically, the smoother the ground is at the park the better. Shade at skateparks is always a plus as well. Parks like Moorpark skatepark have a small beginner section at the entrance, and the rest of the park is higher skill level. I think this is genius because it gives the younger kids an area out of the way of more serious riders. The colors don't matter much, but the material does. Think the smoothest, nicest plaza you can think of. Finally, the majority of skateboarders in our area skate more street/plaza style obstacles, however, there must be transition incorporated. Without transition, you are excluding a big group of skateboarding/BMX/Scooter riders.

-Before anything else is said, A CLAPS B. Its not even close A is way better. A is the PERFECT balance of street and park with a delicious amount of flow. B looks like A but before they decided to add anything. B is just beta version of A. The most important thing about a skatepark for me, is probably the least controllable part, the vibe. I think this really just depends on the location and city that the park is in. Like the santa clarita skate park is huge and has sooo much dope shit but i dont think id go back after my first visit because there were no locals or oldies throwing down big stuff. It was just all 7 year olds dnaking me and having 0 park ettiquite. This COMPLETELY ruined the whole visit for me and made me not want to come back any time soon.

I believe that there needs to be a balance of transition and street oriented features, rather than just focusing on one or the other. This allows a lot more skaters to enjoy the park. A flowy, well maintained skatepark is a good skatepark.

-Sections being spaced out, overall flow, some shade, designated sitting areas so people don't have to sit on a perfect curves ledge or anything.

-Having multiple ramp styles/ levels of difficulty is the best thing for the intermixing of skaters... from young to old. Such a design allows for everyone to use the park, making it a great place.

-My favorite parks are parks where you can link lines together and have a mix of vert and street features.

-Smooth ground, well built obstacles, built by a trusted company such as Spohn Ranch or California Skateparks

-The park should have a world class "expert" vert bowl.

-Variety, flow, difficulty level

-Definitely love to see unique obstacles in a skatepark, and a must is good flow around the whole park.

-The people there motivating and cheering everyone on

-A variety of levels for the kids who don't like to do super fancy tricks.

-Overall flow is important and materials. Nobody wants chunky ground & disconnected ramps. But also, variety for all levels. Beginner skaters-advances pros. Have different areas if that helps.

Do you think there is anything that can be incorporated into the design that represents the city of Malibu?

110 responses

- No
- Chumash art/paintings used to design certain features around park
- Not sure, sometimes I find the city designs to be kinda corny but that's just me
- The Flora of Malibu!
- Pier feature, pch feature, mt feature
- not sure
- park looks great, good job
- Maybe a sign
- Impression of PCH guard rails, pump track, cliffs, longboard track, infinity pool impression
- Ya a signature wave piece like the wave in San Luis Obispo skatepark
- x
- 3 stair I don't see that alot
- Access to the sea
- Maybe something to do with Malibu high school colors? I.e. paint the ledge coping to turquoise for the school color.
- Not sure...
- Emulate surfing waves so we can practice surfing on our surf boards (bowls, flow tracks, and gentle sloping long ramps
- Make quarter pipes to resemble waves.
- Euro gaps are a must and unique, artsy features are always fun
- Maybe a concrete wave!
- The heart and soul of Malibu is surfing, so with that in mind I would love to see elements that highlight the connection between surfing and skating. think pump track, good banked walls for berms (dogtown), flow bowls and transitions.
- Not that I know of
- Palm Trees planted around the premises
- Yes we can paint Malibu on the floor
- Nothing
- maybe some waves or a mural of some sort
- I think smooth concrete juxtaposed with blue rails, and paint on the transition really fits Malibu and the ocean setting.
-
- street league
- Something having to do with world class Surfrider Beach down the street, 1st, 2nd, 3rd point features? The Pier? Maybe a Malibu Pier style sign as an extension in a bowl sorta like the VANS sign in the flow bowl at HB outdoors?

-SURF STYLE SKATE!!!!

-A must - a wave ramp (gets taller on one side) that doubles as the roll in, and history of malibu - stamps of figures and written sayings in the concrete: horses, Chumash, native flowers and plant leaves, name the areas or bowls after animals: mountain lion den, coyote alley, let our kids and visitors learn while there.

-Skatable Sea animal sculptures , skatable concrete waves, connection to the surf culture and surf spots, native plants for landscaping, oak and other large native trees for shaded areas :)

-Something wavy

-Lots of bowls with hips to make it a wave looking structure

-Some artistic language (ocean/waves etc...) / a full pipe that looks like a wave.

nope not really

-A sign maybe in a bowl or on a wall with a cool type of calligraphy

-A big bowl for carving also a pump track just to emphasize our surfing roots

-Waves!

-palm trees

-When I think of Malibu I think of blue ocean waters, palm trees, natural surrounding landscapes of mountains and the great wildlife of California coasts. I think the skatepark should be surrounded by fencing to protect the public from wild animals such as bobcats, mountain lions, and coyotes as people will want to visit during all times of day and let their kids play freely without the worry of an animal running up on them. We don't want to disrupt the wildlife surrounding the area and we don't want to put animals at risk for our sake of safety. The design of the park could also incorporate a fun flow zone or snake run around the park as if you're surfing the concrete like all the surfers do on the famous Malibu coast.

-Don't be cliché. Make the best, most unique skate park possible. Not a Malibu theme park

-Flow

-Something beach themed

-A bowl

-A wave feature design. Look to San Luis Obispo Skatepark for a wave feature design.

-What would be super cool is if you had a half pipe that protrudes in the air high enough that there is a view of the ocean, or what would be super sick is a Literal concrete wave-type-ramp.

-The wall at surfrider is probably the most iconic feature of Malibu. Maybe putting up a replica at the front of the park or turning it into a vert wall or something.

-Colors and/or patterns that represent & honor the history of this land and the Chumash people

-Different sized bowls to practice 50/50s and axle stalls

-Maybe marine life designed into the park like the dolphins on the zuma beach barriers

-Palm trees

-the color blue

-View/acces to the beach, palmtrees and a 3 level grandstand for people to relax, hang out, and watch the skaters.

-No

-Maybe put the name Malibu imprinted into the concrete on the side where the view is...and/or some waves bubbled into the concrete.

- Maybe palm trees?
- I think we should keep it simple and all about skateboarding.
- A [concrete] wave. Maybe even a [wooden] pier over the park where spectators can walk over and watch.
- A little of everything also a good handrail
- Over vet wave/capsule counter. FDR corner meets SLO wave
- na we gouda
- Two palm trees at the entrance
- Definitely a great looking wood half pipe, half of it should be like 5-6ft and an extension of like 8-9 ft with same very
- Waves 
- park style bowl with some vert (at least 8ft)
- I think a good symbol representing The Bluffs much like the Point Dume symbol.
- Clover shaped pool
- Surfing
- Just a clean nice design which is colorful and fun to skate and flowy.
- There needs to be a pool
- make one of the ramps or bowl visually look like a wave
- Maybe a bowl with a wave
- Maybe some color
- I think the park should have a good flow bowl.
- A giant M (like the giant H at Harbor City skatepark)
- Red Tape.
- Include a surf related section
- The temporary skatepark in Malibu now is a bit small so make the permanent one bigger. Also I think there should be a spine and a mini ramp. I don't think it should be wood, I think it should be cement (I do like the sound of skating on wood though, but that doesn't really matter).
- Chrome Hearts
- Sustainability.
- Shape of waves
- a palm tree in the middle
- wave like quarter pipe
- I don't know
- I'd say it has to be surf skate influenced. Do have a good plaza section but transition is should flow nice, think about the waves around the place. I think what is lacking with Venice is the street section but the transition is amazing. You can look at like the two different wave styles say the waves like first point and the beach breaks like Zuma. The points are flowy smooth transition and zuma is more street like tricks and tubes. Malibu is more known for surfing than skating, so there needs to be a surf element to it. Maybe like surf cross training park type thing.
- Maybe some sort of decorative fencing or a shade canopy with a design representing the city. This is tricky thought, most skateparks don't have anything like that. Moorpark skatepark has a

big "M" carved into their concrete, which is the only other example of this that I have seen. But you must make sure whatever you add is not obstructing the obstacles.

-A big dolphin

-I think there can be a surfing vibe incorporated through a flow section

-Absolutely, long little mini ramp with 3 growth extensions maybe 2' 3' 4' for surf riders 1st, 2nd, and 3rd point break. Whale tale ledge similar to the statue in the bluffs park.

-Yes. More wave art.

-Murals on the walls would be sick like waves for example.

-It can maybe be beach themes or use colors from the beach such as yellow and blue

-Making this a world class skatepark that represents our community's love for skateboard and surf culture.

-A pump track, since we all surf as well

-I think they should incorporate some aspects specific to Malibu such as the mountains and the beach, like maybe a wave or something. Definitely some rocks.

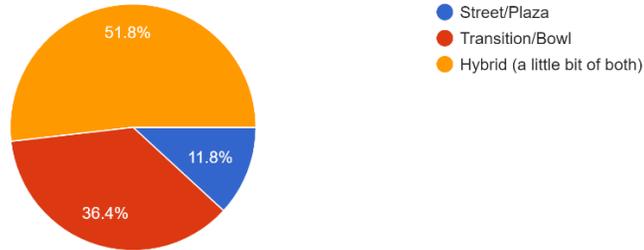
-A "wave" type feature

-Yes, waves.

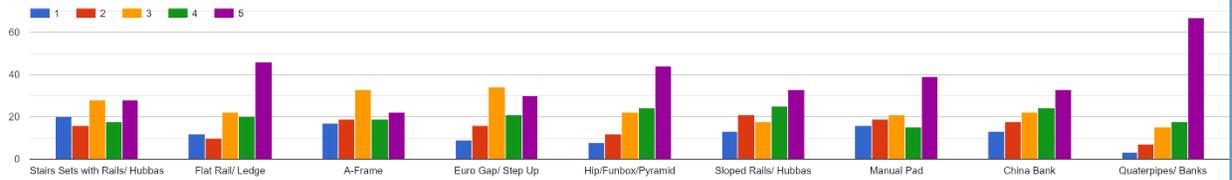
-Ramps beginner to intermediate

-Surf-like features

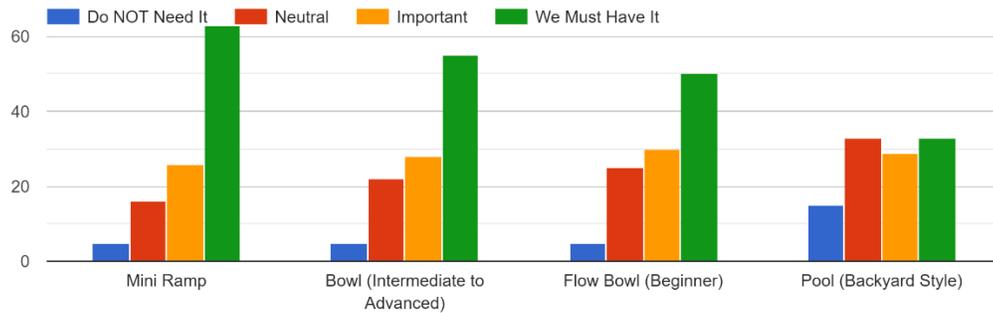
What type of skatepark terrain do you most prefer?
 110 responses



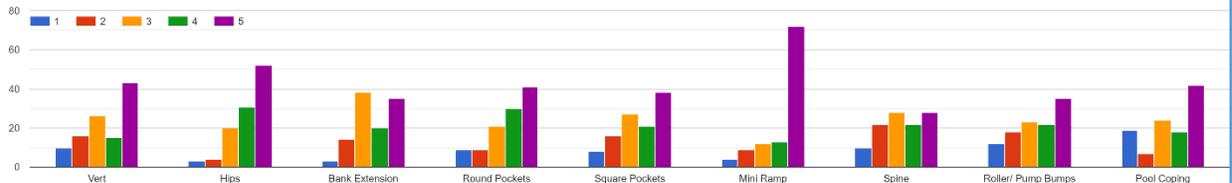
For a Street Style Skatepark, rank the importance of these features. If you rate everything a 5 we will note that you value everything equally.



Rank the importance of these different types of transition.

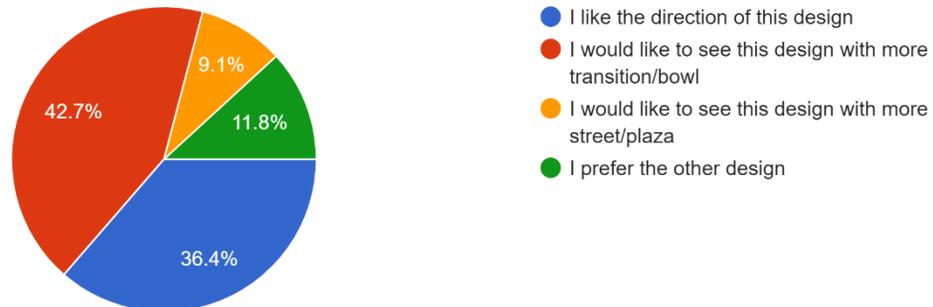


For a Transition Style Skatepark, rank the importance of these features. If you rate everything a 5 we will note that you value everything equally.



What do you think of design Concept A?

110 responses



Any comments on Concept A?

76 responses

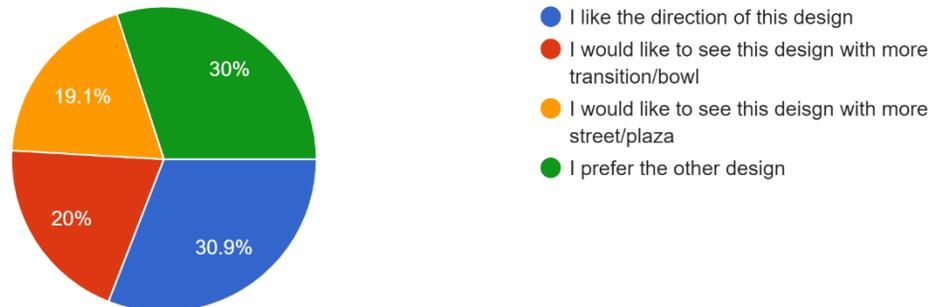
- It's got more than enough street and plaza. Every skatepark has that!! Put some crazy flow bowls in there and make it stand out. Seems like there's more than enough room
- I love A but needs a china gap
- Looks fun, needs a mini ramp for ppl who don't skate transition
- this feels like a nice mix of street and transition to my taste
- looks like a fun park for all skill levels
- No but it doesn't look like it has a hip and I think hips are really important
- No
- Obstacles don't really flow into one another, a lot of wasted space on having a flat rail in the middle of the park. Don't know why you would put the big pool separate from the flow bowl they should be side by side.
- Put a 3 stair for people that aren't that advanced at skating
- I love the design
- Amazing!!!
- Way too much street. Needs to have more enclosed flow bowls
- If the pool was a flow pool it'd be better
- Bigger bowl please!
- I like the small mini ramp behind the flower box at the entry. If you can bring that to Design B somehow it would be cool
- Not much tranny but make it a bit more flowy
- I just prefer the layout of B
- Make an 6 stair and 2 block
- None

- Looks good
- i love it so much i will skate here so much you have no idea the rails look so fun and that 7 stair looks perfect and the bump to bar is perfect overall a perfect park 10/10 but maybe a 1-2 hip/pyramids would make it the best in the world
- Looks fun but a more well defined bowl section would make for a better park in my opinion. little more transition
- I like the mini-ramp feature inserted into Concept B instead
- PUMP TRACK!!!
- Missing a euro gap! And more surrounding landscaping and seating
- More ledges
- i love it
- Sick
- I really like it a pimp track or snake run would be fun too
- There should be more street/plaza to allow beginners to skate easier without getting in the way of transition skaters.
- Great design, but needs a cornerstone feature
- Redo
- Perfect
- To little transition
- Love it, but maybe more little stair cases and only one big staircase.
- It is pretty heavy leaning towards street but it looks great. The mini ramp is a great idea, I think adding an extension or some other features to it would make it more versatile.
- Snake run and another mini ramp!
- I love this design, I just don't see any euro/step up gaps
- Needs more flow. Looks very aimed towards street skaters and not both. We need both in Malibu because we have a LOT of Surfers here.
- looks so good
- Looks great! I would like to see one shallow and one deeper bowl.
- check out Venice skate parks design
- Liking this design a lot!
- It's important to have a pool with coping and vertical just enough vertical for kids to adapt to but also advanced skaters that can do hand plants and aerials.
- Keeping the park elements separated will create a better flow in the park. The bowl could be a better design. That one has been done many times is not unique. It will not draw skateboarders in as much as another design. It needs some flat walls and more dimension.
- So good would be so grateful
- Corners need to be contacted. Mini zone good for kids. More hips with more pocket speed. Connect to pool
- More flow bowls
- It's perfect but add a smaller bowl as well as a wood mini ramp. Always good to have wood
- Like I said in the meeting a mix of the north side of concept A (the one with the entrance) and the south side of concept concept B

- For my level of skateboarding the ledges and rails look too high. But that's just me. I do think that skateparks are great to build your way up to a hand rail in the streets for example. So just wanna mention that I like a skatepark to build up my comfort level so when I take it to higher ledges and rails I am ready to step it up. I like a skatepark as a training place as well as overall fun. My level and comfort zone with the height of a box or rail is about 10-12' high. maybe 14'. A little over curb high for manual pads as well. But looks absolutely amazing though regardless!
- More vert
- More park-style
- great start, needs a nice wide manual pad area.
- I can't see the picture that well, but for someone who doesn't know how grind rails/jump stairs, I think you need to put at least one ramp next to each set of stairs.
- Make sure park is walkable without getting in the way of riders
- We can find street features anywhere. We need bowls!
- the bowl would be better with some more shape to it
- I like it a lot but I think changing the rail on the 6 stair to putting two of them on either side of the stairset
- Looks like a street contest run with pool off to the side. Not very creative.
- This looks great!
- A SLAPS
- Looks like a good mix of both skating styles, without being too much or too little of each
- A euro gap / step up would make this complete.
- Its sick, but maybe some more flatground would be nice.
- This is my dream park
- Really like the super long rail, and back yard pool, want a small tranny with pool coping.
- looks like it can be for new skaters too
- It could get really tight based on crowd
- ight
- what would make the park even better is to add a round flat bar somewhere in the park otherwise maybe the down rail on the stair set is a bit too big
- Change the bowl to a park style bowl
- I like the various street elements: stairs, rails, ledges. I like the mini-ramp. I don't like that the quarter pipe behind the mini ramp leads right into a vegetated area. The skater is forced to go right or left to avoid crashing against a ledge. In that sense, I like the more open drop in of Concept B (but the mini-ramp should stay).
- Lots of flat, total speed killer. Complete lack of transition variety. Not big enough for the skate community surrounding Malibu. Just another park.
- The bowl is too basic. Turn into into a clover design with various depths in the pockets. And connect it to the rest of the part with pump-able pathways.

What do you think of design Concept B?

110 responses



Any comments on Concept B?

76 responses

- No
- More street
- Looking for mini pipe on Concept B
- I understand that this concept B has more "transition" in it, although I'd almost rather prefer concept A. Here's why. Even though there is much more tranny in this concept, it doesn't look flowy at all. It looks very open and honestly wouldn't be that fun to skate. At that point you might as well just keep it all a street section because that's transition kinda looks like a waste. There's no deep end, no flow, it's just a bunch of quarter pipes and a rounded corner. By bowls, I'm talking about the kind of stuff they have at Linda Vista Skate park in SD.
- too transition focused for my personal preference
- Another great design, has similarities to Stoner Park in LA
- I love his one way more than concept A
- Instead of the grass planters you should do a spine transfer into another transfer so you can flow from big pool into the small section. Make the bigger quarterpipes to the left as tall as you can they look too shallow. It's cool to have a lil quarter for the kids on the right but you gotta have a 7 or 8 foot wall on the left side to go big and get a lot of speed off the middle section.
- More street
- I really like the bowl
- Needs more enclosed flow bowls. Would prefer flow bowls over pool bowls
- Needs better bowl

- Bigger bowl please!
- Again not much more street only a bit more
- Great layout
- I like it the same
- first one is way better 5/10 for this one
- Needs a well defined flow bowl / mini ramp.
- too much tranny
- Really liking this design with the mini ramp from Concept -A or a mini or flow bowl added in.
- PUMPTRACKKKKK!!!
- Flow could be better - would be sketchy and dangerous with lots of people
- Important to consider the traffic and how the flow will work when crowded.
- B > A
- nope
- Awesome
- Looks sick maybe less rails but looks awesome still
- to much transition that will become boring overtime.
- More street cross over and needs a snake run
- Good but a bowl without pool coping would be nice
- I looks great. There are many surfers in the City and surrounding areas that love transition. Riding transition is akin to riding waves.
- You'll get way more visitors if the skatepark is primarily street. Please please please make it primarily street.
- Boxes
- The whole left side doesn't have a lot going on. Just looks like something to ride through. I would probably see most people skating that side as if it were just a mini ramp
- Needs some street maybe 1 more rail like flat bar
- i like A better
- Great! One shallow and one deeper bowl.
- Stairs and rails are always good to put in
- It looks more well rounded.
- Same answer as above
- This is much better. What I would like to see is a true replica of the Wallos [from Hawaii]. It seems like they are attempting that in the design. I am from Hawaii, email me if you need details.
- I don't see any parts that are in b that are better than a
- Focus more on A
- pump track!!!!!!!!!!!!!!!!!!!!!!
- I really like this but put more park and less of the trees in the middle so more flow bowls and snake runs
- It's perfect but add a smaller bowl as well as a wood mini ramp. Always good to have wood
- I would like to have an A frame with a rail and a rail going down the stairs. But like I said the top half of A mixed with the Bottom half of B

-Looks super sick! If anything I'd like to see a flat rail and flat rail 10-12' High somewhere in there but overall I have to say I like this design better. The flow looks amazing! Being a street and transition skater it's hard to pick a favorite but I am still liking this one better than A. All about the flow overall.

-Good start. Clover shaped pool with shallow stairs

-Concept B needs slightly more street and plaza.

-this design appears to have less jumps but it's hard to tell from the model

-If it had more street and a mini ramp it would be perfect.

-If you could mix the right side of concept A and the left of concept B it would be awesome

-I like the amount of transition in it.

-any chance of a vert ramp?

-If you're going to do this design, you definitely need to put more stairs/rails (don't forget about putting at least one ramp next to each set of stairs). But still, I would prefer the other design.

Would love a dedicated area for beginners, even just one feature!

-Make it flow- like the ocean

-not enough obstacles

-one or to more stair sets

-A better design but still doesn't seem like it flows that well.

-This park looks somewhat empty. I feel like you could fit many more obstacles into this much space, like in example A. And like I said, our area prefers street and plaza style obstacles.

Concept A is defiantly on the right track.

-B is dop poop it forgot to have anything in it.

-This design would be really hrs to skate if it were to get just a little crowded.

-Needs more street

-There isn't enough street and wouldn't really let street skaters progress that much

-looks like it has more stuff for advanced skaters

-It's perfect

-wack

-Too much transition

-If you add north half of a to the south half of b it would be totally awesome

-It has a few more quarter pipes. Might be good if there is a lot of pool coping. The L shapes snake run could be a crash up derby. Looks like enough space for 10-15 people or less.

-There's a lot of flat ground, maybe add a couple bumps and or cut off a section to build more of a bowl instead of it being really open

-For this to really work well, it needs an elevation change from one end to the other to facilitate speed and create full-park lines.

Any additional input for your skatepark?

75 responses

- No
- Digging the concepts
- I feel like I've given enough input lol sorry
- mellow transition, a big mini ramp with different features incorporated
- Please at least put one hip
- Cool design could use a few adjustments! You want this park to be epic for sure!
- Flat rail and stairs
- Add more obstacles by the entrance
- Can't wait
- The boxes by the entrance should Be straight not curved it's a lot harder to Do more advanced tricks on bent ledges
- More enclosed bowls, especially flow bowls. Those are the best for practicing and building community as everyone watched each other, learns, and take turns. Way less crashes when it's enclosed and separate from the street stuff
- Would love to see a flat rail that one could ride up to and on...
- So we get a lot of speed
- None
- More Bowls
- please pick A and add a mellow pyramid and it would be the greatest park of all time
- Very excited. Thank you to everyone who is putting in their blood, sweat, tears, love, money, and time into this project! Whatever comes about will be a great improvement to the city of Malibu. Ps.
- Don't forget a kick ass mini ramp ;)
- right in the middle of those 2 options is perfect
- Im an old fart and prefer tranny but understand that street features are very important to the groms and necessary for a well balanced park with variety. That being said I prefer the transition heavy concept B for Malibu because once you cut through all the wealth and glam nonsense, we are just a SoCal surf town, rich in waves and surf history and culture. Having a park that favors transition and flow just makes sense. There are surfing/skating Malibuites of all ages that skate popsicles, longboards, cruisers, carvers, 10x30 old school, zip zingers, etc., for the thrill of "Sidewalk Surfing" and will probably never be interested in stair sets or Euro gaps but I'm sure they'd really enjoy some concrete waves, flow bowls and snake runs. We are so excited for this and so grateful "California Skateparks" will be involved , thank you all so much for your time, effort and expertise to finally build an EPIC SKATEPARK IN MALIBU! Cheers, Chris Rodgers-
- FLOWWW BOIIIIIIII!!!
- The sooner the better! Thank you!
- street
- Rails that you can ride up!

- The surrounding area should include restrooms, water fountains or water bottle fill up stations. There should be shade in the park and seating areas.
- The Volcom bros park in mammoth and the vans skate park in So cal are good for examples
- No reservations
- Lots of bowl and transition
- Don't forget to look at Moorpark Skatepark for inspiration on design.
- I like the first design more with added transition. The main part of the second design that I think could work is splitting the street and flow sections of the park. Im just not crazy about the features show in the second flow section. It feels like its meant to be skated coming from one direction and not flowed.
- Thank you for creating this survey, it's very special to get to be involved in the design process :)
- So excited!! Please make it the best haha
- I just want a ramp that goes half way up a staircase, so I can do tricks up it. Maybe with a ledge at the top too so you can Ollie up the stairs onto a ledge
- no
- Create spots (3 stair grandstand) to relax and watch the skaters, for parents and skaters.
- Malibu deserves only the best and even better than an average skate park! Thank you, Magnus
- We don't need a huge half pipe, but definitely some various integrated vert ramps to allow for seamless flow and lessen the exertion required to make it around the park.
- Like I said earlier in my answer above there Hass to be structure like the cove there needs to be a membership there needs to be someone working the gate kids need to skate with pads and helmets there's got to be rules etiquette skaters and scooters should not skate park together you should have to pay for your membership and if you don't abide by the rules there should be a one strike rule in your out and you lose your membership for a certain amount of time.
- LIGHTS!! LIGHTS!! LIGHTS!! FREE!! FREE!! FREE!! UNMONITORED!! UNMONITORED!! UNMONITORED!!
- The first concept a looks so good
- Better to have a skate park a beginner can grow into over a lifetime, than a park someone who has been skating a lifetime doesn't want to skate
- pump track!!!!!!!!!!!!!!!!!!!!!!
- Transition
- Alayws have at least a wood mini ramp, a wood half pipe even, wood is must at every skatepark
- I think pump tracks would be awesome
- Change the pool to a park bowl with vert in it
- Clover shaped pool. With vert
- Make the pool with shallow stairs and a light and shallow end that's barely drop in able
- A pool is mandatory and lots of transition is ideal
- My 11 year old is so thrilled. He's been enjoying the temporary skate park (until he broke his wrist) and looks forward to returning. It's a nice crowd and users are very respectful.
- A park style bowl with vert is really important and all the skaters would love it
- I like the street section of concept A and the transition section of concept B

- Any good modern skatepark is going to have good flow from transition to street. Skaters aren't put in a box with only one type of skating anymore. Great skaters ride transition, street, and combine techniques of both.
- Make it happen already, these bones ain't getting any younger!
- Every coping needs to be ROUND, not squared. Some shade and benches and water fountain would be great. Thank you!
- I want a diagonal pole in the ground
- Thanks!!
- no scooters or bikes
- none
- I would like the park to have a long flatbar going down a very mellow bank like Poods skatepark
- Separate the two more to allow distinct transition features and street plaza features. Think kids that surf and don't skate street that much because they live up in the hills or at a beach house that need a good plaza area to learn fundamentals in street but also have a place for surf skating or transition skating, minis, bowls, flowy transition. If you have a pool, you need another bowl for kids and others to work up to it.
- I'm hyped
- Very excited for this. It's been a long time since we had a skatepark. Papa Jacks was my 2nd home.
- Mix of street/vert with a bowl would be sooo sick
- I was on the task force for this in 2012. The goal was to build a "world class" park that would bring skaters in from around the globe as well as give our kids the quality park that could allow them to become "world class" skaters. I have skated all over the planet and at age 50 still drive 100+ miles per week to skate terrain (bowls and ramps) that can support the level that I am at. I am also available for consultation, and would love to help out
- A pump track would be great if the park gets additional square footage
- I want a place to hang out with my friends and skate but I am not as good as they are, but still want to skate.
- Having different levels is really important. Right now skating is trending so a lot of beginner skaters are forced to either intrude on the flow of advanced skaters or not skate parks.
- we need some hubba bubbas
- Flat round rail, but not too high
- I don't think we need a stand-alone pool-style bowl. If the bowl on the south side can be connected to the rest of the park, that would be a better use of that space. Also, round coping all around. People get hurt easily on the square metal coping. A shaded seating area would be nice.
- Thanks!
- Features to reference include: Egg Bowl Powhatan Springs Arlington, Va. Mini bowl / Clover at Alex road. Peanut bowl & Flow area at Linda Vista. Flow area McVicker Canyon Lake Elsinore. Any Evergreen builds for flow Having a park big enough to serve the LA community that will commute this park is important (i.e. Venice isn't near big enough & can be a crash up due to layout). As well as keeping in mind how parks have changed since the early 2000s when most parks were built in the LA area. Not a choice between street & vert. All terrain flow with a nod to bowl



riding is the name of the game for most great parks. I've traveled & skated all over the world. I have a pretty good perspective on what can make a memorable long lasting park. Skateboarding is no longer only a California passion but is thriving across the globe. Amazing new parks are being built in small towns all the time. Very few new parks with a large footprint get the opportunity to be built near LA. This is a once in a lifetime opportunity for Malibu to come through with an absolute dream & destination park.

- Good concrete, make the pool proper with good transitions 👍
- Get creative with the transition and add a fly out or two.