Design Visioning Workshop #2 Craig Park Bike Facility

Presented by:

Kanten Russell – Stantec's Action Sport Team Chris Orr – IMBA Trail Design Patrick Kell - IMBA Southwest Regional Director

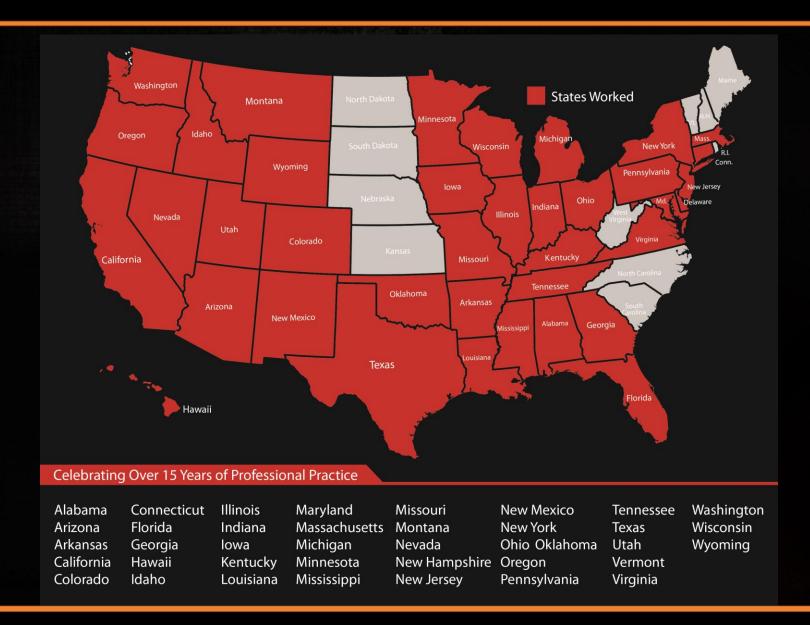








RELEVANT EXPERIENCE



INSPIRATION









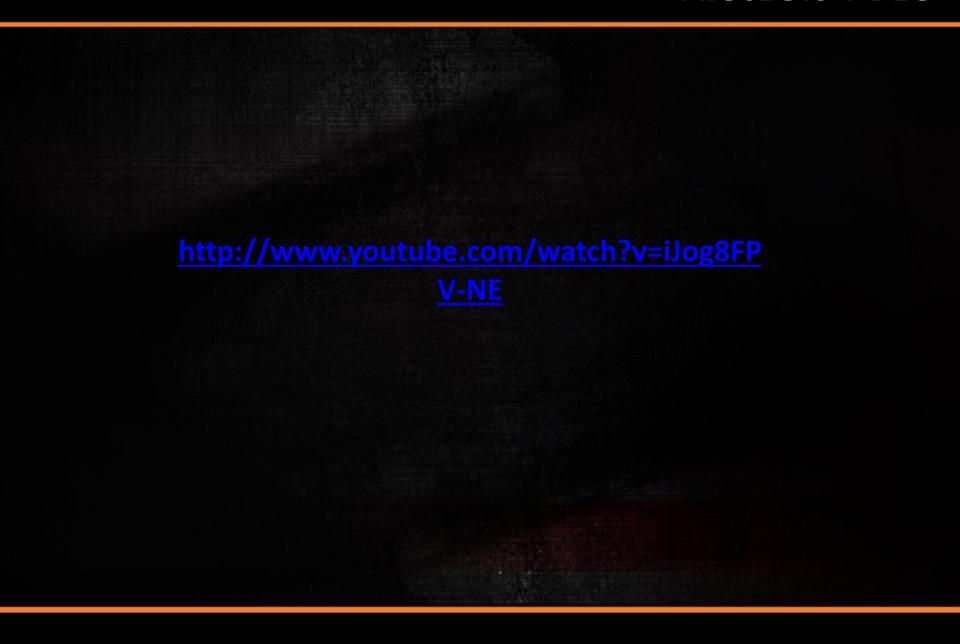
INSPIRATION



INSPIRATION



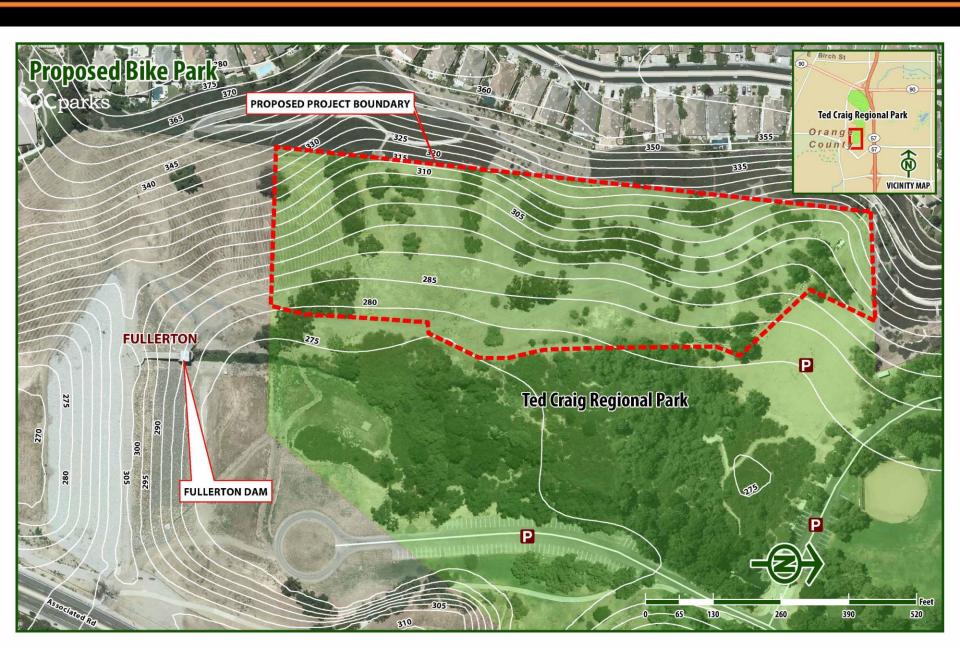
PROJECTS VIDEO



PROJECTS VIDEO



SITE ANALYSIS



MEETING #1 DESIGN CONCEPT











DESIGN CONSIDERATIONS

Draft Craig Regional Park Conceptual Layout

- 1. Multi-Use cross country trail: Constructed to allow a low grade fun loop around project site that provides access to all other trails and also supports multi-use pass through traffic. Correct grade and drainage imperative
- 2. Easy Flow Trail: Descending trail with bermed/banked corners, rollers (no jumps). Similar to flow trails at Copper Harbor, Valmont, Steamboat.
- 3. Intermediated Flow Trail: Same as above with additional features.
- 4. Multi-Level Dirt Jumps: Series of dirt jumps consisting of rollers, table tops, camelbacks, step-ups, step-downs, and hips. No gap jumps. Multiple lines to include easy, intermediate, and advanced.
- 5. Easy Freeride Trail: Descending trail with berms, rollers, drops, hips, and tabletops. Every feature can be rolled. Similar to Valmont's "Small Line"
- 6. Intermediate Freeride Trail: Same as above with additional features to include larger drops, cannons, possible small wall rides, possible gap jumps.

DESIGN CONSIDERATIONS

Draft Craig Regional Park Conceptual Layout

- 7. Expert Freeride Trail: Same as item 6. With additional features that might include mandatory gap jumps, wall rides, whale tails.
- 8. Intermediate Pump Park: Series of interconnected bumps, rollers, tables, and berms. Allows circuitous route around the track but users may interpret terrain and follow own route.
- 9. Easy Pump Track: Series of bumps, rollers, and berms with defined route. Can be reversed. User's focus on technique and endurance.
- 10. Multi-Level Skills Track: Interconnected trails used to build trail and balance skills. Low consequence/risk features may include boulders, sand traps, skinnies/rails, rock gardens, and tight radius turns.

DESIGN CONSIDERATIONS

Draft Craig Regional Park Conceptual Layout

- 11. Tot Track: Low risk beginner pump track with rollers and berms. Ideal for small children and push bikes.
- 12. Improved Creek Loop Trail: Existing signed trail in poor condition. Trail spider webs into treed area without defined route and terminates in homeless camp. Recommend defining and signing the route, some revegetation, adding interpretive information, and connecting with bike park.
- Ramadas/Picnic Tables: Shaded table area for resting and viewing of trails and riders. Also to include signage and information appropriate for each area of the park.
- Restroom: Additional restroom facility added in parking lot of bike park.

MEETING #1 PUBLIC INPUT FEEDBACK

Dirt Jump



Dirt jumping is one of the names given to the practice of riding bikes over jumps of dirt or soil and becoming airborne. The idea is that after riding over the "take off" the rider will become momentarily airborne, and aim to land on the "landing."

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Skills Zone



Activities within the skills park range from simple ladder bridges, skinnies, small beams, and whoop-de-doos. The skills park provides the opportunity for mountain bikers of all levels of experience to develop a range of skills including bike handling, balancing jumping and turning.

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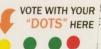


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Tot Loop















Activities within the kids skills park range from simple ladder bridges, skinnies, small beams, and whoop-de-doos scaled for smaller riders. The skills park provides the opportunity for children to develop a range of skills including bike handling, balancing, jumping and turning.

OCparks

Dirt

give

over

afte

airbo







Pump Park-Trail













Pump tracks are man-made closed circuits with rollers in between and berms at each end. They are designed to be ridden without pedaling. A full-body workout, riders use their body to pump- or push down into the dip after an elevation and pull up before the crest of a mound-throughout the

OCparks

OMB A



Dirt give over becc after rider airbo

Drops













Drops can consist of manufactured elements and natural features such as split logs and boulders. Drops should be progressive in size for beginners to advanced riders.









Stantec

Flow- Tech- Bump and Jump





VOTE WITH YOUR OOTS" HERE









Flow trails are specially designed with jumps and berms to allow riders to flow unimpeded down hill without stopping, making the downhill-riding experience akin to skiing or sledding.









Stantec

Dual Slalom







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Dual slalom consists of two racers racing two almost identical tracks next to each other down a slope. The courses are usually short; one run lasting about 30 seconds. Both riders' times are taken and then they switch tracks for another round, whereafter the combined times are counted and slowest rider is eliminated.

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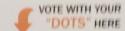
OCparks Stantec Other

DESCRIBE BELOW ONE IDEA PER LINE PLEASE.









OBSERVED TRIALS AREA

Cyclocross

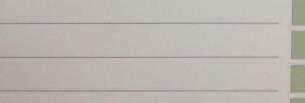
BMX PARK/TRACK

Road/crit course









FEATURE EXHIBIT VOTING RESULTS

THE COLOR RED SHOWS THE HIGHEST PRIORITY FEATURES AND THE COLOR YELLOW SHOWS THE LOWEST PRIORITY FEATURES BASED OFF PUBLIC INPUT

PUMP PARK- TRAIL	TOT LOOP	DROPS	SKILLS ZONE	DIRT JUMP	DUAL SLALOM	FLOW- TECH- BUMP AND JUMP
19	17	11	22	5	5	35
17	19	14	16	16	8	8
3	4	3	5	7	15	1
6	8	7	4	16	8	4

OTHER ELEMENTS REQUESTED

OBSERVED TRIALS AREA (1 Blue Dot)

CYCLOCROSS (5 Red, 3 Green, 3 Yellow)

BMX Park/ Track (5 Green, 1 Red, 1 Blue)

Road/ Circuit Course (1 Green and 1 Blue)

PREFERRED FEATURES RESULTS

- 1. FLOW-TECH- BUMP AND JUMP
- 2. SKILLS ZONE
- 3. PUMP PARK-TRAIL
- 4. TOT LOOP
- 5. DROPS
- 6. DIRT JUMP
- 7. DUAL SLALOM

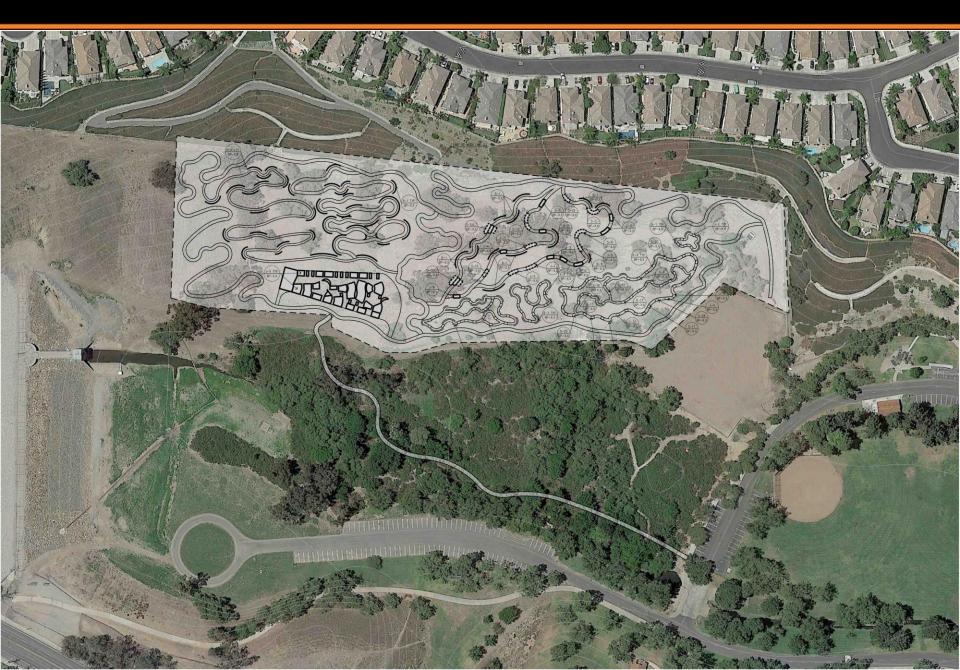
CURRENT CONCEPT PLANS

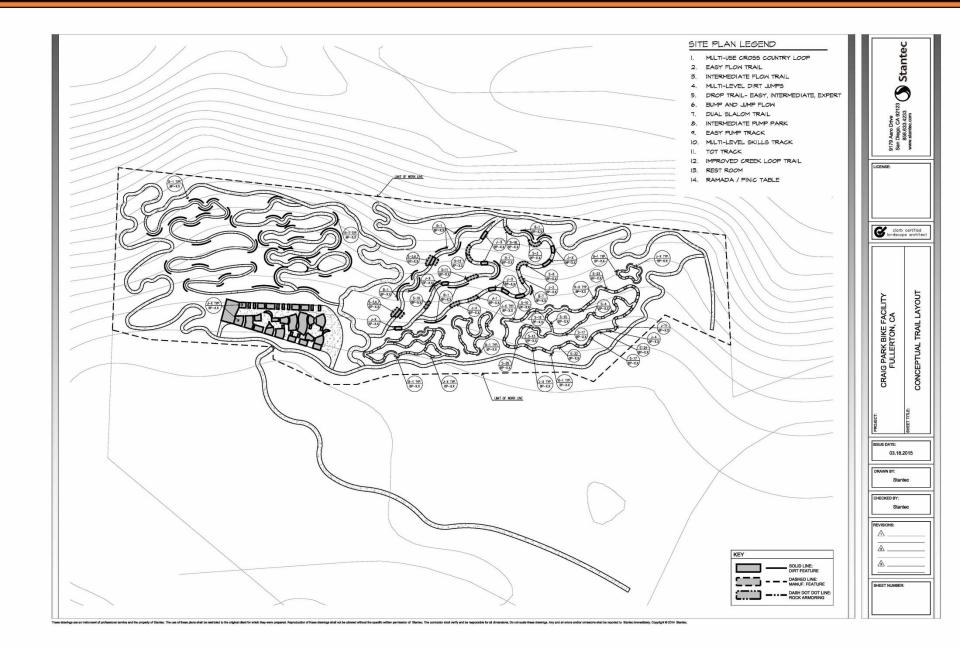




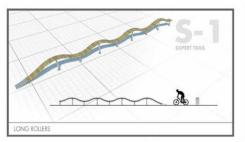






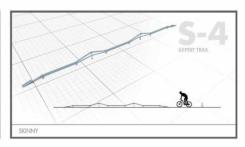


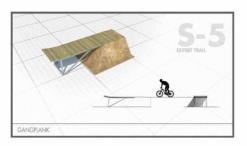
DESIGN FEATURES

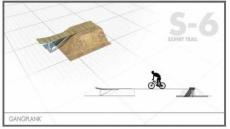


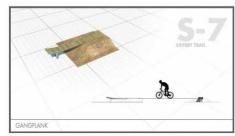






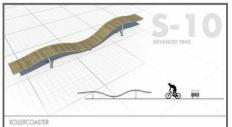


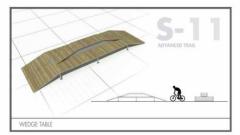










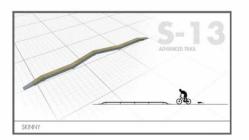


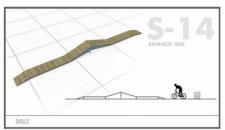


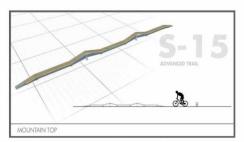


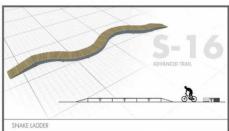


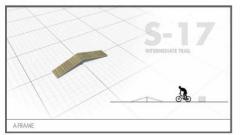


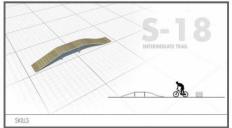


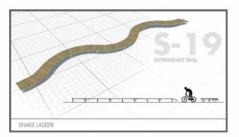


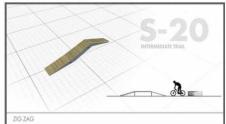


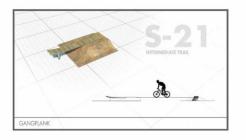


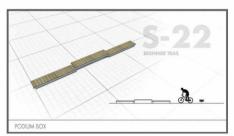




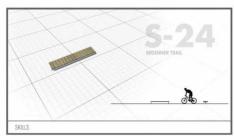








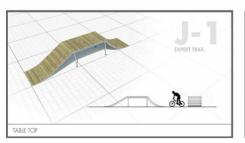


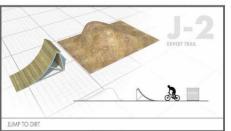


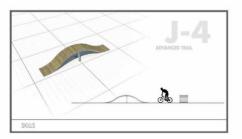


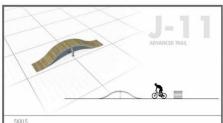


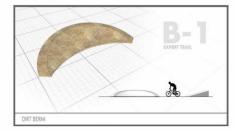
















QUESTIONS & ANSWERS