PUMPTRACK CONCEPT OPTION [02]

PUMPTRACK INFRASTRUCTURE:
1. +1.2m(H) take-off platform arbor structure over
2. +350(H) double pump entry point
3. +500(H) quadruple pump into long loop
4. +350(H) single pump into +1.0m(H) berm
5. +1.5m(H) long wall-ride
6. +500(H) triple pump out of wall-ride
7. +750(H) bowl
8. +300(H) - +900(H) 5 x roll-overs
9. +550(H) single pump into berm
10. +1.0m(H) berm
11. +550(H) double pump out of berm
12. +500(H) - +900(H) deep bowls with spines
13. +450(H) double pump into return loop
14. +650(H) double pump shortcut into big bern loop
15. +750(H) triple pump into tight whip berm
16. +1.2m(H) tight whip berm
17. +650(H) double pump out of whip bern loop
18. +450(H) double pump return to take-off platform

LANDSCAPE INFRASTRUCTURE:
1. Proposed formal entry node and signage
2. Existing pathway alignment to be upgraded
3. Proposed natural refuge area with shade trees
4. Proposed shipping container "Cantina" food outlet
5. Proposed communal seating and gathering space with shade trees, tables, chairs, bins, drinking fountains and festoon lighting,
6. Proposed connection pathways
7. Proposed feature mural wall to replace existing memorial mural
8. Proposed spectators area and gathering space
9. Proposed leveled turf area
10. Proposed basketball half courts with backing nets
11. Colourful Arbor structure
3D CONCEPT VIEWS:
OVERALL PUMPTRACK PERSPECTIVE 02 -

- Overall Pumptrack Perspective
- Pumptrack Take-off Area
- Spectators Area
- Featured Mural Wall Behind
- Roll-over Wave
- +750(H) Bowl
- +400(H) - +900(H) Deep Bowls
- Transfer Gap Between Bowls
- +1M(H) Long Loop Berm
- +1.5M(H) Long Wall Ride
- +1M(H) Tight Whip Berm
- Double Pump Entry Point
- Double Pump Exit Point
- Double Pump Entry Point

Umina Beach Skatepark and Peninsula Recreation Precinct Redevelopment
Concept Options Report (Draft)
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