



HALEKULANI SKATEPARK REDEVELOPMENT

DESIGN REPORT - March 2026

No: 22826



TITLE PAGE	PAGE
CONTENTS	02
INTRODUCTION	03
AERIAL SITE	04
EXISTING SKATEPARKS	05
CONSULTATION METHODOLOGY	06
CONSULTATION 01 - NUMBERS	07
CONSULTATION 01 - COMMENTS	08
CONCEPT DESIGN (draft) - SITE PLAN	09
CONCEPT DESIGN (draft) - DESIGN INTENT	10
CONCEPT DESIGN (draft) - DETAILED PLAN VIEW	11
CONSULTATION 02 - NUMBERS	12
CONSULTATION 02 - COMMENTS	13
CONSULTATION 02 - FEEDBACK	14
CONCEPT DESIGN - UPDATED PLAN VIEW	15
CONCEPT DESIGN - SITE PLAN	16
CONCEPT DESIGN - SOUTH WEST VIEW	17
CONCEPT DESIGN - SOUTH EAST VIEW	18
CONCEPT DESIGN - NORTH EAST VIEW	19
CONCEPT DESIGN - VIEWS	20
CONCEPT DESIGN (final) - PLAN VIEW	21
CONCEPT DESIGN (final) - SOUTH WEST VIEW	22
CONCEPT DESIGN (final) - SOUTH EAST VIEW	23
CONCEPT DESIGN (final) - NORTH EAST VIEW	24

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REPORT INDEX

TITLE	DATE	AUTHOR	REVIEW
Halekulani Skatepark Design Report - Concept DRAFT	20.04.26	Wade Trevean (eastbywest)	Adam Taylor (CENTRAL COAST COUNCIL)
Halekulani Skatepark Design Report - Concept FINAL	19.06.26	Wade Trevean (eastbywest)	Adam Taylor (CENTRAL COAST COUNCIL)

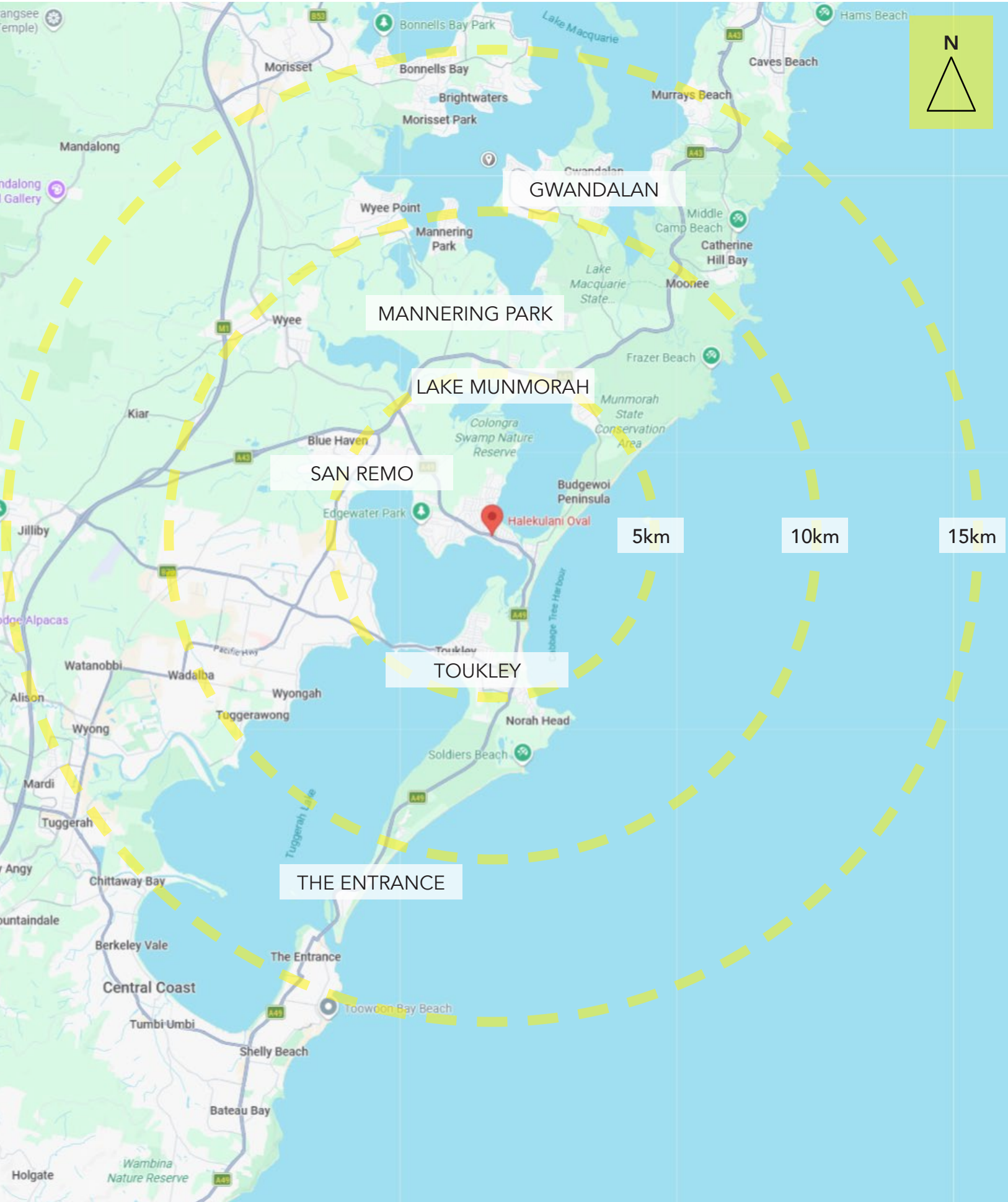


The Halekulani Skatepark is over 20 years old. It is within an active recreation area with adjoining netball courts, rugby fields and playground. The skatepark is on the main road through town, with sight lines that are partially obscured by the well established vegetation on its western edge and its sunken position. Although no formal connection paths, there is multiple entry points including from the nearby car park.

On the day of inspection there was limited litter in the area besides a disposed trolley from the nearby supermarket. The skatepark is small and the elements are very limited and, with minimal space between each, results in a park that is difficult to use and not an attractive ongoing option for users. Combined with the functional deficits, its physical condition is poor and clearly validates removal and replacement with a new facility that meets the community's needs and current skatepark trends. The main feature was a 'mini ramp' although this has since been removed. There is no supporting landscape infrastructure for the skatepark.

The new skatepark can utilise the existing netball courts offering a flat site and connections to the existing and proposed works of a half-court basketball court. The site also offers using the stepped topography as the space leads towards the green reserve. The proposed works should include an increase in supporting landscape infrastructure i.e. paths, seats, bins etc... Along with project specific aesthetics and forms to offer connection and identity to the local community.





SAN REMO (5KM)



TOUKLEY (5KM)



LAKE MUNMORAH (10KM)



MANNERING PARK (11KM)



GWANDALAN (15KM)



THE ENTRANCE (17KM)

CONSULTATION 01

MEETING	DATE(S)
Online survey <i>Online surveys for entire community</i>	01.03.26 - 24.03.26

CONSULTATION 02

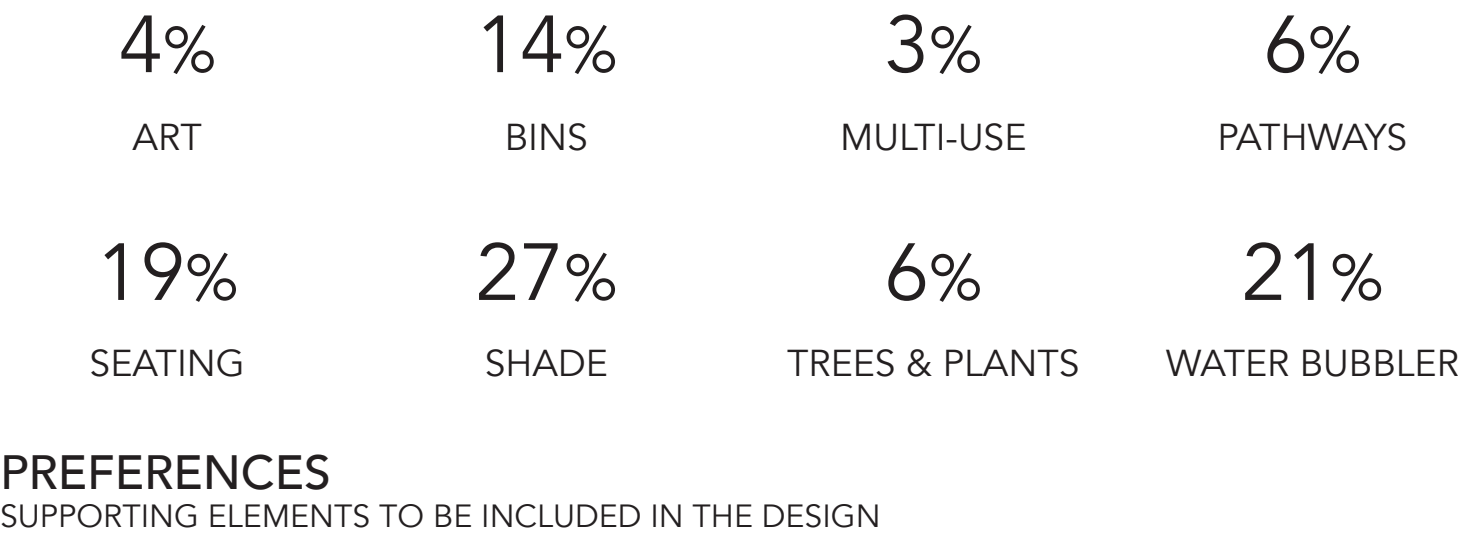
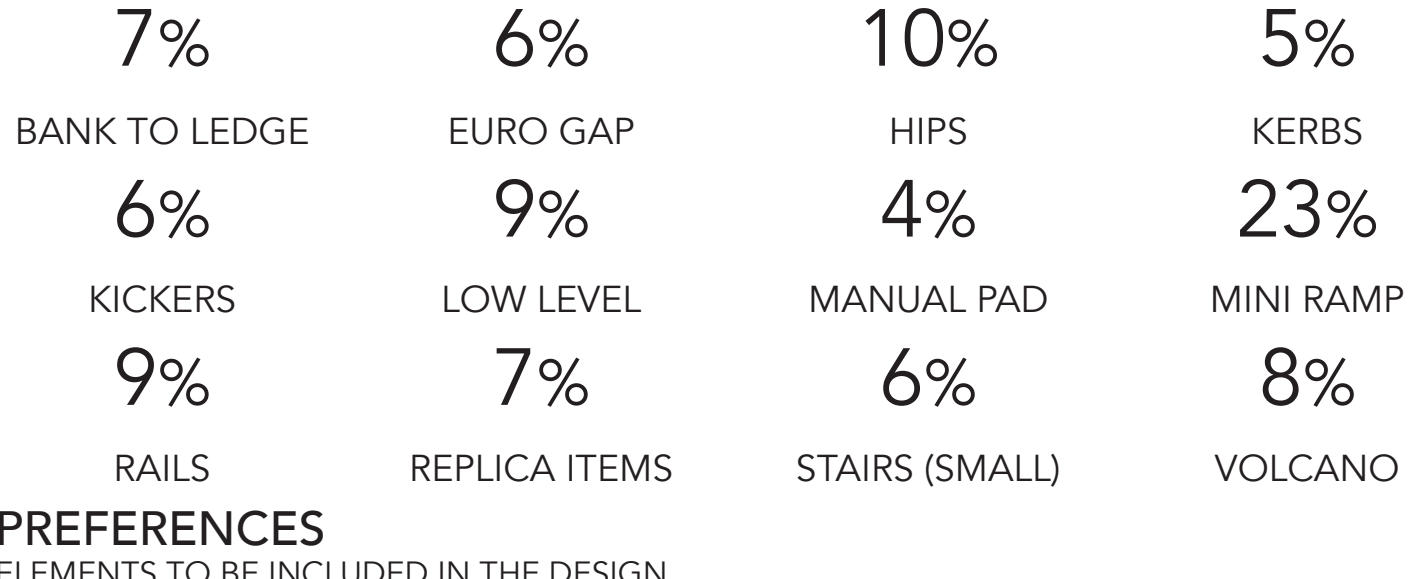
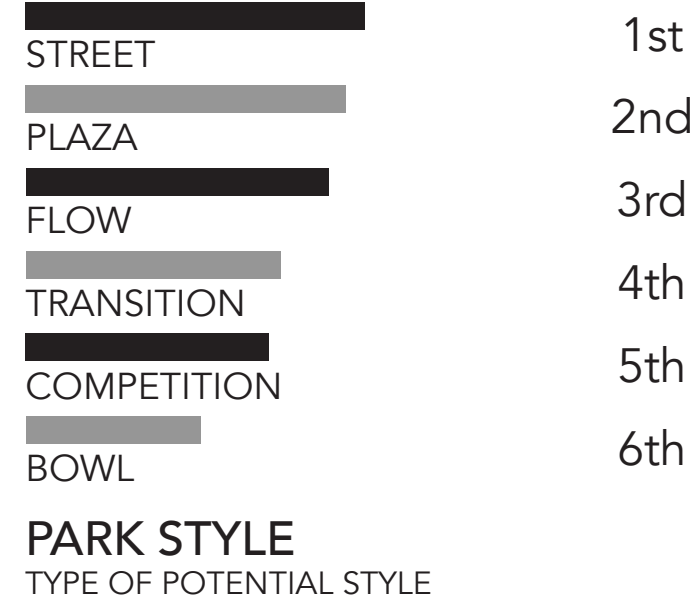
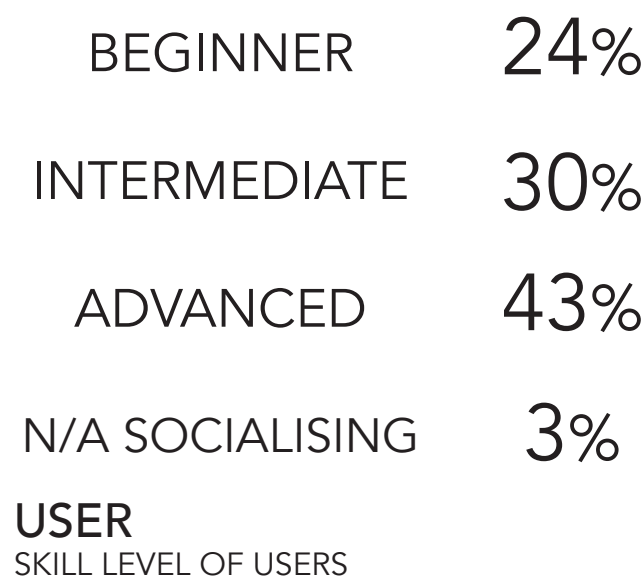
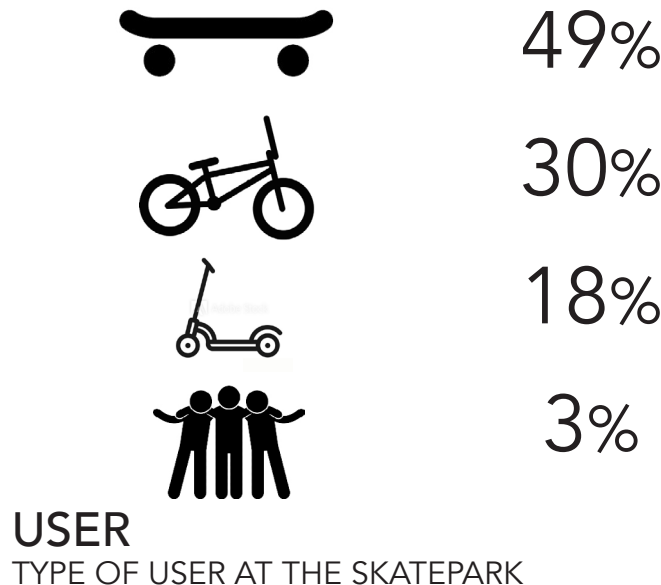
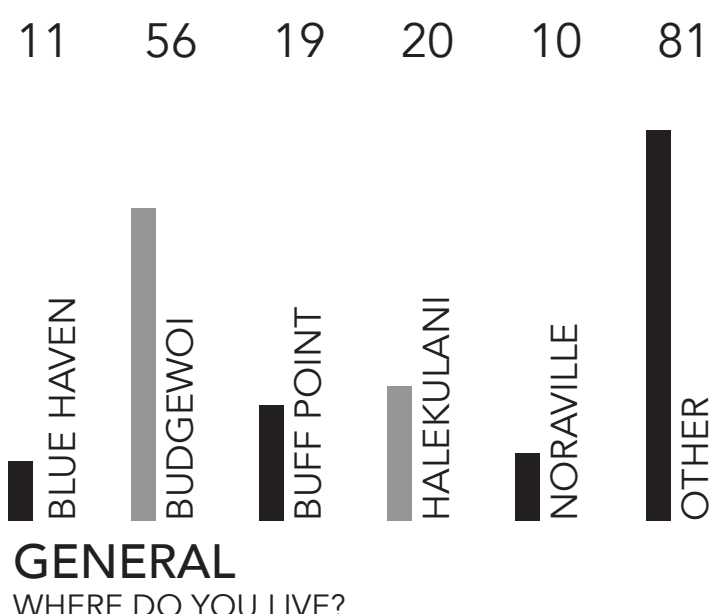
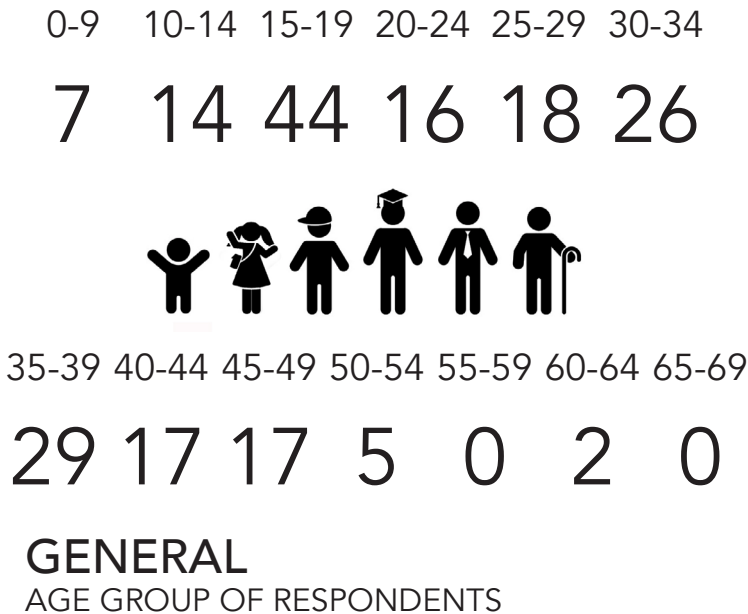
Consultation <i>Afternoon informal drop-in session at the existing Halekulani Hall</i>	23.04.25
Online survey <i>Online surveys for entire community</i>	24.04.26 - 14.05.26





x185
ONLINE

GENERAL
NUMBER OF COMPLETED SURVEYS



- Indigenous art to bring our community together and make it brighter

- Re: art Don't pool too many resources into this side if it cuts funds from a quality skatepark.

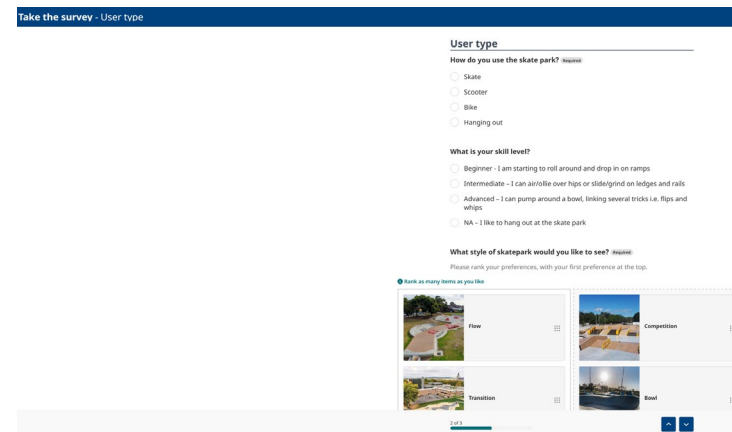
- Local artists like Grant Maloney

- Encapsulate our best assets, Budgewoi beach with bird Island.... Budgewoi footbridge and black swans where sand and sea meets the lake would be my favourite idea. We also have a great bunch of black cockatoos that are around here everyday.

- Narara skate Park there is a snake art on the ground that goes through the park. An artwork like that through/in a bowl would be really unique.

- Perhaps a communal mosaic, where an artist designs and then community can assist with putting on the pieces.... good way of building ownership for the park.

LOCAL IDENTITY
WHAT IS UNIQUE TO HALEKULANI



- The skatepark should include ample seating areas for parents, carers and family members to comfortably sit and supervise children while they play. Given the strong family presence across Halekulani, Budgewoi and Buff Point, the space should be designed as a welcoming community hub, not just a skate facility.
- I've been riding BMX for over 40 years and worked in the industry for 15 years on the coast and I firmly believe that the north end of the central coast desperately needs a skatepark that's not designed just for beginners like the current ones being built are (e.g: Narara and Gwandalan).
- Please please please please please add lights for night
- Creating a plaza-style park would make Budgewoi stand out as a destination rather than another repetition of the standard bowl-and-pump-track model. I encourage consideration of diversifying the design to reflect the needs of long-term skateboarders and the broader skate community.
- Make it a realistic skate park, all the new parks are for semi professionals with no fear.
- Budgewoi presents an opportunity to create something different and complementary rather than duplicating what already exists.
- No wood chips or small rock in the landscaping
- Mini Ramp to match the old one that has been around for 30+ years
- If you were planning on art installation make it related to skaters or riders and possibly even make it a skateable object but separate from park.
- Bowls and larger parks only cater to one skill level whereas smaller plazas allow all skill levels to be creative and have fun!
- Pay homage to the OG budge Halfie I can't count how many hours I spent on that thing
- A well-designed street plaza-style skate park with proper stair sets, rails, tubs, ledges, manual pads, and open flat ground lines would provide a unique offering on the Coast and better serve street-focused skaters of all ages.
- Landmarks like Norah Head light house as a Fire Hydrant. Plenty of shaded areas, incorporating more skate spots.

The online consultation was open for 4 weeks and received responses from a broad range of the community from the young to the old along with active and passive users. The duration offered the opportunity for locals to consider their responses as shown in the detailed responses.

Many locals acknowledge the history of the existing park whilst recognising that it needs to be replaced. Several mentioned the previous mini ramp with the hope it can be recreated in the new space. Comments suggest a new skatepark of a plaza style that aligns with current trends and that fosters beginners with some challenging elements to cater for advanced users. Numerous local parks were referenced, ensuring that the new space is a point of difference.

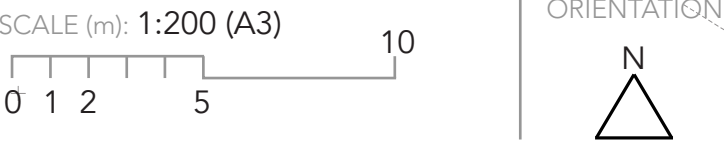
Importantly, they want something that can reflect Halekulani, offering identity and acknowledgment of its location with the idea to engage local indigenous artists.

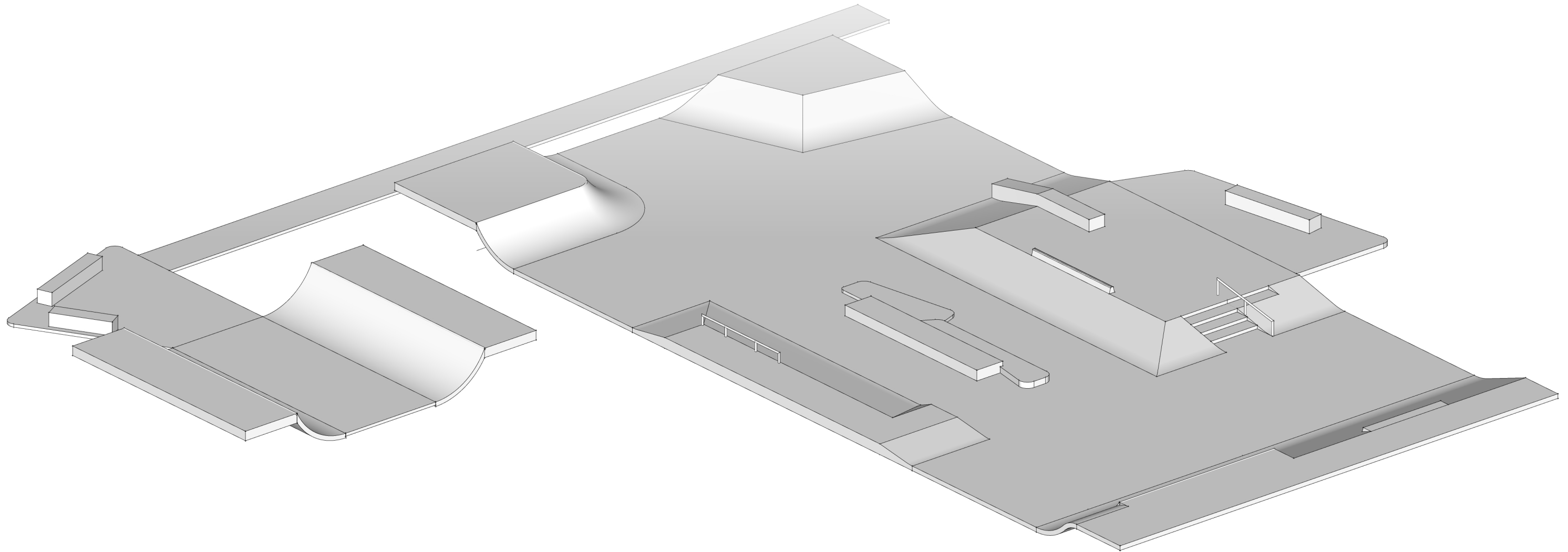
The users also strongly indicate the need for landscape infrastructure i.e. seating, shelter etc... along with lighting.

SUMMARY OF CONSULTATION



SUBMITTED IDEAS





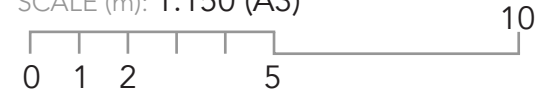
The design of the Halekulani extension has been strongly shaped by community feedback coupled with existing site opportunities/ constraints and importantly nearby skateparks. It connects with the proposed sporting courts, creating a large multi-use space. Its topography has been defined by the existing flat surface, at grade entries, CTPED principles and drainage.

The design responds to the majority feedback for a plaza style skatepark, with low level elements replicating ones that users would encounter on the street i.e. stairs, ledges, rails, manual pads, kerbs etc... Rather than a simplified plaza the design aims to include numerous points of difference of street elements in a variety of heights, angles and the opportunity to incorporate the 'Norah Head light house'. The layout with ramps at each end ensures flow and speed can be maintained. As per the responses a mini ramp has also been included that replicates the former one. It is separated from the main space to allow separate sessions. The diverse range of elements ensure the park caters for different user types of varying skill levels. Users can utilise the overall space or alternatively break it up, whether its focusing on the central ledges/manual pads or over to the mini ramp.

The park is highlighted through coloured concrete, offering an aesthetic connection to future spaces within the reserve. A repeating pattern/form will be highlighted whether its on a flat surface, skate element, seating or a planter bed. This extends to the opportunity to incorporate local art whether its paintings and/or mosaic tiles as mentioned several times in the community feedback. A liner path from Scenic Drive has the capacity to connect all the individual spaces including the two refuge areas. The empty space can feature planter beds, softening up the overall hardscape.

Overall it offers a community space with integration into the existing and future active spaces that will compliment each other through their diversity and the ability to cater for a wide range of the community. Due to its uniqueness it will be a destination for local users and those beyond.

SCALE (m): 1:150 (A3)



Banked element 0.20m (high)
Mellow banks with kickers, bank to rail, hip and slappy kerb
OPTION include Norah Head lighthouse as ollie element

Roll in 0.75m (high)
Roll in on edge as set up for opposing banked element

Quarter pipe 0.75m (high)
Mellow wide quarter
OPTION brick surface with alternative coping

Flat bank 0.75m (high)
Mellow flat bank with angled kerb on face

Funbox 0.45m (high)
Mellow flat banks with euro-gap, rail, stairs, bank to slappy kerb, hips and hubba ledge

Refuge area
Main refuge area with elevated viewing into skatepark and adjoining sport courts

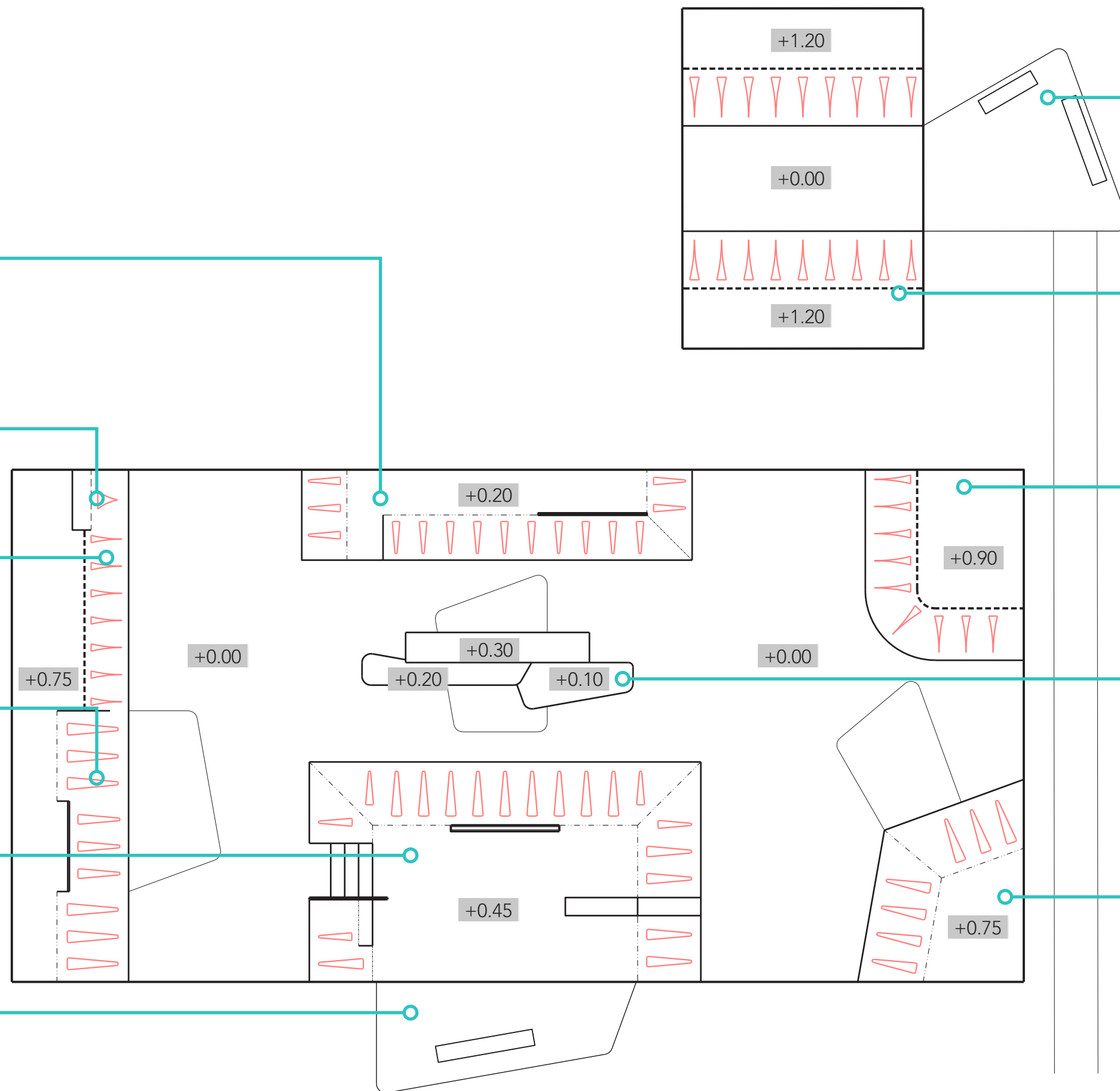
Refuge area
Secondary refuge area for mini ramp with seating and connection path

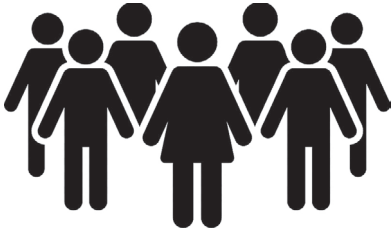
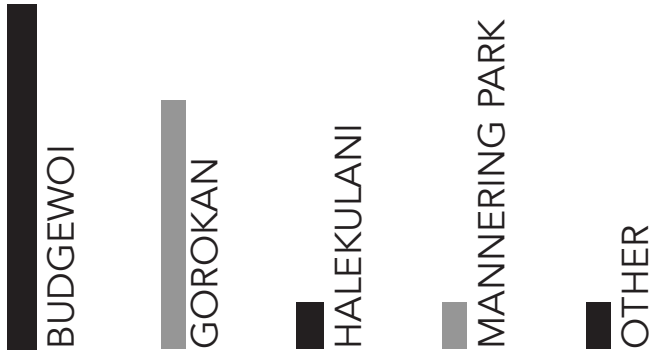
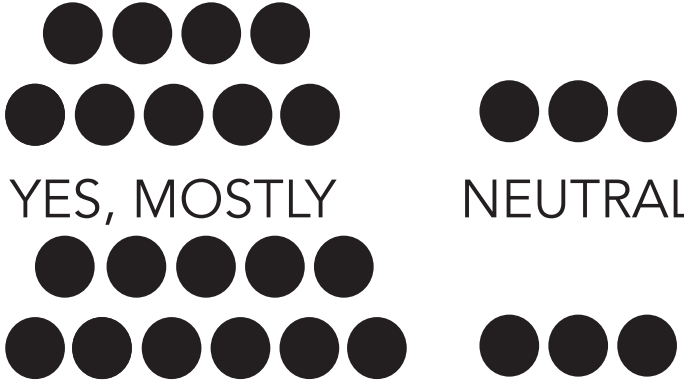
Mini ramp 1.20m/4ft (high)
8m wide mini ramp as replica of previous ramp. Kept simple with no extensions.

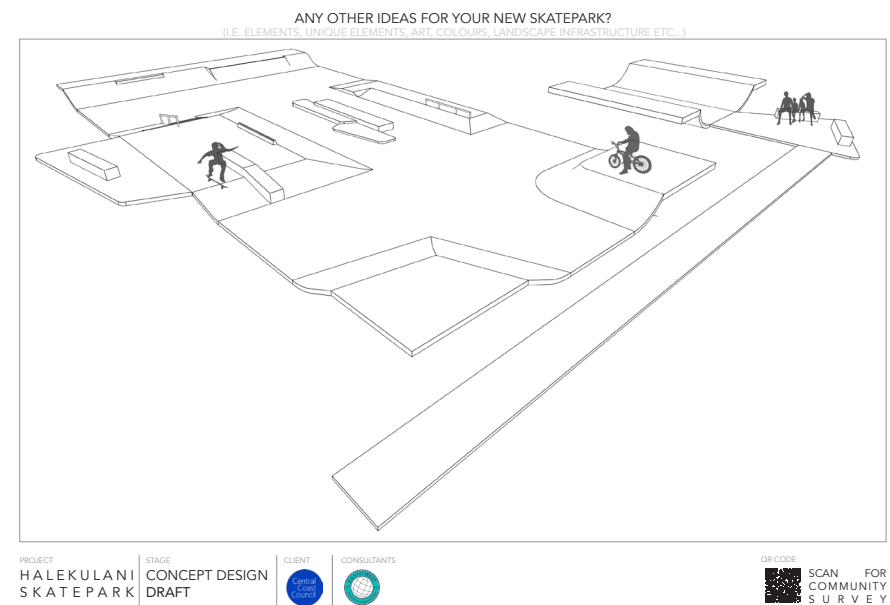
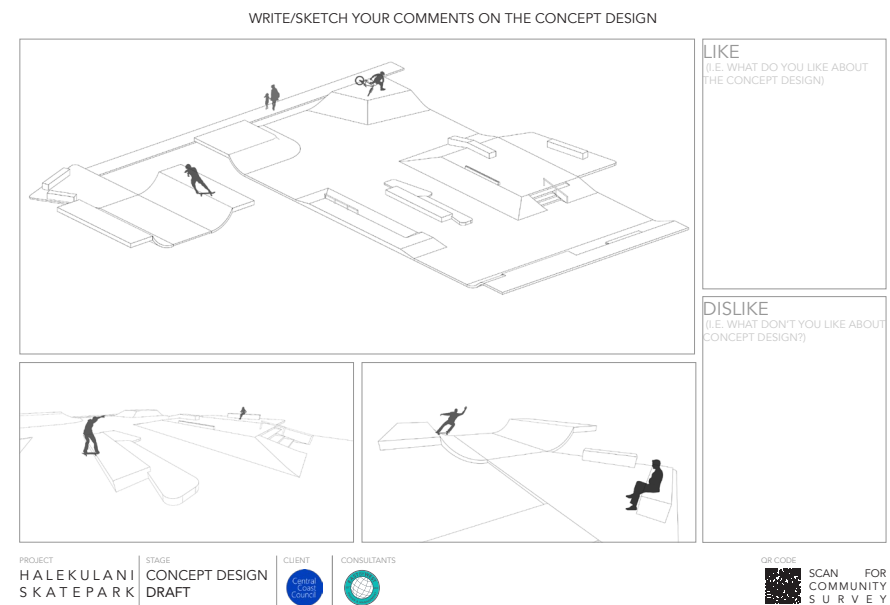
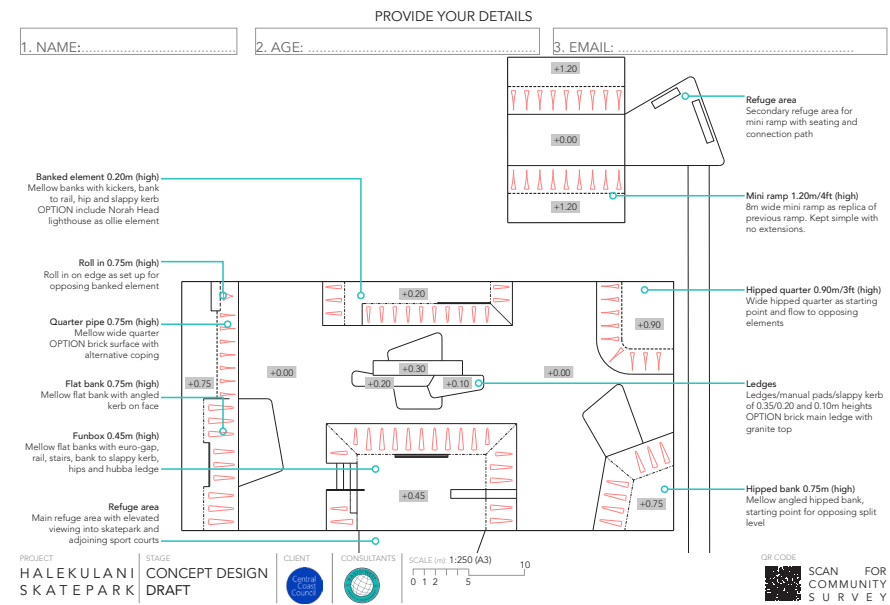
Hipped quarter 0.90m/3ft (high)
Wide hipped quarter as starting point and flow to opposing elements

Ledges
Ledges/manual pads/slappy kerb of 0.35/0.20 and 0.10m heights
OPTION brick main ledge with granite top

Hipped bank 0.75m (high)
Mellow angled hipped bank, starting point for opposing split level



 x12 IN PERSON x24 ONLINE GENERAL NUMBER OF COMPLETED SURVEYS	 18-24 25-29 30-39 40-49 50-59 2 1 9 5 3 GENERAL AGE GROUP OF RESPONDENTS (ONLINE)	8 2 2 1 11  GENERAL WHERE DO YOU LIVE (ONLINE)	 62%  13%  21%  4% USER TYPE OF USER (ONLINE)
VERY SATISFIED 21% SATISFIED 46% NEUTRAL 12% UNSATISFIED 21% SATISFACTION WITH THE CONCEPT DESIGN (ONLINE)	 YES, MOSTLY NEUTRAL SOMEWHAT DIDN'T COMPLETE ORIGINAL SURVEY ACKNOWLEDGMENT HOW THE DESIGN RESPONDS TO WANTS (ONLINE)	 19 3 2 USE THE SKATEPARK HOW LIKELY TO USE THE NEW SKATEPARK (ONLINE)	YES 50% SOMEWHAT 30% NO 16% UNSURE 4% SKILLS DOES IT SUPPORT SKILL PROGRESSION (ONLINE)



- Local feature element could include an representation of Budgewoi Footbridge with a potential curved rail with timber supports? Just an idea.
- Something for BMX, it's the most basic design as a skate park with not much going on, the size of the ramps are tiny
- Mini ramp could probably be three foot and wider than the old ramp for younger kids to also skate while still being fun for more advanced skaters. Hips could also be a little bigger in the corner and steeper flat bank for performing flips etc and getting speed. Or quarter to bank section incorporated into the end bank would be awesome. Overall the sign looks good with a combination of different obstacles. Rail and hubba need to be a decent height and not too low.
- If possible I would strongly suggest an overall elevation of all obstacles around the outside of the design.
- The only thing I could think of to add one more flatbar somewhere that just has a good run up to it on flat to learn basic 50/50
- Up rail (bump to rail) on both sides of the stairs and round flat rail on ground level
- The stand alone mini ramp is the highlight... 8ft or 9ft high and 2 meters wider would be better

WHAT IS MISSING FROM THE DESIGN FROM SKATEPARK QUESTIONNAIRES

- Please ensure that once built that the local football club doesn't fence it off like they currently do making in unusable when first grade games are played on the field.
- I also like the interesting variety of ramps behind the stair section and how one has a cool looking ledge, just make sure they are a good height and steepness to get speed same with all the other ramps, be very considerate of the flow of the park because if that is right this park could come together really well, and that flatbar rail on flat ground with add the trio of rails for progression.
- Plenty of shaded areas would be excellent
- Lighting for security and more availability options.

OTHER FEEDBACK FROM SKATEPARK QUESTIONNAIRES

The in person consultation offered time to sit with the users and have in depth conversations along with the sketching of proposed ideas. The reasoning behind a more plaza style facility was presented. Some of the conversations were quite technical in nature, which allowed all to have a clear understanding on what they'd like to see/skate/ride.

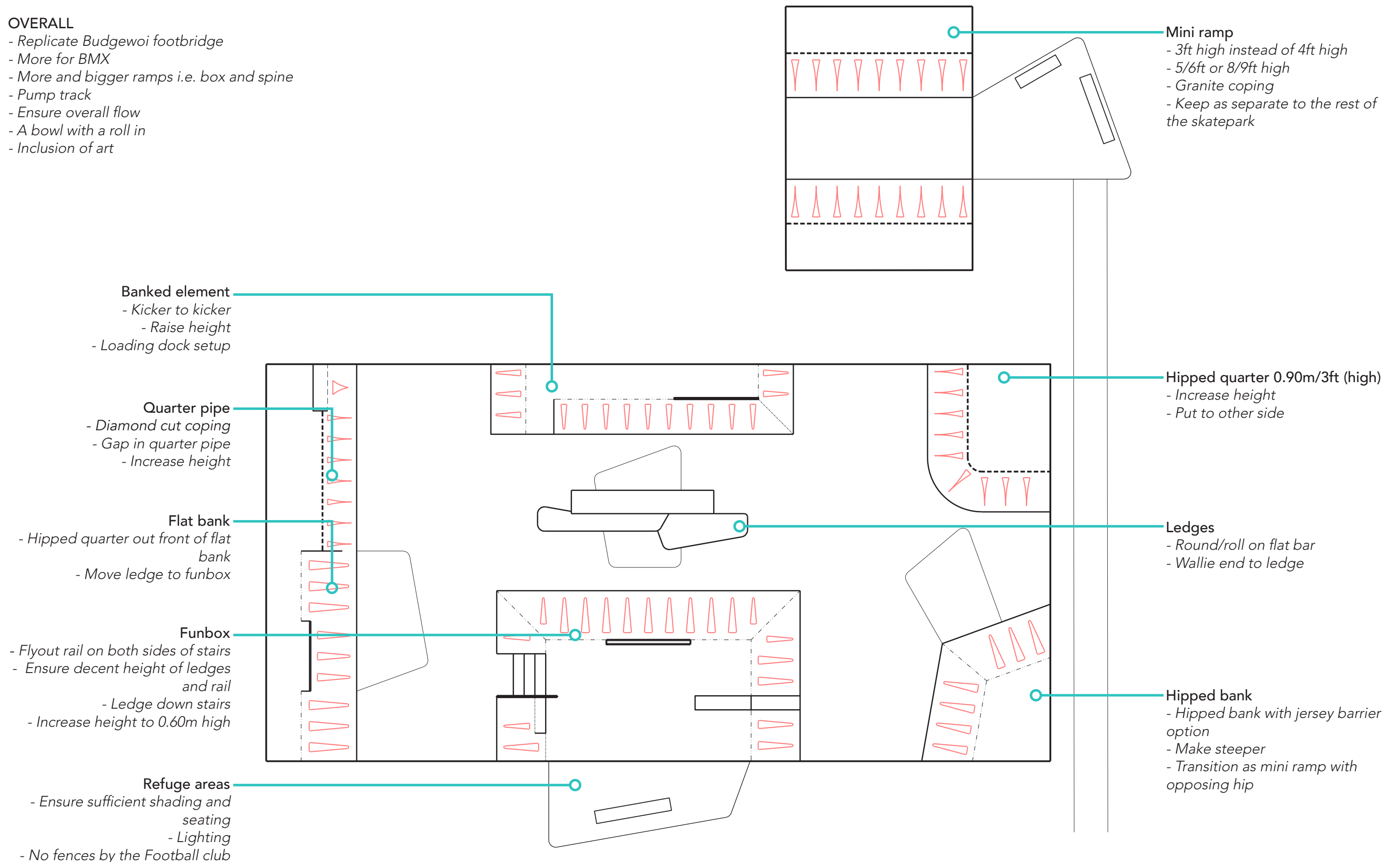
The online consultation was open for 4 weeks, although as with Hylton Moore didn't return the same numbers as the initial consultation. Overall the comments were positive, acknowledging that the design reflects their comments from the initial consultation.

Overall a lot of the comments received were to make the ramps higher. As explained during the in person consultation the setting of the park due to levels and existing infrastructure doesn't lend itself to a park with bigger ramps and their higher walls. It's also noted that many of these elements/ heights will be included in the upcoming Lake Munmorah park. Locals appreciated the overall 'less is more' approach and the mini ramp which will be a replica of the now demolished ramp at the park.

SUMMARY OF CONSULTATION

OVERALL

- Replicate Budgewoi footbridge
- More for BMX
- More and bigger ramps i.e. box and spine
- Pump track
- Ensure overall flow
- A bowl with a roll in
- Inclusion of art

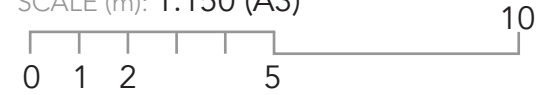


CONCEPT DESIGN - UPDATED PLAN VIEW

HALEKULANI SKATEPARK REDEVELOPMENT - DESIGN REPORT

CENTRAL COAST COUNCIL // EASTBYWEST

SCALE (m): 1:150 (A3)



Refuge
Update: Second refuge with seating and elevated viewing

Mini ramp 1.20m/4ft high
Update: Position moved although retained as separate element

Refuge
Update: Central refuge area with multiple viewing including shelter

Basketball court
Update: Maintained court with highlighted edges and marking (not in this contract)

Landscaping
Individual planter beds to soften footprint (not in this contract)

USER FEEDBACK INCLUSIONS

Overall:

- Various vertical walls to have capacity for local artists work

Landscape:

- Inclusion of shade shelter
- Inclusion of planter beds to soften footprint and shade opportunities (not in this contract)

Mini ramp:

- Keep separate from rest of the park

Transition end:

- Gap in quarter (brick)
- Diamond cut coping
- Increase height of flat bank

Funbox:

- Specified height of rail and ledge

Hipped bank:

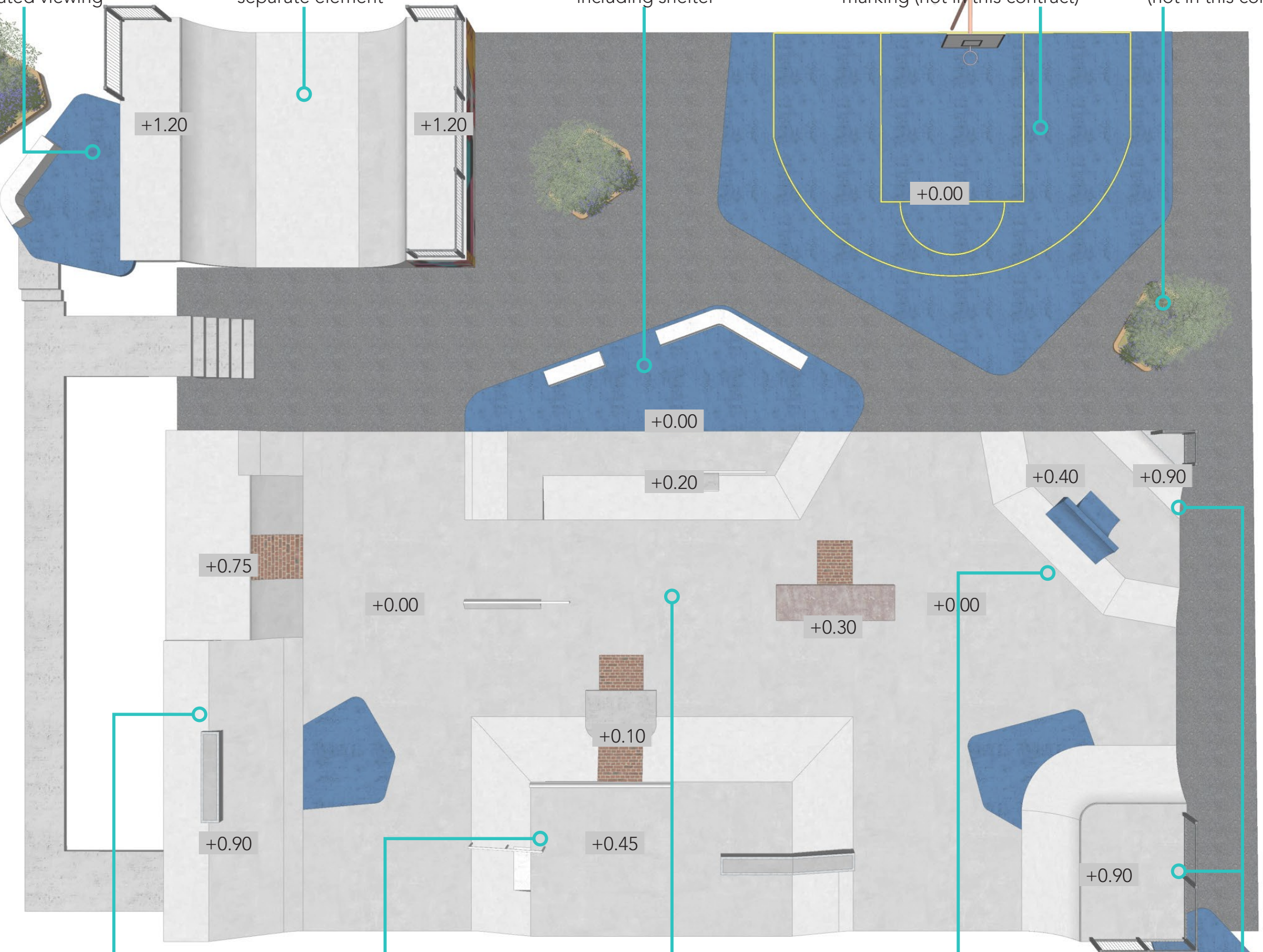
- Inclusion of hipped bank with spine jersey barrier

Street:

- Round/flat bar
- More open space (flatground)

Basketball:

- Retain north eastern court with new line marking (not in this contract)



Transition end
Update: Gap in quarter pipe (brick treatment) and increase height of flat bank

Funbox 0.45m high
Update: Simplified with removal of stairs for flow and sloppy/manual pad

Street
Update: Reduced elements for better flow and increased open space

Hipped bank 0.40m high
Update: Replaced hipped bank with smaller bank, jersey barrier and 0.60m high quarter pipe

Vertical walls
Update: Option for local artist to highlight entry vertical walls

HALEKULANI SKATEPARK REDEVELOPMENT - DESIGN REPORT

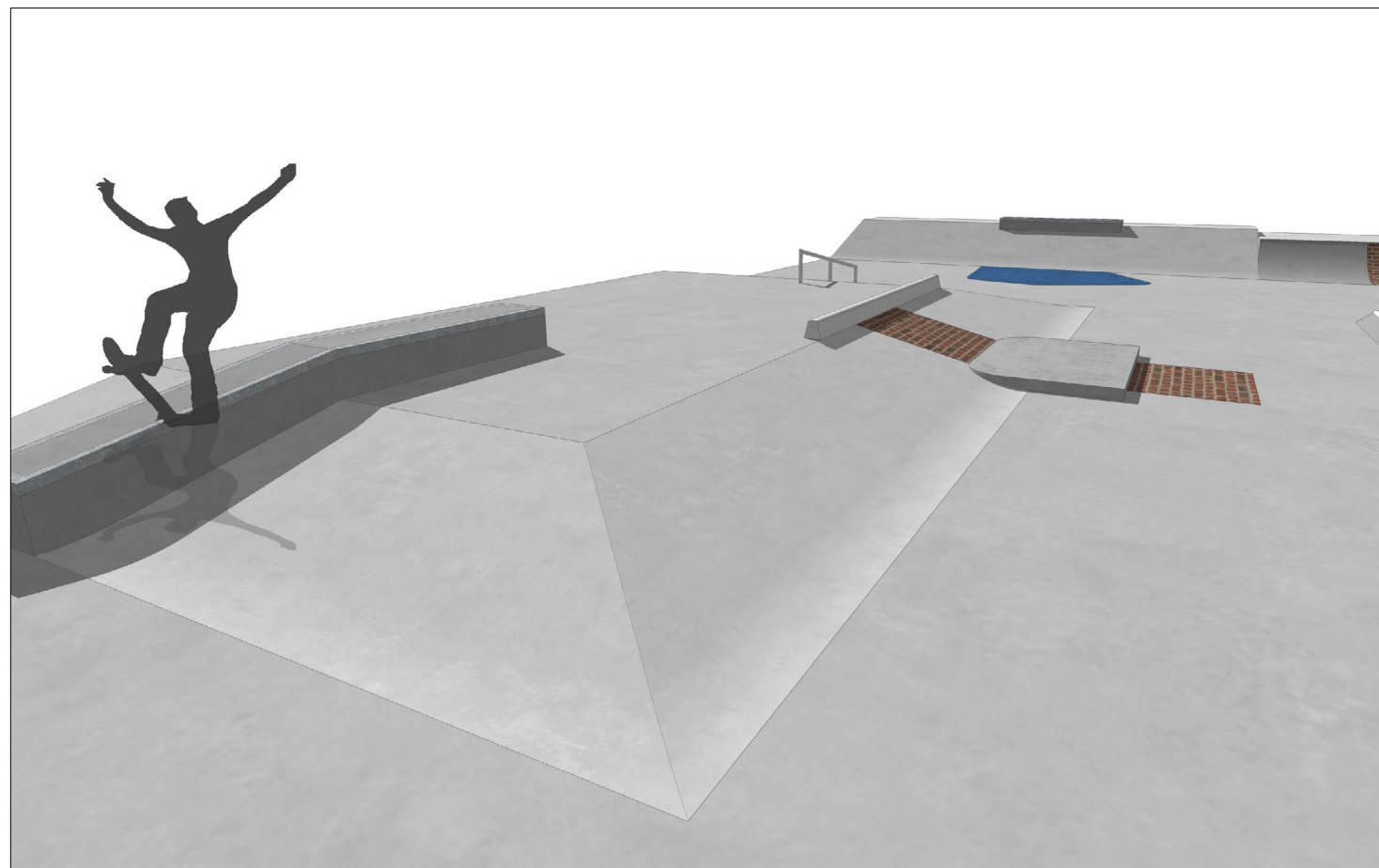
EASTBYWEST





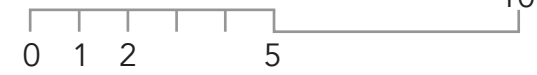






CONCEPT DESIGN - PLAN VIEW (FINAL)

SCALE (m): 1:150 (A3)



Softfall

Update: Inclusion of softfall behind platforms instead of soft landscaping

Mini ramp 1.20m/4ft high

Update: Position moved closer to main skatepark and away from existing balustrade

Infrastructure

Update: Inclusion of bike rack behind mini ramp

Landscaping

Removed internal planting beds

Entry path

Update: Extension of existing path with multiple entry points

Softfall

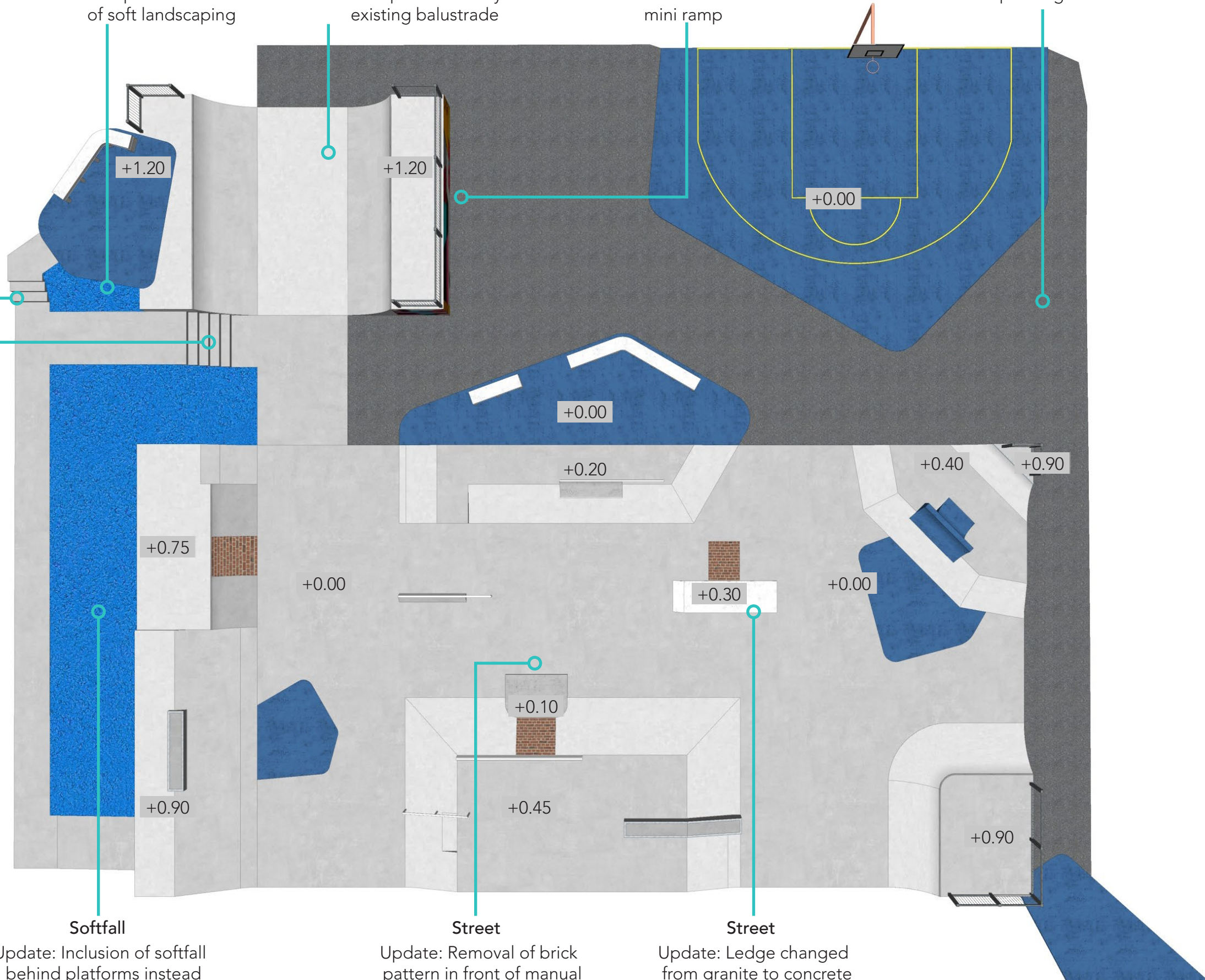
Update: Inclusion of softfall behind platforms instead of soft landscaping

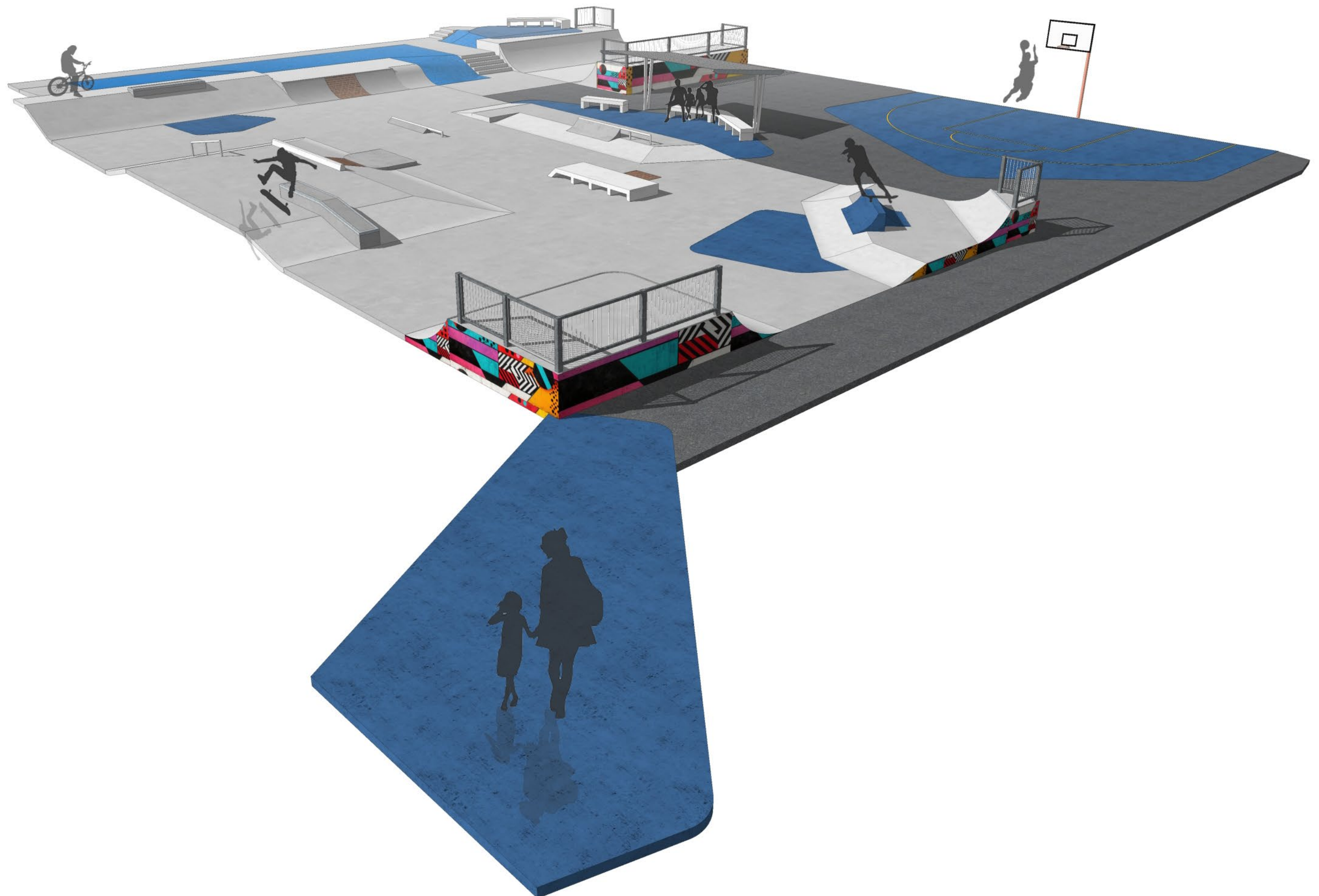
Street

Update: Removal of brick pattern in front of manual pad/slappy kerb

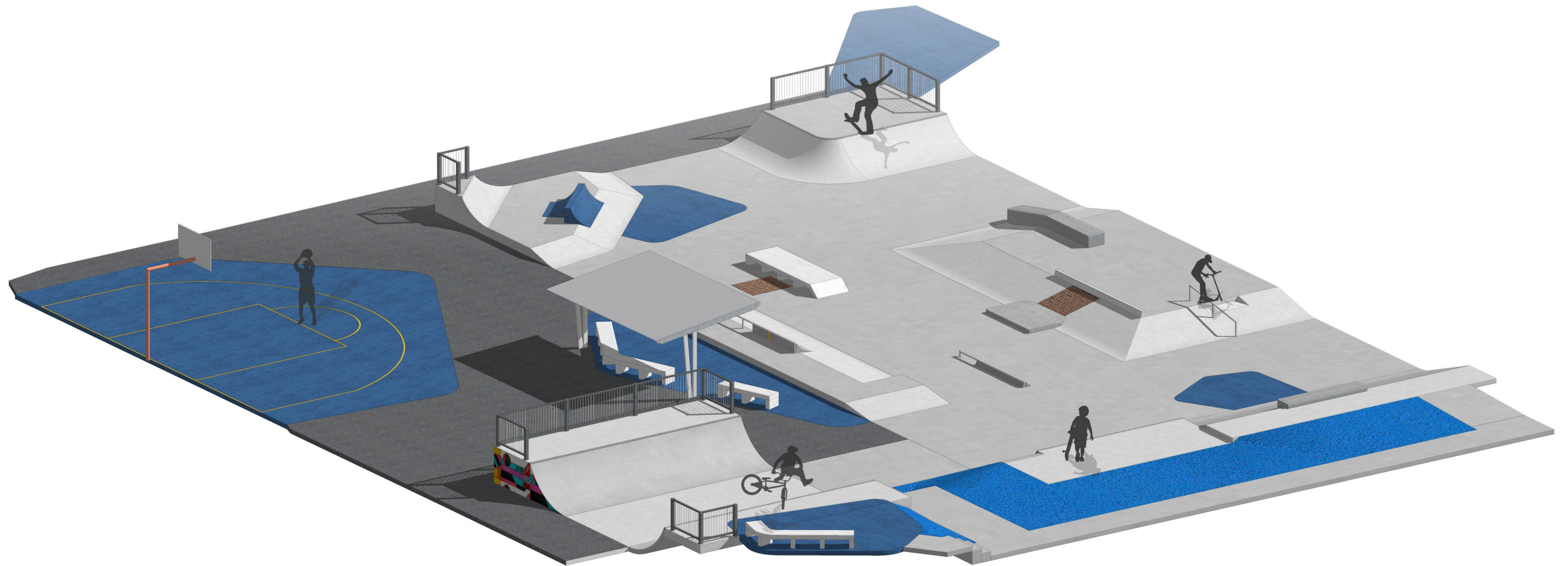
Street

Update: Ledge changed from granite to concrete with voids for drainage











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