



EAST GOSFORD SKATEPARK

RISK WARNING

Attention Parents, Guardians, Children, Visitors,
BMX, Scooter, Skateboard & Rollerblade Riders

BMX riding, skateboards, rollerblades, scooters and anything similarly used, walking, running or playing on, about or otherwise using this facility includes the following risks:

- Injury by collision with other facility users
- Injury by not wearing safety helmets, knee and elbow pads and protective clothing
- Injury by collision with foreign objects on ramp
- Injury by collision with ramp structure
- Injury by slipping & falling caused by wet, dry or contaminated skating or pedestrian surfaces
- Injury by slipping, tripping and falling in or over rough and uneven surfaces and edge drop-offs around and about this facility
- Non compliance with code of conduct

CODE OF CONDUCT

- This is an alcohol free zone
- This facility is only to be used during daylight hours
- It is strongly recommended that the following safety gear is worn at all times.

HELMETS

KNEE AND ELBOW PADS PROTECTIVE CLOTHING

- Please respect your skatepark and surrounds by keeping the area clean & tidy
- Skate within your ability and be considerate of beginners and other users
- Help keep your skatepark a permanent facility by reporting any misuse or vandalism to Open Space & Leisure Services on 4325 8486 or A/H 4325 8222

USE THIS SKATING FACILITY ENTIRELY AT YOUR OWN RISK

HYLTON MOORE SKATEPARK

DESIGN REPORT - March 2026

No: 22826



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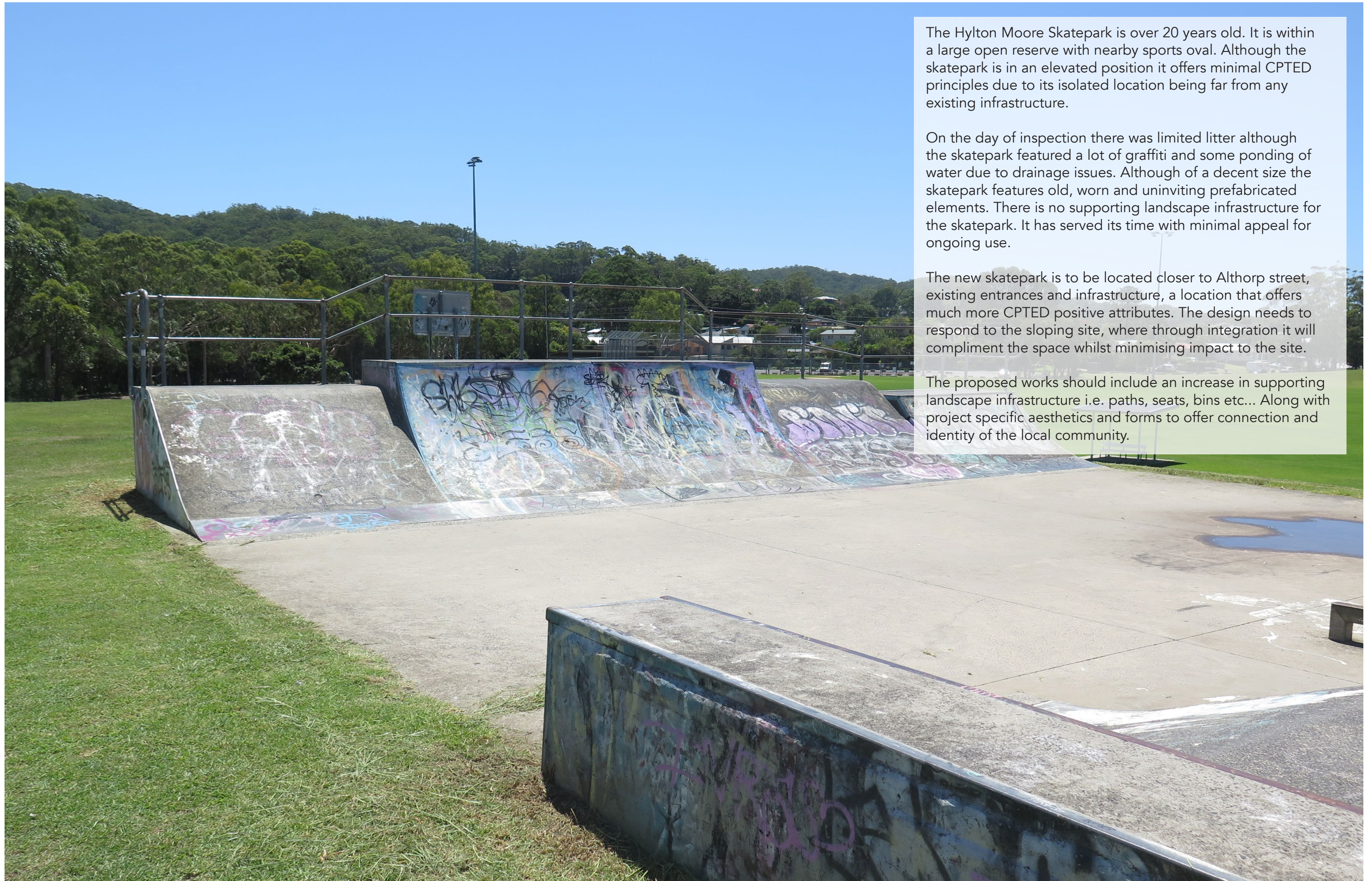
CLIENT
Central Coast Council
123A Donnison St, Gosford NSW 225

CONSULTANTS
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www.eastbywestco.com



REPORT INDEX

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



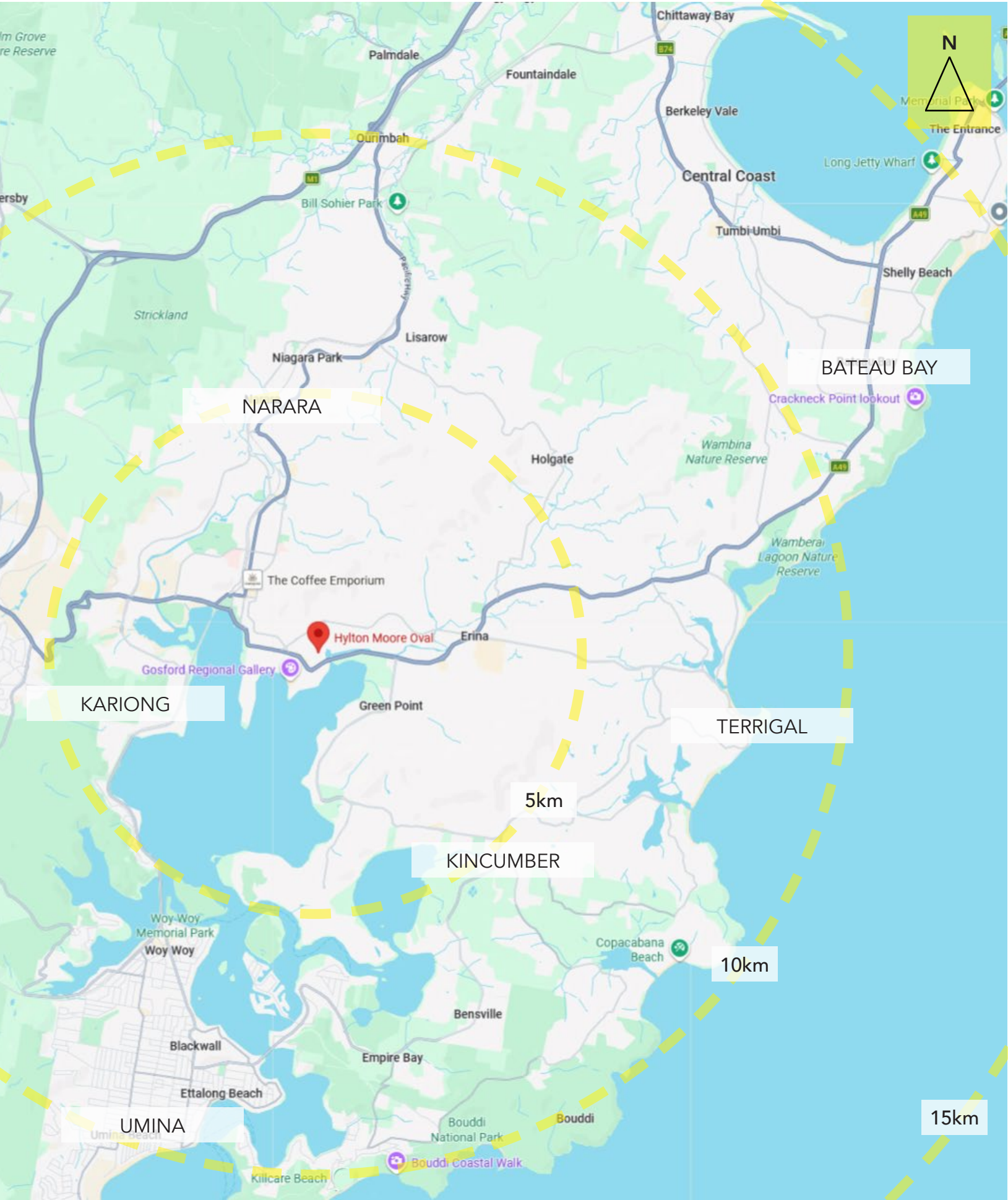
The Hylton Moore Skatepark is over 20 years old. It is within a large open reserve with nearby sports oval. Although the skatepark is in an elevated position it offers minimal CPTED principles due to its isolated location being far from any existing infrastructure.

On the day of inspection there was limited litter although the skatepark featured a lot of graffiti and some ponding of water due to drainage issues. Although of a decent size the skatepark features old, worn and uninviting prefabricated elements. There is no supporting landscape infrastructure for the skatepark. It has served its time with minimal appeal for ongoing use.

The new skatepark is to be located closer to Althorp street, existing entrances and infrastructure, a location that offers much more CPTED positive attributes. The design needs to respond to the sloping site, where through integration it will compliment the space whilst minimising impact to the site.

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 of the local community.





CONSULTATION 01

MEETING
Online survey
Online surveys for entire community

DATE(S)
01.03.26 - 24.03.26

CONSULTATION 02

Consultation
Afternoon informal drop-in session at the existing Erina Youth Hub

22.04.25

Online survey
Online surveys for entire community

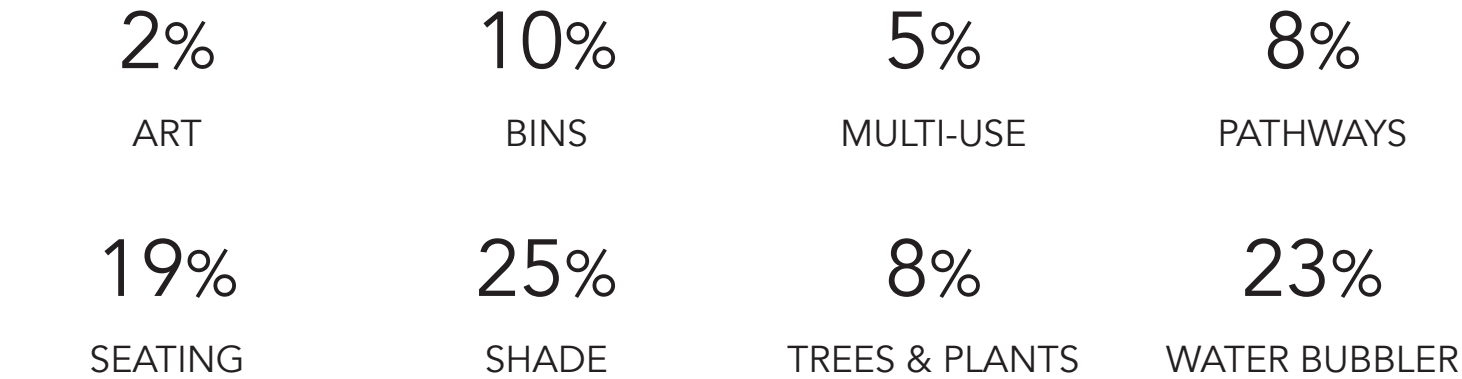
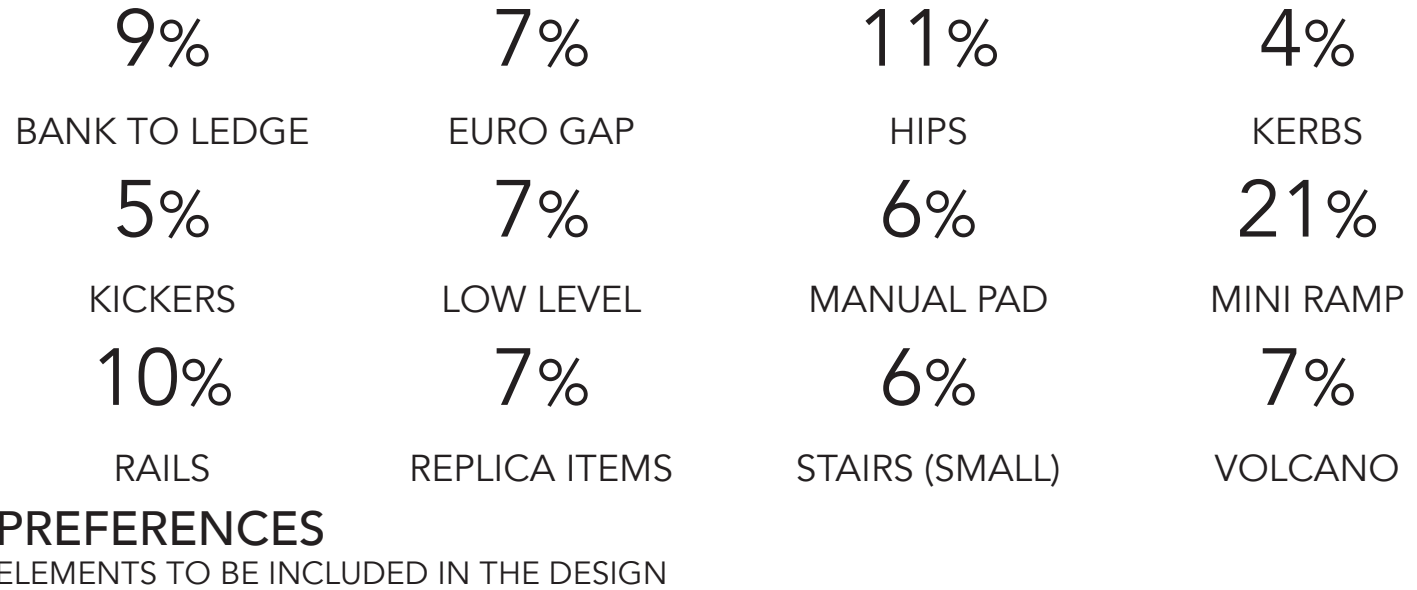
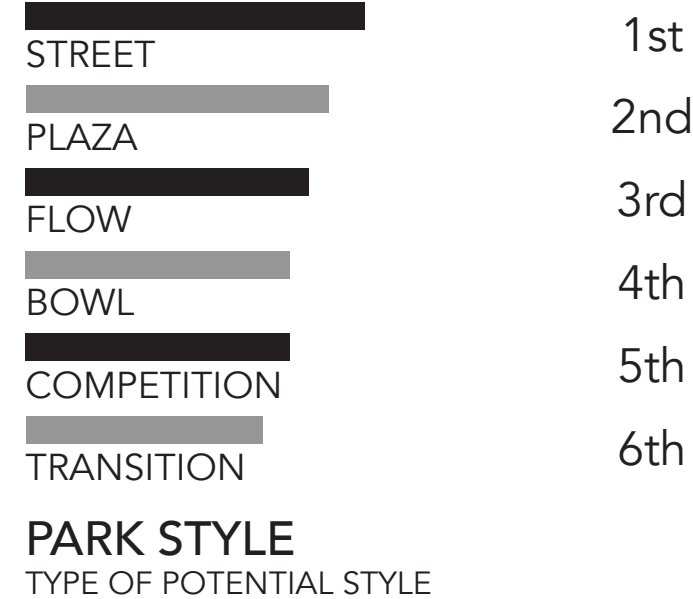
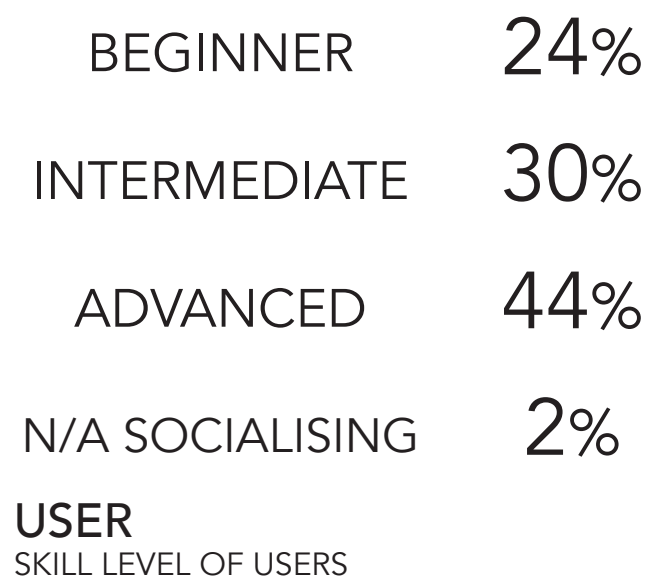
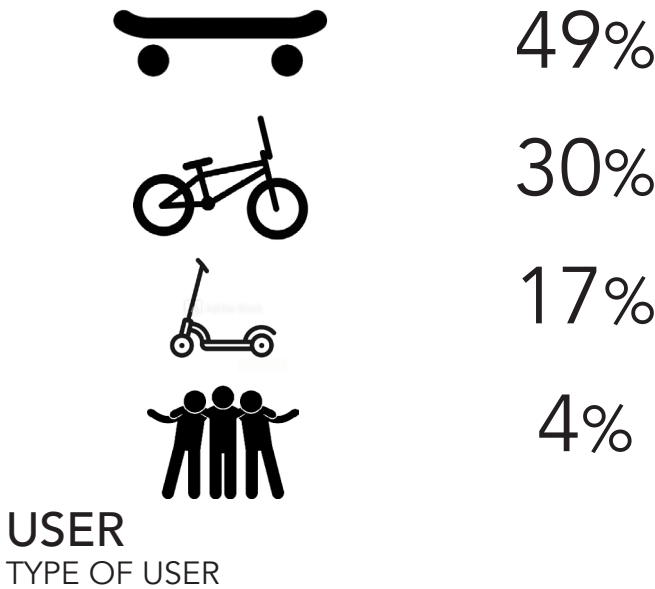
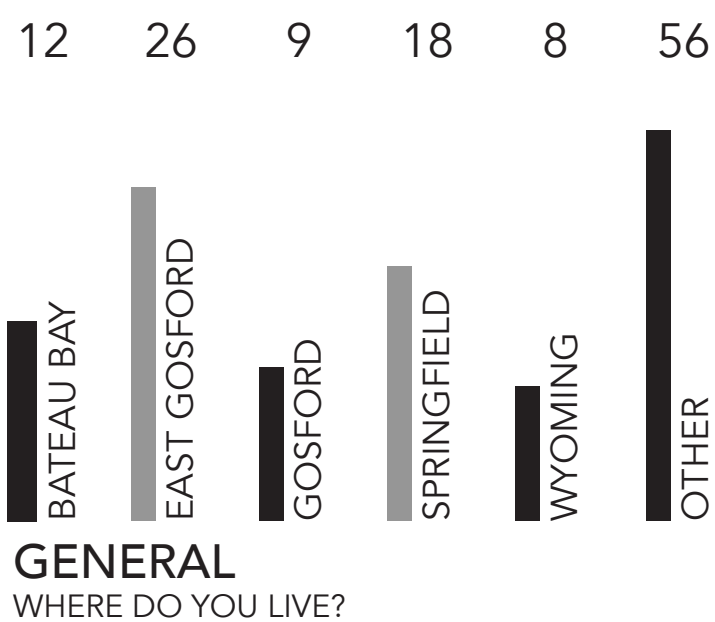
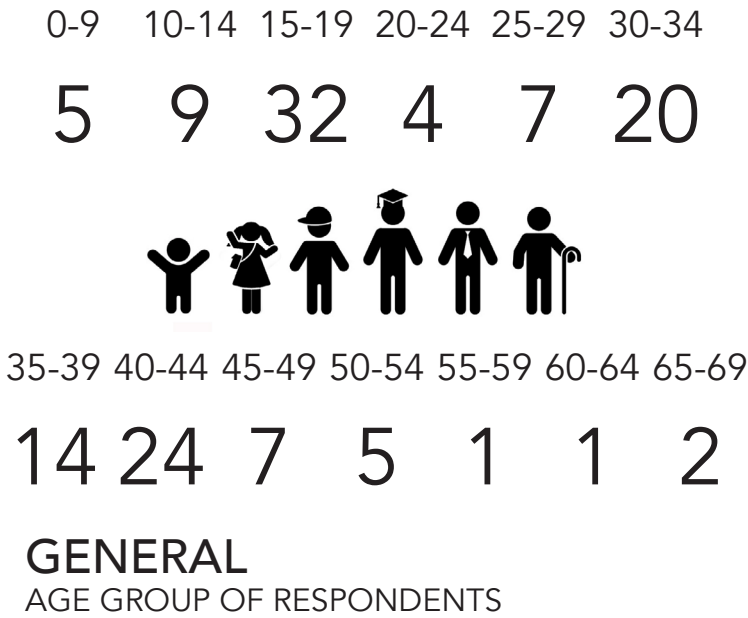
24.04.26 - 14.05.26





x127
ONLINE

GENERAL
NUMBER OF COMPLETED SURVEYS



- A new unique colour design you don't often see at other skateparks

- Just something that represents the area almost like how Banjo Skatepark has Banjo in big letters

- Well, there is a lot of Aboriginal carving on the Central coast and a lot of these carvings are whales so you could well build a whale tail in part of mixed with the skatepark

- I have a list of additional local replica spots that could be chosen from

- Murals that have skaters on the walls and art of interest to the children/teenagers who frequent the skatepark

- Something with a tractor tyre included because in the 80's / 90's the park had colourful tractor tyres to play in!

LOCAL IDENTITY
WHAT IS UNIQUE TO HYLTON MOORE



- The central coast needs a vert ramp like the rest of Australia had Sydney had 3 out door vert ramps
- Hopefully we can design this park catered for more BMX riders since the other new parks and developments on the Central coast have been quite heavily designed for skateboards
- I also think it would be nice to have plenty of shade, I have been a local to East Gosford skatepark since it was built I live two streets away and has been a pinnacle spot for growing up and meeting new people, would hate to see it turn out like some other parks, be different.
- Would be great to make it a more beginner park to compliment the more advanced parks in Umina and Bateau Bay
- Central Coast council has failed when it comes to lighting up skateparks throughout the LGA! Almost all sporting ovals/fields have lights for winter and the only two facilities on the coast that have any lighting is Umina and Bateau Bay.
- We want some nice transition to ride that are bigger than 5ft. Adults like to ride skateparks too, they aren't just for children.
- All skateparks should have a mini-ramp section, that is a halfpipe, 3ft or less, as these are fun for all skill levels.
- Needs rubbish bins ,toilets and drinking water. Needs surrounding areas mowed and maintained more regularly. Perhaps better security lighting around parks and car parks. Connecting to walking/ cycling paths and multiple fitness areas toilets,and drinking water and rubbish bins to make cleaner, safer and accessible
- There should be elements for beginners and intermediate's. Some shade and a seat would allow a place for others to watch and connect. Lots of schools in the local area so it's a good place for kids from alternative schools to mingle.
- Most skateparks in NSW have a certain design element to them which is either a big street section, a big bowl and quarter pipes that don't link up to anything, I think a major element that gets over looked is the flow of a park where everything ties up together, for example Wallsend skatepark has all the elements but lacks the street park which can be done here, most bmx riders can't and don't ride anything under 3ft so if possible to have a 5 or 6ft quarter pipe would be handy for people to learn.
- Would be great to have a small banks / bowl, we only have big bowls and it's difficult to learn

FROM SKATEPARK QUESTIONNAIRES

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 existing parks throughout the Central Coast with the aim of having something different whether it was for vert ramps through to more mellow elements to foster beginner users. This latter consideration was noted as a difference from the parks at Umina and Bateau Bay. Advanced users were also addressed through the contribution of larger transition for older BMX riders.

The question about local identity offered responses of replicating local skate spaces, unique colours to representing the indigenous carvings of a whale tail.

With the space already featuring a playground landscape infrastructure was often mentioned, ensuring it caters for families. Lighting was also mentioned to match other active spaces in the area.

SUMMARY OF CONSULTATION

CONCEPT DESIGN - SITE PLAN (DRAFT)

HYLTON
CENTRAL

MOORE
COAST

SKATEPARK
COUNCIL

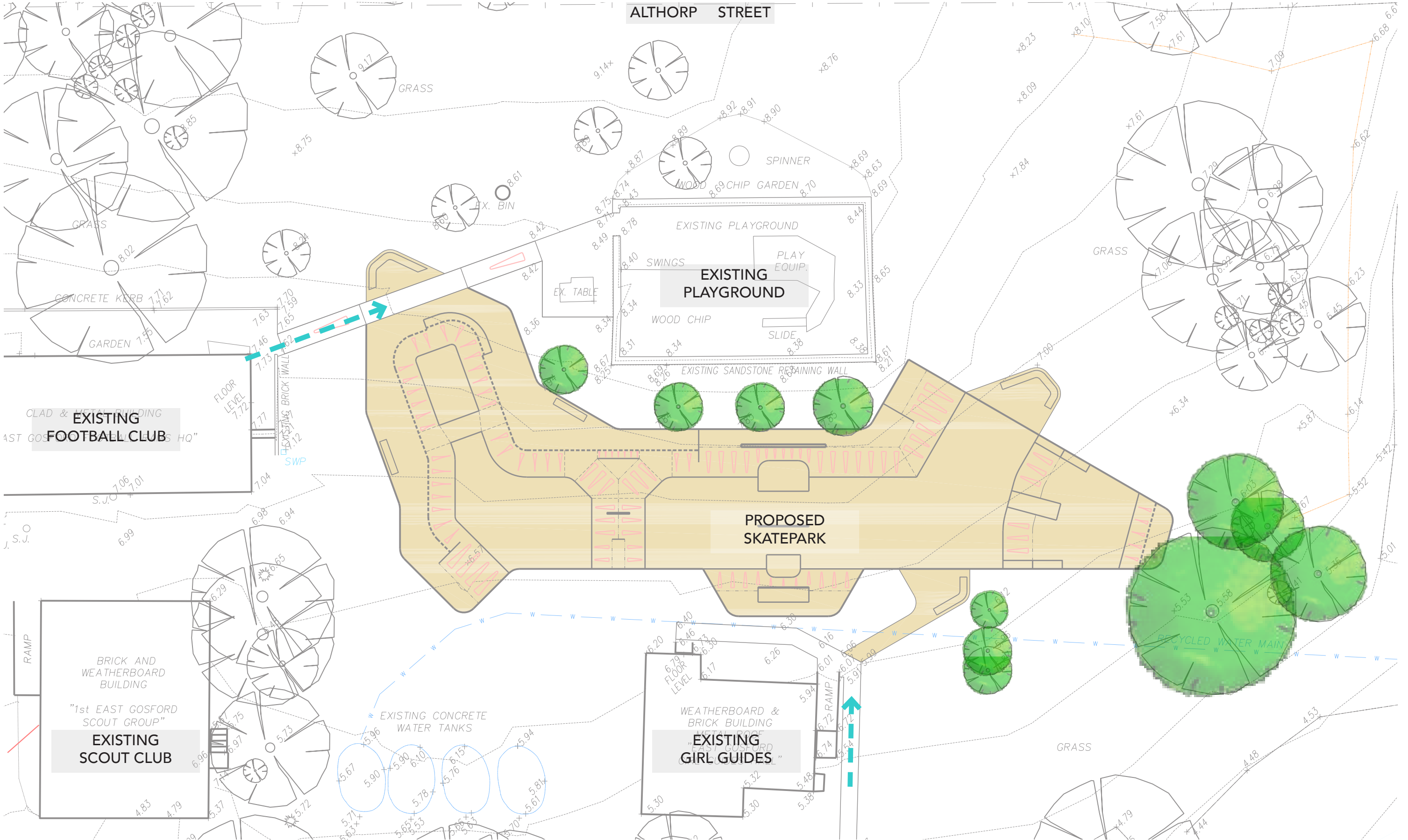
DESIGN REPORT
// EASTBYWEST

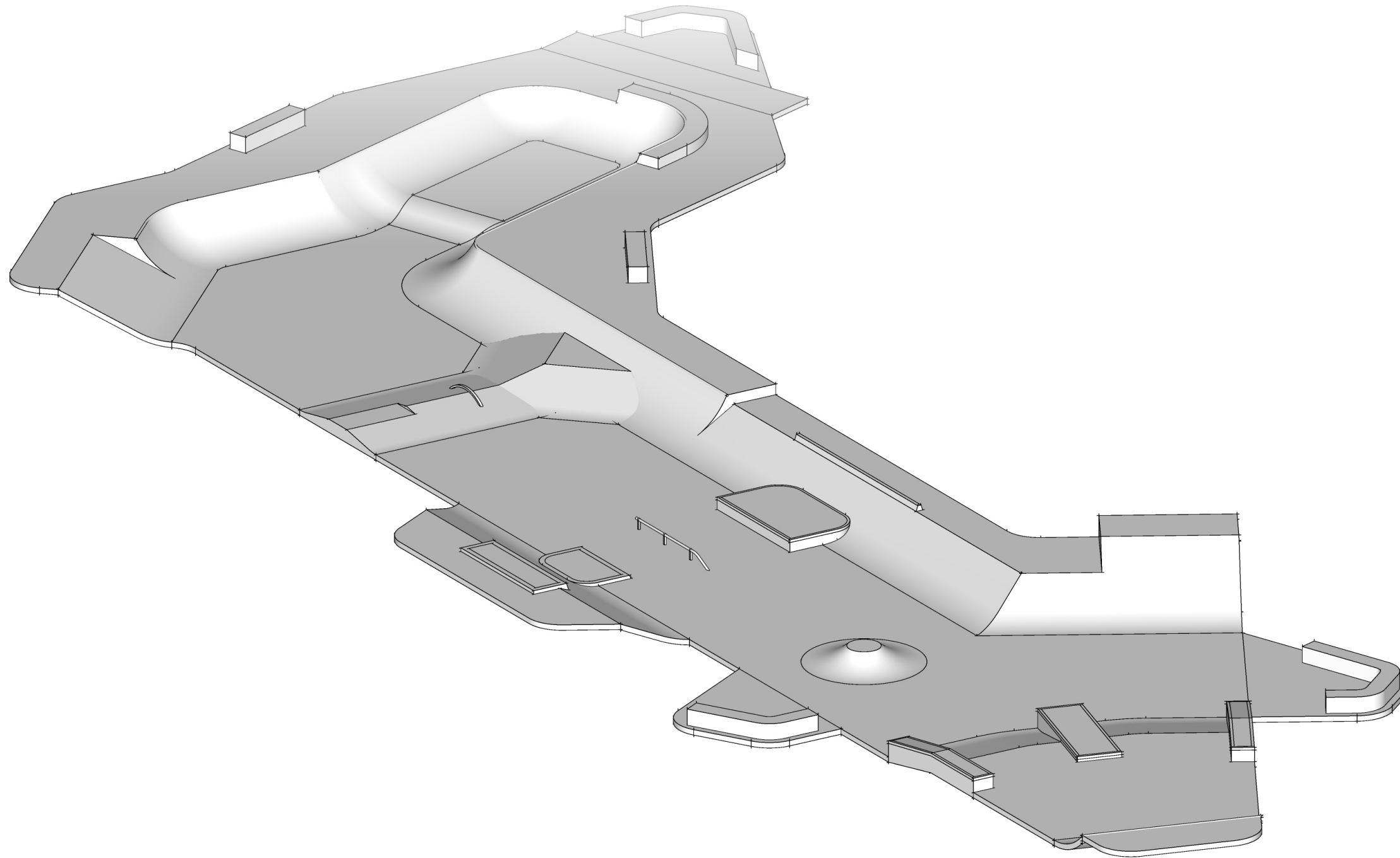
SCALE (m): 1:250 (A3)

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0 1 2 5

ORIENTATION





The design of the Hylton Moore Skatepark has been strongly shaped by community feedback coupled with existing active spaces, vegetation, topography and importantly neighbouring facilities throughout the Central Coast.

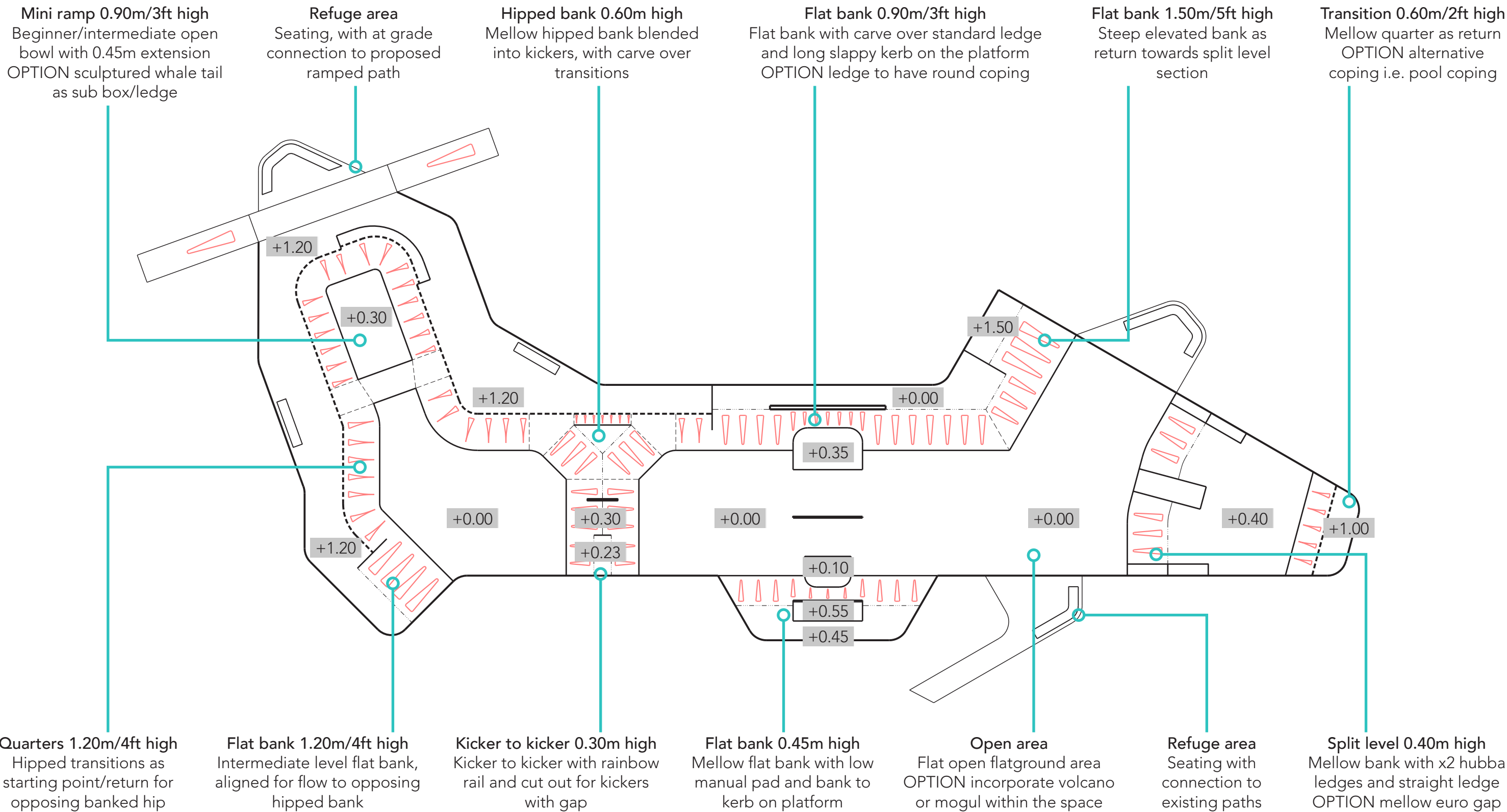
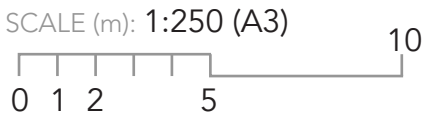
Due to the diversity of those consulted and their detailed responses the design features a mix of elements for varying styles i.e. transition and street along with a range of skill levels i.e. mini ramp to split level with ledges, the latter incorporating a once local spot. It's a park that encourages participation from the inexperienced whilst ensuring those more experienced can still be challenged by most of the elements.

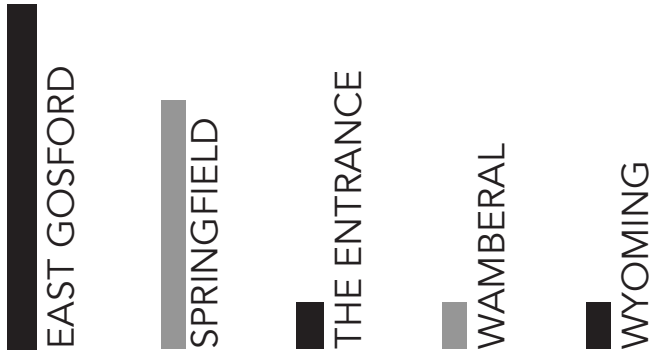
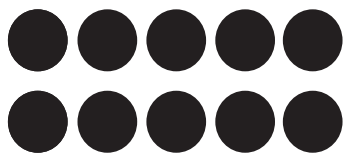
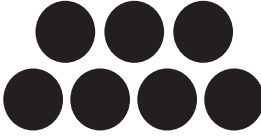
With consideration of existing parks in Narara, Kariiong and Kincumber we factored in their elements and how Hylton Moore could have points of difference, offering a space for not only residents of the town but also the shire. This is achieved through not repeating the same and if so ensuring they are of different heights, angles, radius etc...

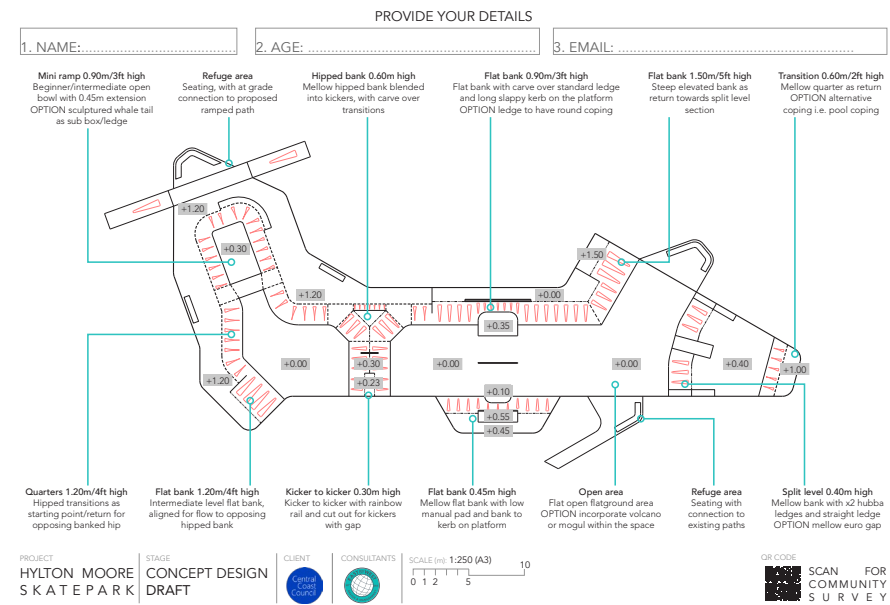
Due to the length of the skatepark and the spatial layout of the ramps it allows users to flow through the entire park. Importantly the space can also be broken up into separate spaces whether its the mini ramp, central street area to the split level. This extends to the capacity to host workshops.

The sloping site is utilised to allow elevated viewing points between the skatepark and playground, ensuring a connection between each with other independent refuge spaces for the skatepark.

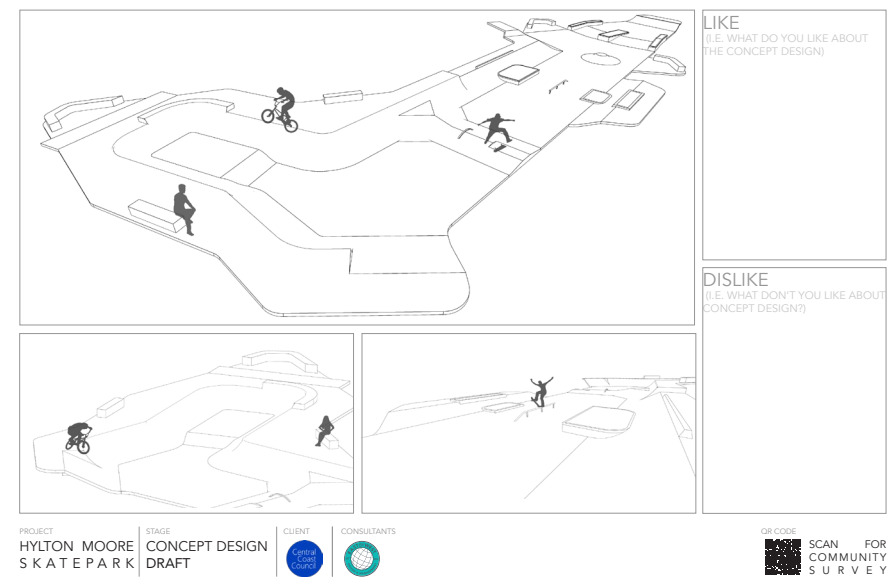
Further development will ensure the park integrates into existing facilities through several path connections (including DDA accessibility), materials and aesthetics. Complimenting this active community space whilst offering a great replacement to the existing worn and disconnected skatepark.



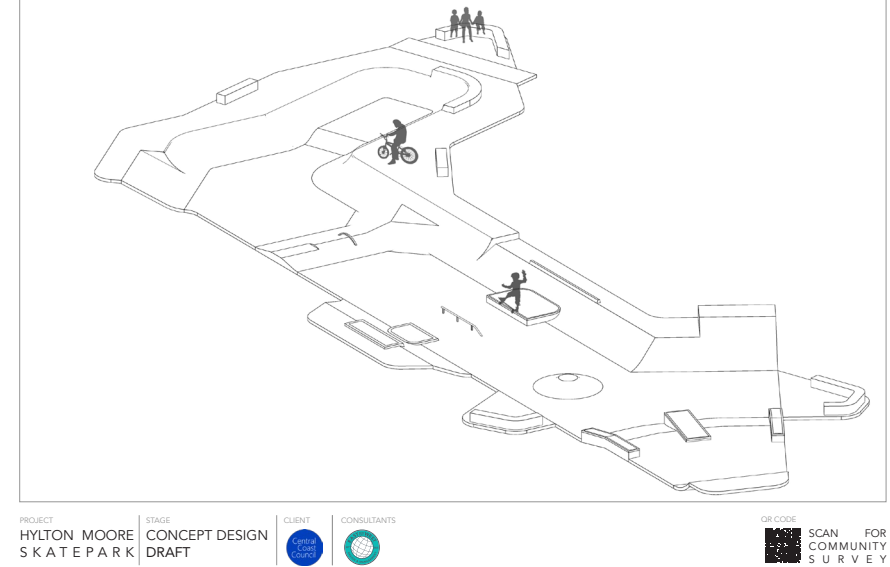
 x15 IN PERSON x20 ONLINE GENERAL NUMBER OF COMPLETED SURVEYS	 18-2425-2930-3940-4950-59 324751 GENERAL AGE GROUP OF RESPONDENTS (ONLINE)	107111  GENERAL WHERE DO YOU LIVE (ONLINE)	 50%  15%  10%  25% USER TYPE OF USER (ONLINE)
VERY SATISFIED5% SATISFIED75% NEUTRAL20% SATISFACTION WITH THE CONCEPT DESIGN (ONLINE)	 YES, MOSTLY  SOMEWHAT  NEUTRAL  DIDN'T COMPLETE ORIGINAL SURVEY ACKNOWLEDGMENT HOW THE DESIGN RESPONDS TO WANTS (ONLINE)	 17  2  1 USE THE SKATEPARK HOW LIKELY TO USE THE NEW SKATEPARK (ONLINE)	YES40% SOMEWHAT40% NO15% UNSURE5% SKILLS DOES IT SUPPORT SKILL PROGRESSION (ONLINE)



WRITE/SKETCH YOUR COMMENTS ON THE CONCEPT DESIGN



ANY OTHER IDEAS FOR YOUR NEW SKATEPARK?
(I.E. ELEMENTS, UNIQUE ELEMENTS, ART, COLOURS, LANDSCAPE INFRASTRUCTURE ETC.)



- The main thing missing for an intermediate to advanced skater is an up-rail (otherwise known as a bump to rail). A round rail approx. 450-480mm high would help to progress intermediate skaters to try rail tricks using a bank to help them get lift up to the rail. The up rail at Umina is the perfect size and height. The up-rail at Bato Yard is a little high and is more suited to advanced skaters.
- Rail too short
- Stairs with a rail. Even if it's a 5/6 stair. Having a rail option for advanced riders is appealing. This could be incorporated at the lower end of the park when the sloped down boxes are.
- Shades areas - especially where there is seating / chill out zones away from collision zones.
- Water station
- Open toilets - Not sure the when the toilets are opened at the oval.
- Spectators seating in view of skate park but out of the way of users
- Landscaping- trees and plants for shade and buffers to heat as well as aesthetics
- Closed bowl
- Pump track
- Larger ramps

WHAT IS MISSING FROM THE DESIGN FROM SKATEPARK QUESTIONNAIRES

- Extend the mini ramp for multiple users
- Separate bowl
- Beginners loop/space i.e. Have 2 separate - junior & senior areas. 3 year olds can't play where 16 years old are
- Close the 3ft mini ramp into a bowl
- The mini ramp bowl area shouldn't have two different levels should be one level with the hips involved for example you never go 5ft to 3ft roller that's asking for trouble and accident, if that was all 5ft the design would work very well
- Spread it out and make it bigger
- Make something unique so people all over NSW will want to travel to ride it.

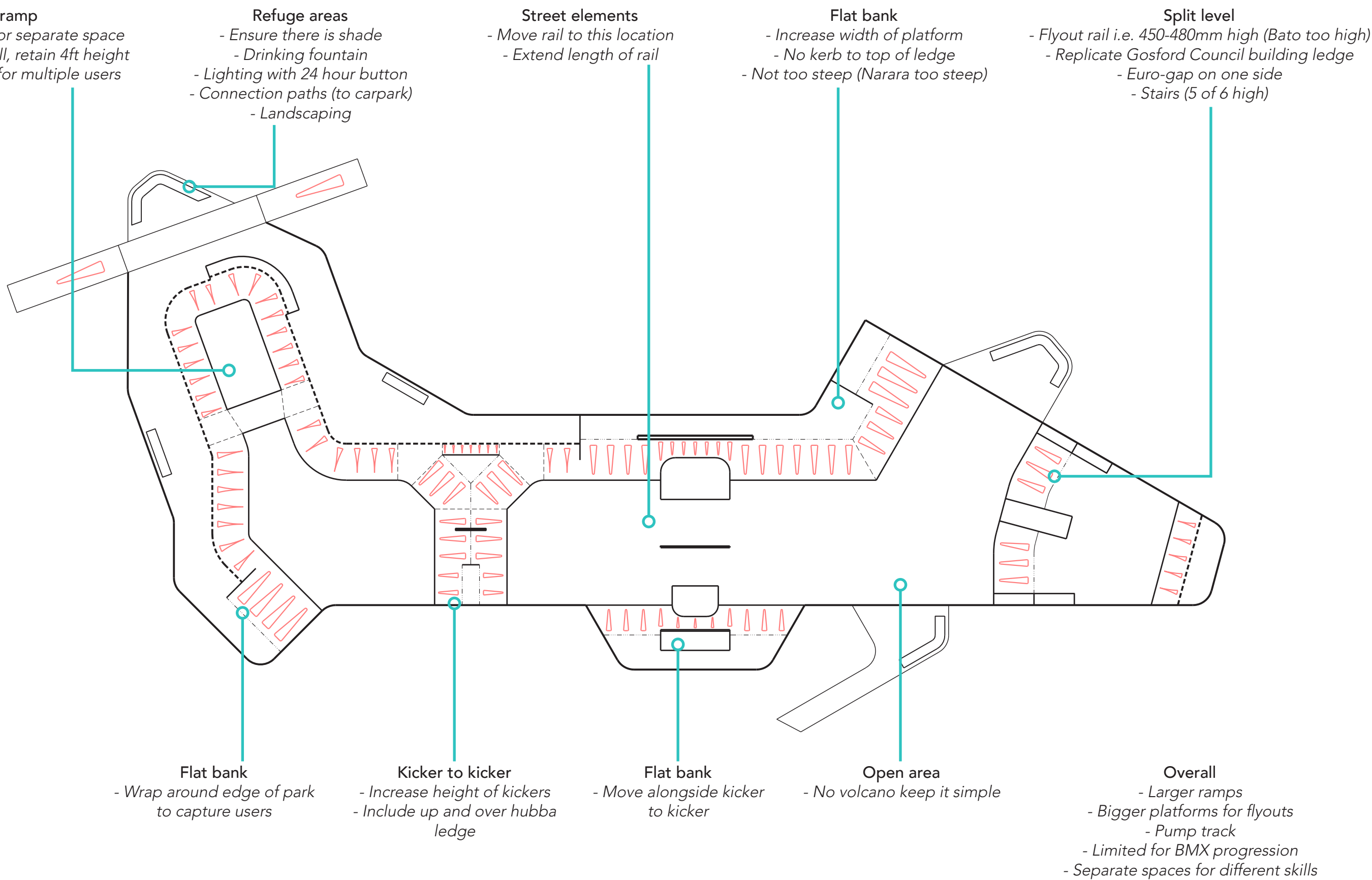
CHANGES TO THE DESIGN FROM SKATEPARK QUESTIONNAIRES

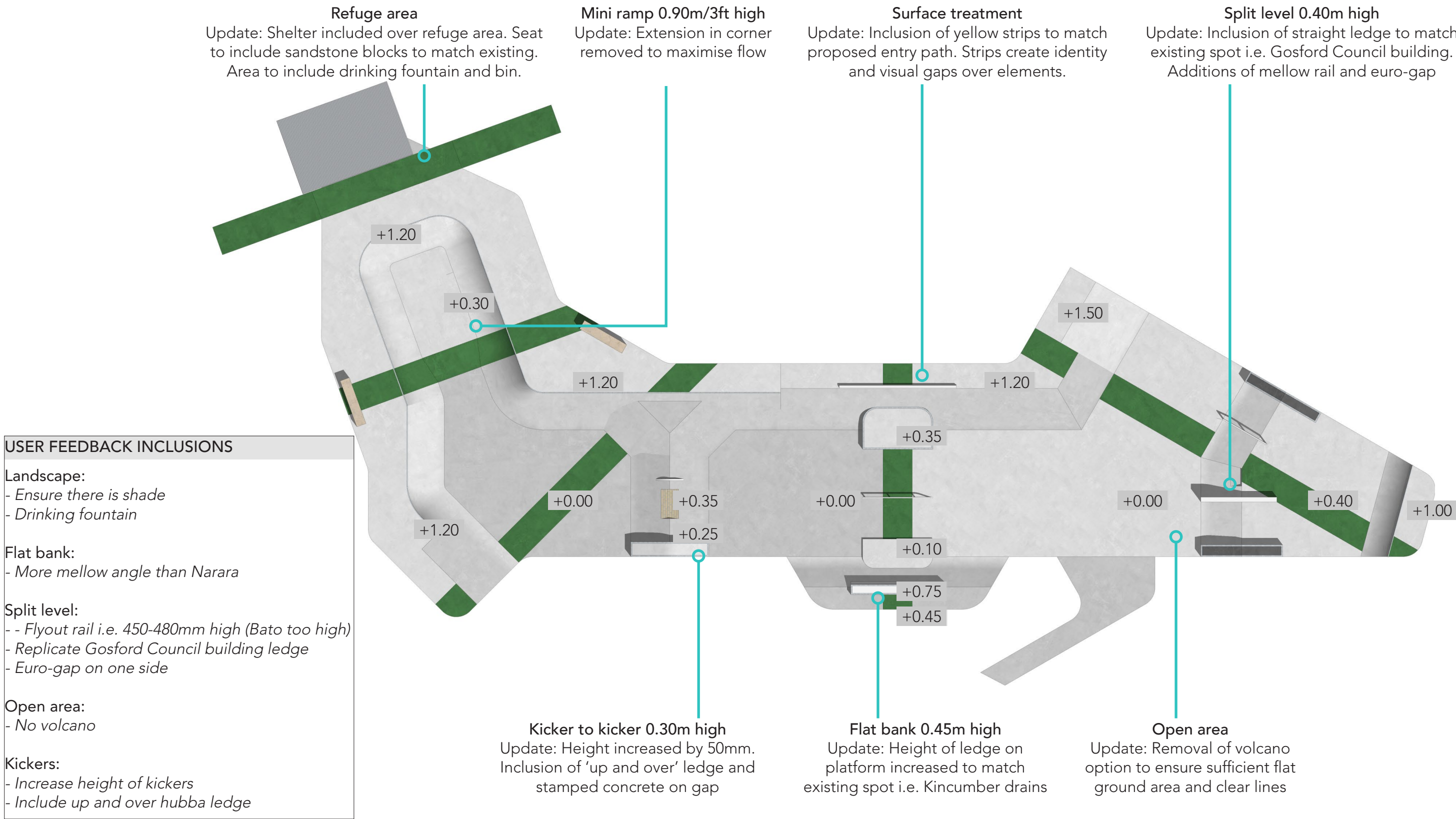
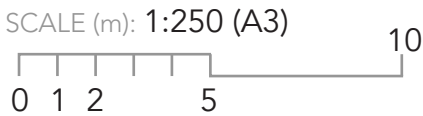
The in person consultation allowed sufficient time to thoroughly explain the reasons behind the design i.e. budget, how the concept responds to the existing site, intended user types and its response to the feedback of the initial consultation. It allowed users to discuss their comments and for answered questions on the concept. It was attended by a range of users from young kids to more experienced local skateboarders.

The online consultation was open for 4 weeks, although 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 most of the technical constructive comments about the proposed elements can be incorporated into the final concept including inclusions, new positions and heights. Many comments related to higher ramps for more advanced BMX riders which are not well represented in the park. This is acknowledged although existing and nearby skateparks already cater for these users.

SUMMARY OF CONSULTATION





CONCEPT DESIGN - SITE PLAN (FINAL)

HYLTON
CENTRAL

MOORE
COAST

SKATEPARK
COUNCIL

DESIGN REPORT
// EASTBYWEST

SCALE (m): 1:250 (A3)

10

0 1 2 5

ORIENTATION

A diagram showing a triangle with the letter 'N' positioned above its top vertex.

GRASS

ALTHORP STREET

SPINNER

CHIP GARDEN 10

EXISTING PLAYGROUND

EXISTING
PLAYGROUND

WOOD CHIP

EXISTING SANDSTONE RETAINING WALL

PROPOSED
SKATEPARK

& METAL BUILDING
ORD FOOTBALL RAMS HQ”

EXISTING
FOOTBALL CLUB

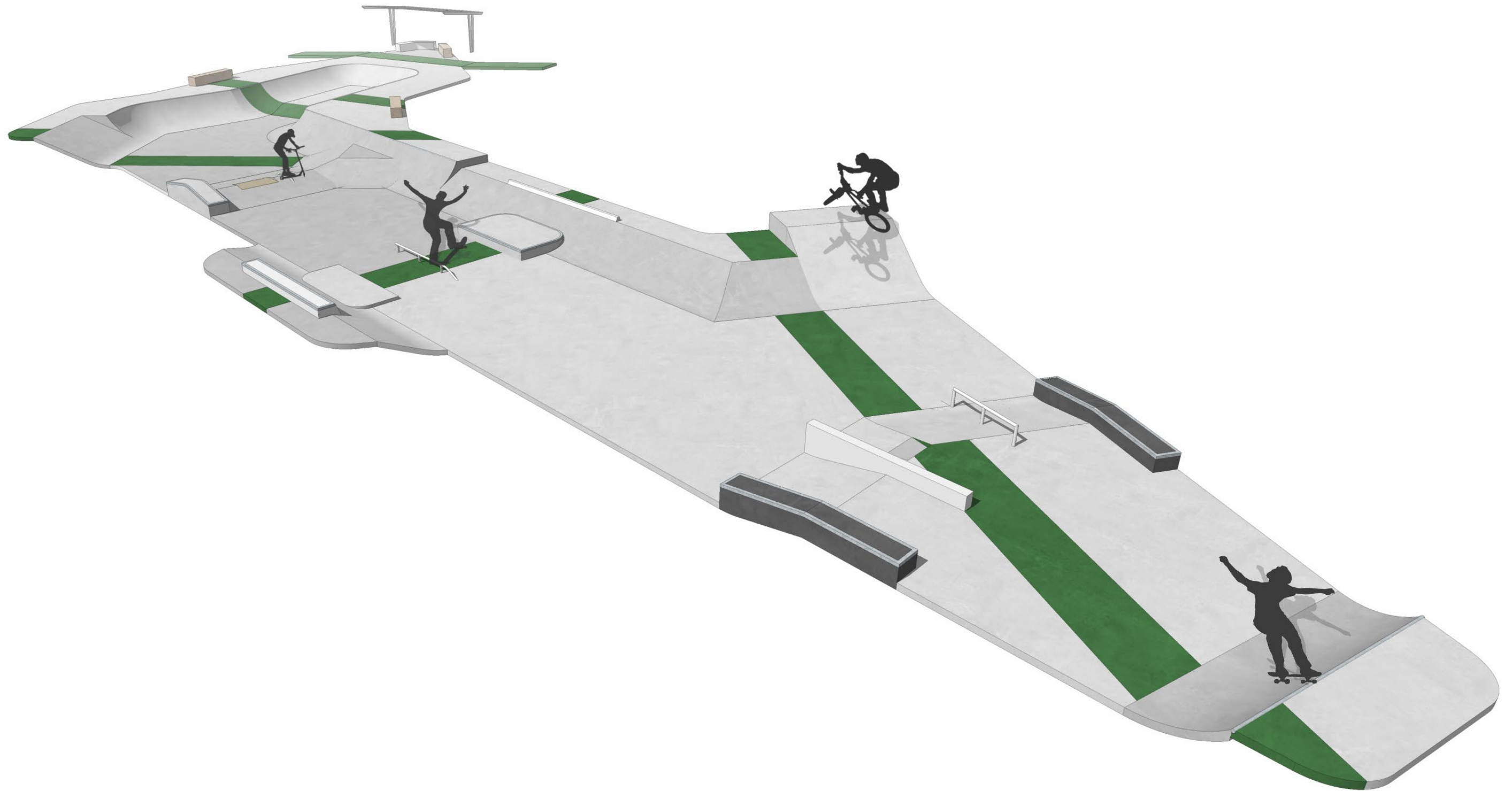
BRICK AND
WEATHERBOARD
BUILDING

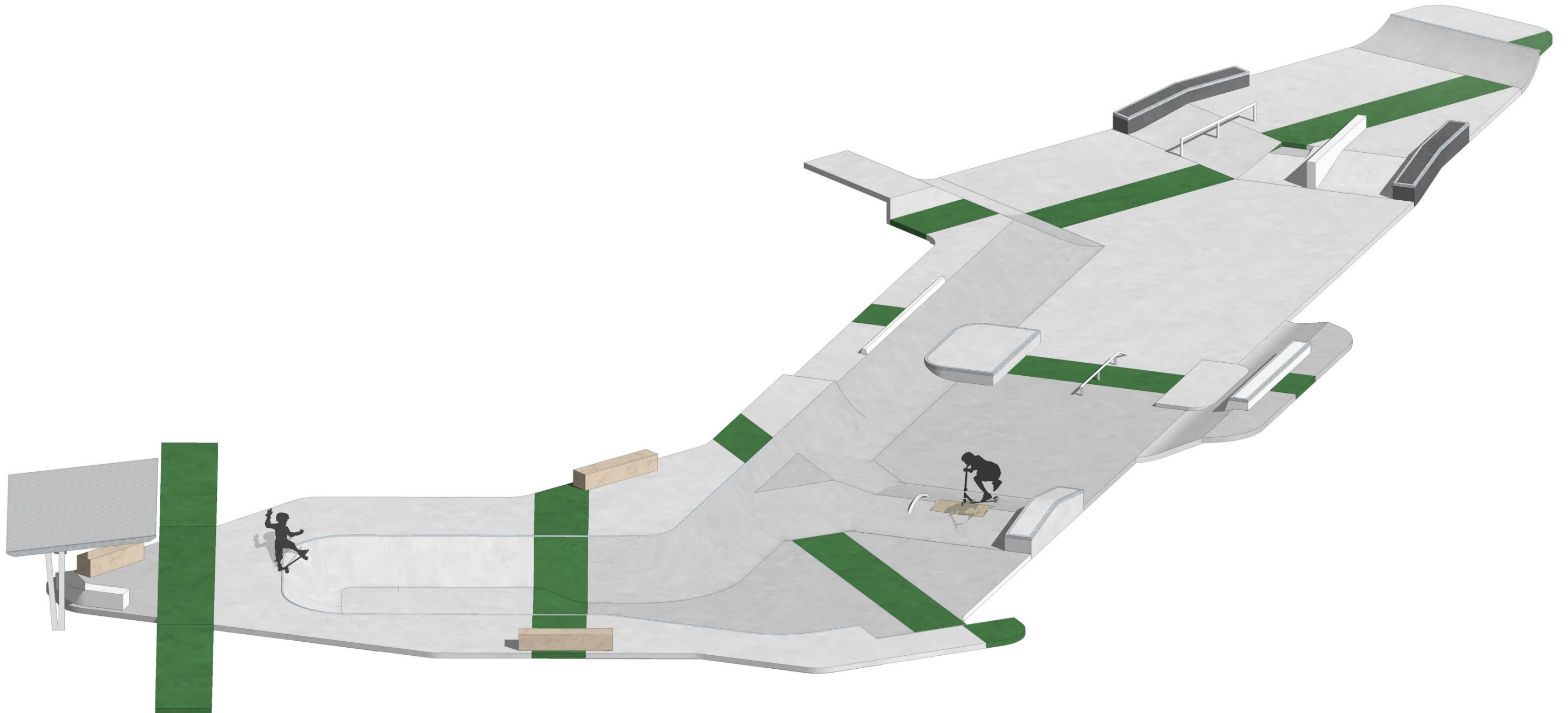
**EXISTING
SCOUT CLUB**

WEATHERBOARD &
BRICK BUILDING
METAL ROOF
"EAST GOSFORD
GIRL GUIDES HALL"
EXISTING
GIRL GUIDES

GRASS

E.
PI
P









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