

# THE EDGE SKATEPARK

## HALF PIPE

The Half Pipe (or mini ramp) area most commonly used by scooter, skateboard and advanced BMX riders completing side-to-side runs. 'One at a time' user etiquette is required in this area.

### SAFETY TIP

It is recommended that users wait their turn at least one metre back from the metal coping to avoid collision. Priority should be given to riders actively completing a run.

SKILL LEVEL	Intermediate/Advanced	
FEATURES	Height	Radius
Half pipe	1.2m	2.1m
Half pipe	1.5m	2.1m
Hip	1.5m	2.1/2.4m

## STREET SECTION

The Street Section is best suited to users who have moved beyond beginner level or have previously taken part in coaching clinics. While all wheeled sports can use this area, it is primarily designed for street style BMX, skateboard, and scooter riding.

### SAFETY TIP

This is a dynamic area with many different flow lines and speeds. Users should always scan their immediate area 360 degrees to ensure they are aware of their proximity to others.

SKILL LEVEL	Intermediate		
FEATURES	Height	Length	Radius
Long Flat Kinked Rail	350mm	7.4m	-
Granite Ledge	425mm	4.2m	-
Round Rail	425mm	4.2m	-
3 Way Flat Bank to Ledge	450mm	7m	-
Hubba	620/500mm	6.54m	-
Hubba Ledge	500mm	3.44m	-
3 Stair gap	620mm	1.6m	-
6 Stair set	1m	1.95m	-
Kerb	200mm	-	-
Wallie Block	550mm	-	-
Pole Jam	550mm	-	-
Taco Quarter	900mm	-	2.1m

## BEGINNERS/WARM UP SECTION

This area is primarily designed for those new to skateboarding, scooter, roller skating or skateboarding. However can be used by all skill levels as a warm up area prior to moving onto other sections of the park.

### SAFETY TIP

Children using the Beginners Section should be supervised closely by a parent or guardian. Bench seats and grassed areas are provided nearby to allow for easy supervision.

SKILL LEVEL	Beginner	
FEATURES	Height	Length
Ledge/Manual Pad	250mm	6m
Rollover	450mm	-
Quarter Pipe	750mm	-
Grind Up Square Rail	250mm	4m

## HALF COURT

This area features a basketball half court and additional parkour elements as well as a flat area for beginner skateboarding, BMX and scooter coaching clinics. The user operated light button (timed) is also located nearby.

## HIGH SPEED SECTION

The High Speed (or "vert" section) is primarily used by BMX and scooter riders. The flow is either one way, both ways or in a circuit, with users often gaining substantial height. Those waiting should allow enough time between runs and not "snake" in front as the landing is often heavy.

### SAFETY TIP

Pedestrians should not cross over this section as users are often travelling at high speeds. Please do not allow small children to play near this area.

SKILL LEVEL	Advanced		
FEATURES	Height	Length	Radius
Hip	1.5m	-	2.4/2.1m
Quarter Pipe extension	2.1m	-	2.4m
Quarter Pipe	1.5m	-	2.1m
Spine	1.65m	-	2.7m
Jump/Fun Box	1.5m	2m	2.7m
Waterfall Roll in	1.5m	-	2.1m

## COMPETITION LEVEL BOWL

The Bowl is best suited to roller skaters (quad or inline), transition skateboarders, scooter and transition BMX riders. It is very fast paced with users gaining momentum quickly and gaining height (vert) above the bowls edges. There is very little room for error in the Bowl and riders are strongly encouraged to wear all the protective and safety gear in this area (helmet, wrist guards, knee pads).

### SAFETY TIP

As a high speed area, users should not remain in the bowl or circle around the bottom. Those waiting should stand at least one metre back from the edge of the Bowl to allow the user to complete their run. This area is not suited to children unless they are appropriately skilled.

SKILL LEVEL	Legend		
FEATURES	Height	Length	Radius
Bowl (Deep end)	3m (10ft)	300mm over vert	2.7m
Taco	2.4m (8ft)	300mm over vert	2.1m
Bowl (Shallow end)	1.8m (6ft)	-	2.4m

## UNDERCOVER AREA

This central sheltered area features step seating for spectators, parents and guardians to relax and enjoy. There are phone charging stations as well as access to free public WiFi is throughout the Skatepark.

## SKILL LEVEL

- 🟡 Beginner
- 🟠 Intermediate
- 🟢 Advanced
- 🟣 Legend