

TYPICAL SKATEPARK STYLES AND FEATURES

- The typical skatepark visited is relatively small, somewhere in the vicinity of 75' by 100', and is crammed with skating features. Most are on a smooth concrete slab; some, in California particularly, are in a smooth concrete bowl. One facility was observed to have an asphalt slab, but the skaters don't like it because it slows their speed. Skateparks are used by skateboarders, rollerbladers, and sometimes by BMX bikes.

Street Course. Combinations of banked walls, pyramids, camel-toes, grind boxes, steps and railings in a bowl, or on a pad, typically are referred to as a street course.

Verts. All of the facilities visited include verts or half-pipes (see below for description.) Most California facilities appear not to include verts.

- Typical skatepark features include:

Half-Pipes (called "verts") of heights ranging from 3' high for beginners to 13' high for expert skaters. Most verts were between 3' and 6' high, and all include a platform at the top from which the skater can take off and stop. In addition to the high sided concave ramps, most verts incorporate a $\frac{3}{4}$ " to 1" diameter "hang bar" where the ramp meets the top platform. Skaters use this bar to either stop and hang momentarily or they coast along it before skating back down the ramp. The most effective verts are between 15' and 24' wide so the skaters have the maximum space to use the hang bar. Verts and quarter-pipes (see below) are typically wood frame with rolled steel skating surface. Steel skating surfaces are usually painted.

Quarter-pipes of varying heights from about 6' to 3' high. These are typically placed across a broad expanse from each other with some type of intermediate feature. $\frac{1}{4}$ -pipes are constructed like $\frac{1}{2}$ -pipes with hang bars and platforms at the top.

Pyramids/Camel Toes. A pyramid is usually a concrete structure placed between two or more quarter-pipes. It has three or more sloped sides with a flat platform in the middle. A camel toe is a three-sided pyramid that slopes to a point in front and rises to a flat surface at the top. These features are used for jumps, spins and other tricks and they are often a transition to one or more $\frac{1}{4}$ -pipes.

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Grind Box. A grind box is a rectangular box with 90° sides. The skaters use this in the same way as a hang rail, but it typically lies between quarter-pipes and the trick is to come off the ¼-pipe fast and then to hop up on the edge and slide (or grind your board) along it without losing your balance.

Stairs are sometimes incorporated and the skaters skate down, hop up, and/or skate the edges.

Railings are either horizontal about 1' above the ground, or sloped like a stair rail about 3' to 4' above the ground at the high end to 1' at the low end. Sloped railings are used in conjunction with a grind box about 2' to 3' long that has a concave ramp on one end and the railing on the other. The skaters gather speed, skate up the concave ramp, across the platform and jump up on the rail. The trick is to land on the rail and slide down without losing your balance.

Bowls (or pools) are slope-sided concrete skating areas that can be anywhere from a couple of feet to 6' deep. Large bowls contain pyramids, camel toes, grind boxes and sometimes a snake run entry. **Banked (or sloped) Walls** are typically included in a bowl. They may include either hang rails and/or flat platforms at the top with a 90° edge that may be skated.

A **Snake Run** entry is like a narrow lined ditch with curvilinear and/or concave sloped sides. The sloped sides may contain a hang rail or a 90° edge that can be skated.