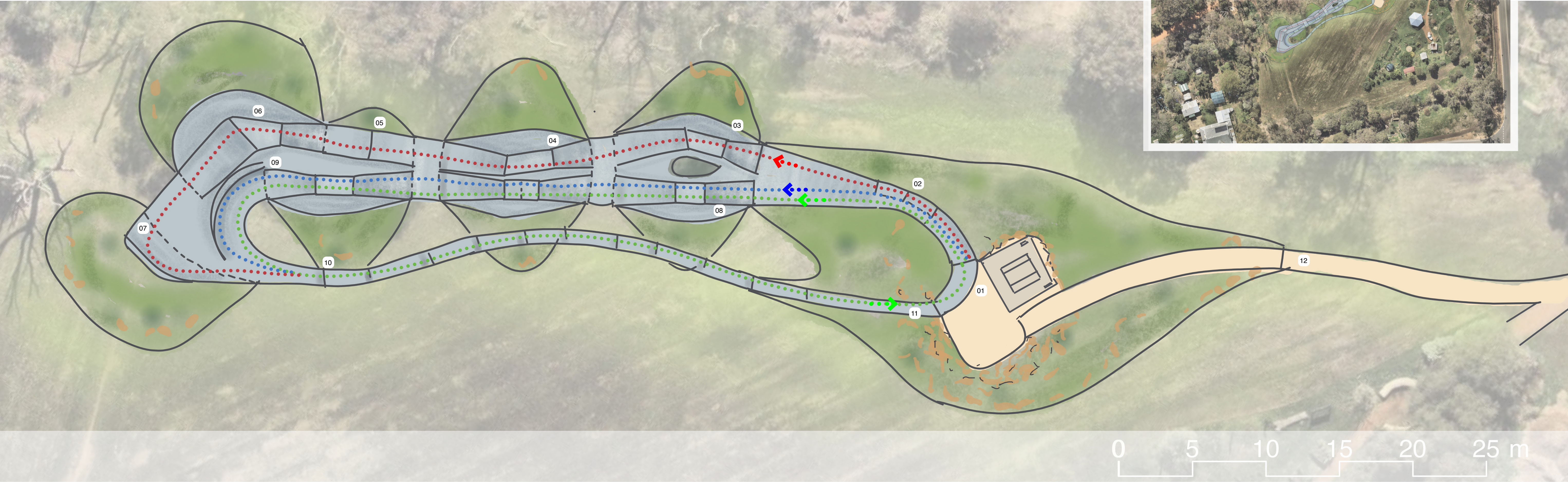




# PRELIMINARY CONCEPT

## MORGAN JOHN MORGAN PARK - JUMP TRACK



### DESIGN NOTES

The design of this track has been heavily influenced by the great design input received at the initial community consultation session. The very clear direction was for a facility focused on jumps as big as possible. Skill development and the ability for progression were key with a focus on intermediate to advanced users.

This jump track has two connected asphalt lines. A beginner to intermediate line that is straight and predictable. 3 progressively larger jumps with approachable take offs and forgiving landings, able to be rolled by beginners on the outside, and then as skills develop jumped on the inner line. The last jump has a berm after the landing to get you back onto the return trail.

The advanced line is intended to be challenging, steeper take offs, changes in angles, longer gaps, a big hip feature as the last jump will give this facility repeat appeal for the highly skilled users.

Both lines share the same start mound, a good height and distance to the first main jumps will give users speed and comfort on approach. The advanced side of the start has a fun step down into the ramp where the intermediate side has a pair of rollers to help with momentum and speed generation.

A narrow shared return line will allow users to pump back up to the start mound where there will be seating and shade.

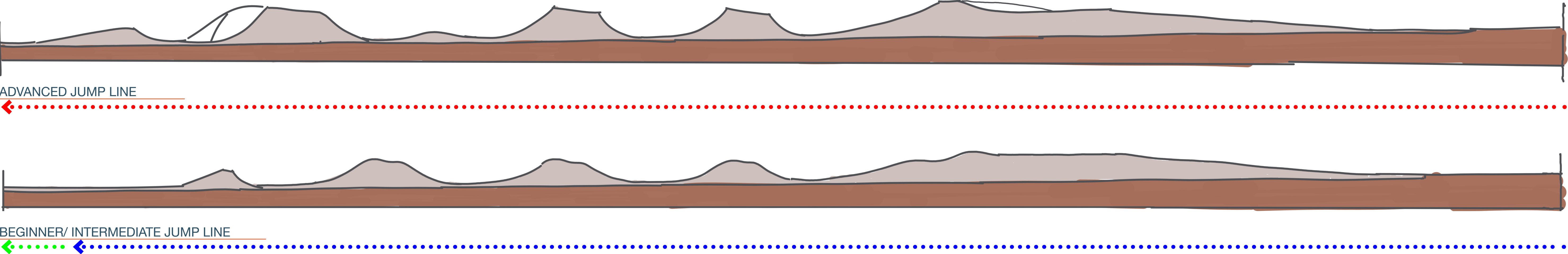
The areas of asphalt surfacing and bulking for the shapes of the jumps has been optimised to give maximum rideable area within the budget allowed.

Batters for the start mound and jumps are proposed to be planted with native groundcovers and potentially a collaboration with the Community Garden. The flat ground around the batters will be tied back into the turf of the existing space.

The location of the jump lines within the overall park leaves a significant open area still available for other passive recreation and potentially a Stage 2 pump track at some point in the future.

### LEGEND

- 01 \_ START PLATFORM & HANGOUT ZONE - Connected to existing path network, shade, seating, water fountain.
- 02 \_ ADVANCED JUMP IN OPTION - Shark fin feature to boost into the jump line.
- 03 \_ 1st JUMP - Tabletop.
- 04 \_ 2nd JUMP - Tabletop.
- 05 \_ 3rd JUMP - Speed Roller (Adv) and Tabletop (Beg/Int).
- 06 \_ 4th JUMP - Major hipped feature.
- 07 \_ ADVANCED BANK - Catch feature after the jump line to direct riders back towards the start platform.
- 08 \_ BEGINNER AND INTERMEDIATE JUMPS - Rollable tabletop features.
- 09 \_ BERM FEATURE - Directing beginner and Intermediate riders back towards the start platform.
- 10 \_ RYTHM SECTION - Rollers along the return line to pump back to top.
- 11 \_ RETURN TRACK - Rising return line to the start platform.
- 12 \_ ACCESS PATH - Gravel Path connection to the start platform.







# PRELIMINARY CONCEPT MORGAN JOHN MORGAN PARK - JUMP TRACK

## PRECEDENT IMAGES



*Beginner friendly features*



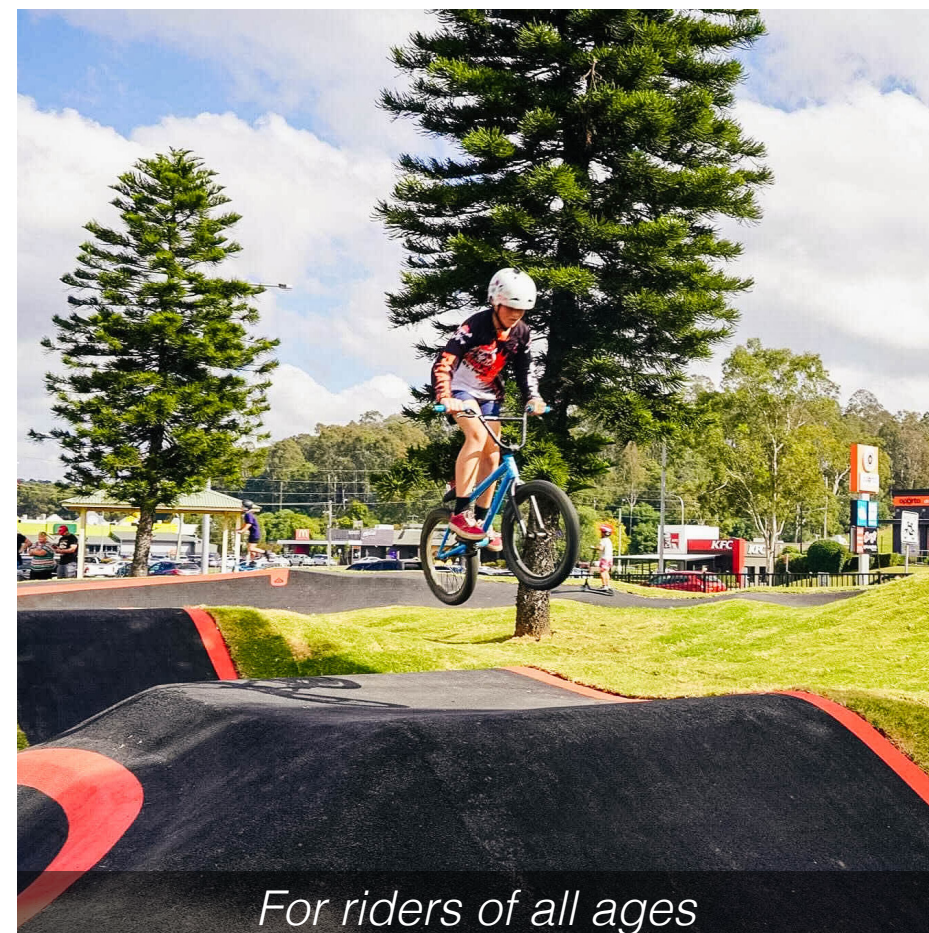
*Hipped tabletops*



*Optional jump lines to develop skills progressively*



*Advanced jumps*



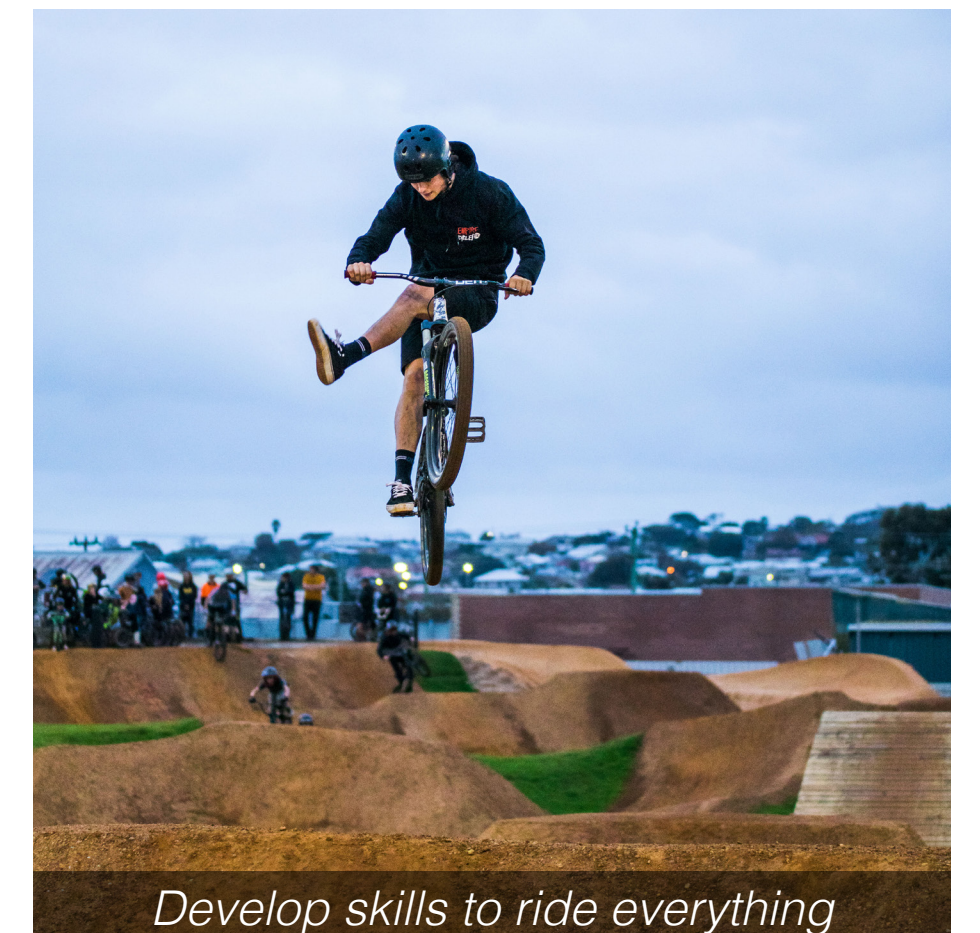
*For riders of all ages*



*Landscape setting around track*



*Trusted construction crew with top notch craftsmanship*



*Develop skills to ride everything*