

City of Grand Junction – Community Feedback

How would you describe the current amenities or offerings that are available at West Lake Park?

West Lake has the most transition style skateboard offerings in the valley. It has a deep bowl, a snake-run style bowl and a “keyhole” style bowl. Unfortunately, the vertical or “vert” transitions in all of them were not built very well or consistently. In one section the vert might throw you out over the coping and in another it might throw you back into the bowl. The keyhole and deep bowl are both at a level that goes beyond an advanced skateboarder and the risk of using them and getting injured is pretty high which is why they don’t get much use. West Lake also has a metal quarter pipe, again with vert that is not at a geometry that makes it user friendly at any level. There is also a central feature that offers a down rail, a hubba and a ledge. These should all be individual features and not all packed together as one as this makes for some risky traffic scenarios. All the other features at West Lake are DIY curbs and rails.

How would you describe the current amenities or offerings that are available at Eagle Rim Park?

Eagle Rim is a smaller skatepark with more street features than transition style features. It features a central small pyramid with a three sided hip to the south and small quarter pipe to the north. It has a two block ledge for jumping down off and for ledge tricks. Currently the lower ledge is missing half of its metal coping. There is also a double stair set but it’s set off to the side with no room to land tricks off. Next to the “wave” feature there is a down rail but it has a concrete ramp to one side and the wave on the other making it difficult to get in and out of. There is a second rail but it is at such a steep angle I’ve never witnessed anyone using it. I think there was a smaller beginner type rail in the middle of the park but it hasn’t been there in a long time. There is a small bowl but the spacing between each side is too far making it a difficult to keep up momentum. It also has concrete coping rather than steel coping making it difficult for many tricks. Lastly there is a snake run that runs around the outside of the park but many of the expansion joints in the concrete have shifted making for some dangerous places to get catch your wheel on.

What amenities, features, design elements are you looking for in a new skate/wheel park at Emerson Park?

In terms of transitions features I think the new skatepark should include one “kidney” style bowl or a “clover” style bowl. There should also be some quarter pipe or open bowl “snake run style” features at the ends of the park. This allows for users to make a line through the street features and use the transition features to return back into the park. What you don’t want it transition features on the sides of the park as this makes for a cross traffic scenario that is dangerous. The street features need to include rails, ledges, ramps, hips and stairs but the most important part is organizing those features for lines based on ability. So one side of the park might be a single stair drop with a roller or small hip and a beginner flat rail into a small quarter pipe while the other side of the park would feature similar things but at a larger scale.