

Area “C” Bike Park

Conceptual Design Documentation

This park is intended to evolve over the next 20 years to promote cycling, fitness, nature, art and play for the residents of Orlando and will showcase how a community partnership can create an active park for all ages and abilities.

Phase 1: Fall 2010

Skills Area: An area of roughly 8,000 square feet that will act as a trail head for the mountain bike trails. This area will contain features for beginner through intermediate level riders and will be geared towards progressive skills development. Features will all be natural obstacles found on mountain bike trails such as log, rocks, concrete chunks, bridges and dirt features.

Large Pumptrack: This 10,000 square foot pumptrack will consist of all earthen features that are intended to be “pumped” on a bicycle rather than pedaled. This facility will teach people the skill of using inertia to propel their bikes.

Public Green Space: This large field would be left untouched and could be used as a public space for mixed recreation. Families could picnic and watch the riders practicing as well as play all types of traditional ball sports and it would be a potential location for special events.

Phase 2: Winter 2010/2011

Singletrack Mountain Bike Trail: This facility will be encompassed primarily on the wooded portion of the lot between the buildings and Lake Druid. The facility will consist of a natural surface trail system designed and built by local volunteers with professional guidance. Once the trail system has been completed a surfacing treatment of clay or recycled concrete may be added to increase durability. This trail is intended as a “Gateway Trail” to introduce people to singletrack trail riding. There will also be optional lines for advanced skill development as well. Estimated trail length in the woods is around ½ to ¾ of a mile when combined with a route of pavement and other grass areas of the park, there could be a potential 1.5 mile loop.

Drop Zone: This area will sit on top of the concrete slab of the Cold Storage Building. Once the building is demolished, it provides the greatest location for developing gravity fed skills. This area will cater to all levels of riding by including simple roll down obstacles to small and technical drops.

Warehouse Storage Buildings Renovations: Improve the building roofs and clear buildings of debris, to create a blank canvas for future mixed bicycle and art uses.

Phase 3: As Funding Becomes Available

Dirt Jumps: The area between the buildings is a natural location for a Bicycle Dirt Jump facility as the wind is blocked by the buildings and there is ample room for a series of “lines”. This area will cater to all levels of rider and will be an introduction to the sport of Dirt Jumping, allowing free expression of creativity in learning new tricks and being involved in a progression based sport.

Small Pumptrack: This additional pumptrack will be built in conjunction with the Dirt Jump facility and will be an expert level pumptrack that is very technical and requires great skill to complete. This site is well suited as it is under tree cover and allows an area for riders to “warm-up” before hitting the dirt jumps.

Optional Future Projects: Priority to be determined by community consensus and public discussion of what options the community desires as the park evolves.

	Votes:	Comments:
Dirt Room: To be located inside building 1053, this facility would be filled with dirt features that mimic some of the obstacles in the dirt jumps as well as a pumptrack and other features. At just under 10,000 square feet, this building has plenty of space to give refuge from the sun or rain. This facility would offer the most unique riding opportunity in Florida and something that is missing.		
Ramp Room: To be located inside building 1055, this would contain a mix of features much like those found in the skills area and the drop zone. This would be another all weather facility that is unique for Florida.		
Public Art Space: To be located inside building 1054, this building could be used for a public art facility that has studios for local artists as well as a space for the public to work on art projects. The creative energy would meld well with the people riding and expressing themselves in the challenges of the bike park.		
Bicycle Co-op / Sculpture Studio: To be located inside building 1052, these two facilities would complement each other well. The Co-op could be a “pro shop” of sorts offering a public repair stand and the ability to let people fix their own bikes on site. The two spaces would certainly promote bicycle related sculptures and could add to the aesthetic of the park.		
Playground: Optimally, this playground would follow the theme of the bicycle with play features modeled after bicycles and bicycle components, a teeter totter using bike saddles and frames, or a merry-go-round that looks like a bicycle wheel as examples.		
Pavilion: The pavilion would help to enhance the area as a place for residents to picnic in a unique environment.		
Boardwalk Trail: A boardwalk provides a low impact means for residents to access the lake and enjoy the preserved natural environment in a highly developed urban area.		
Advanced Mountain Bike Trail: This trail would be fully dependent upon the finalization of remediation efforts taking place in the upper areas of the property. This area of woods lends itself to a “stacked loop” system allowing more advanced, twisty and tight, trail to be built off of the primary loop.		