

CONCEPT PLAN

LEGEND-LANDSCAPE

- 01 Facility entry and signage
- 02 Primary platform & rest area
- 03 Secondary platform & rest area
- 04 Entry Path at max 1:20 grade
- 05 Car park entry node by others
- 06 Shelter and viewing area by others

- Proposed turf area
- Turf Area by others
- Proposed planting and mulch area
- Asphalt-Shaped riding surface
- Asphalt-Flat platform
- Future works by others
- Concrete stormwater pit with cycle-safe grate
- Pump track linemarking

LEGEND-TRACK

- A Typical berm - 4m radius
- B Typical Berm - 5m Radius
- C Berm to Berm Switchback
- D Typical roller (not all typical rollers noted for clarity)
- E Hipped Roller
- F Roll-able double jump
- G Hipped roll-able double jump
- H Triple Roller Step-up



DESIGN DIAGRAMS

RIDING EXPERIENCE & SKILL INTEGRATION

- The track layout is continuous loop designed to be technical and fast with the intention that the track is ridden in a clockwise direction
- Features are designed to be ridden by all skill levels and user groups can be either rolled over or jumped.
- Berms are 1-1.3m and at 4-5m radius
- Feature heights range from 500mm to 1200mm
- The majority of the track comprises of long straights which will allow riders to generate speed and rhythm between the various single, double and triple rollers. Each straight contains slight direction changes to allow for the hipped features to enrich the riding experience and flow
- The south east corner of the track is compressed into a berm to berm, this will allow for riders to lean into some switchbacks, and also provides a good location for the timing gate during race events
- There is the opportunity for advanced riders to hit some transfer options through the central complex when it is safe to do so

- Beginner
- Intermediate
- Advanced
- Proposed timing gate location

