

# City of Brisbane

## Agenda Report

TO: Honorable Mayor and City Council

FROM: Karen Kinser, Senior Civil Engineer

VIA: Director of Public Works/City Engineer via City Manager

SUBJECT: Design Contract for Community Skatepark

DATE: June 19, 2014

### **City Council Goals:**

To maintain and improve infrastructure. (3)

To develop recreational facilities and promote recreation, educational and cultural programs and passive uses related to parks (6)

### **Purpose:**

Provide the Community with a concrete skateboard park geared towards beginner to intermediate skaters.

### **Recommendation:**

Award the design contract for the Brisbane Community Skatepark to Spohn Ranch Skateparks, and authorize the Mayor to sign the agreement on behalf of the City.

Establish a total budget of \$30,000 for the conceptual design and preparation of construction documents.

### **Background:**

At the budget hearings for FY 2013/14, City Council directed the Parks and Recreation Commission to put together a plan of action for the skateboard park including information related to the current users of the park, park location, options to improve the park, best use of the current space, target user group for the park, and alternative funding solutions.

On November 19, 2013, the Parks and Recreation Commission's Teen Services met with the City Council's Facility Committee and gathered the requested information. The joint subcommittee decided to recommend that the City Council move forward with developing a design for the park.

On December 16, 2013, City Council approved a process for the replacement of the existing skateboard park. Per the approved process, staff prepared a Request for Proposals (RFP) for skatepark design services. On March 17, 2014, Council approved the RFP, which was advertised to skatepark design firms. The services requested are two-phase. In the first phase, the consultant will develop a conceptual design utilizing community feedback. Upon

completion of a concept plan and together with a financing plan developed and recommended by the joint subcommittee, Council will review the recommended concept plan. Upon approval by Council, the consultant will develop construction documents and cost estimates suitable for bidding.

**Discussion:**

The City received proposals for the two phases of design of a community skatepark from the following firms, Grindline Skateparks, Pillar Design Studios, Spohn Ranch and Wormhault, Inc, by the deadline of April 18, 2014.

A selection committee was formed, consisting of the City Council Facilities ad-hoc subcommittee members, the Parks and Recreation Teen Services subcommittee members, one staff member each from the City Manager's department, the Recreation department and the Public Works department, and one community member. The proposers were rated on their planned approach as well as their experience, amongst other criteria.

The selection committee chose Spohn Ranch, and staff negotiated the attached contract. Staff recommends awarding the contract.

**Fiscal Impact:**

The design fees for Spohn Ranch's scope of work are \$14,000. Staff recommends a total budget of \$30,000 to add geotechnical and surveying services, and to provide a contingency in case additional community meetings, or other additional work is needed.

Recommended source of funds:

\$7,000	Recreation Facilities Fund (725)
\$23,000	General Fund FY 2014/15

**Measure of Success:**

Completion of plans and specifications for the construction of a new, longer lasting skateboard park with a smoother surface, which when constructed will see an increased activity level at all user ages.

**Attachments:**

Professional Services Agreement, with attached Scope of Services and Fees.



Senior Civil Engineer



Director of Public Works/City Engineer

  
City Manager



## AGREEMENT FOR PROFESSIONAL SERVICES

THIS AGREEMENT, dated \_\_\_\_\_, is made by and between THE CITY OF BRISBANE, a municipal corporation ("City"), and \_\_\_\_\_ ("Consultant").

### RECITALS

A. City desires to retain Consultant for professional services for the conceptual design and engineering plans, specifications and estimated costs of a skateboard park ("the Project").

B. Consultant represents that Consultant is specially trained, experienced, and qualified to provide such professional services and is willing to do so pursuant to the terms and conditions of this Agreement.

### AGREEMENT

1. **Scope of Services.** Subject to the direction and approval of City through its staff that City may provide from time to time, Consultant shall perform the services described in Exhibit A attached hereto and incorporated herein by reference. All services shall be performed to the reasonable satisfaction of the City department head in charge of the Project. All plans, specifications, estimates, and engineering data furnished by Consultant to City shall be signed by the responsible engineer, with registration number indicated where appropriate.

2. **Time of Performance.** The services of Consultant shall commence upon the issuance by City of a Notice to Proceed and shall be satisfactorily completed in accordance with the time schedule set forth in Exhibit B attached hereto and incorporated herein by reference, subject to delays beyond the reasonable control of Consultant.

3. **Responsible Personnel.** The personnel acting on behalf of Consultant primarily responsible for performance of the services hereunder shall be Vincent Onel.

4. **Compensation.** As compensation for all services to be performed by Consultant under this Agreement, Consultant shall be paid the amounts set forth in Exhibit C attached hereto and incorporated herein by reference. The lump sum amounts set forth in Exhibit C include salary, fringe benefits, overhead, profit, and other expenses incurred by Consultant. In no event shall Consultant's total compensation exceed the sum of \$14,000.00 without additional authorization from City. Payment by City under this Agreement shall not be deemed a waiver of defects, even if such defects were known to City at the time of payment.

5. **Method of Payment.** Consultant shall submit billings to City describing in detail the work performed for which payment is requested, the date the services were performed, the number of hours spent and by whom, and a description of any reimbursable expenditures. Billings shall be submitted in accordance with the stages of work described

in Exhibit C attached hereto, or at such other time as agreed upon between City and Consultant. City shall pay Consultant no later than 30 days after approval of the invoice by City staff. If City objects to all or any portion of the billing, City shall notify Consultant of the nature of such objection and the amount in dispute. City shall pay when due the portion of the billing, if any, that is not in dispute. The parties will make every effort to settle the disputed billing through good faith negotiations.

**6. Maintenance and Inspection of Records.** Consultant shall maintain any and all ledgers, books of account, invoices, vouchers, canceled checks, time cards, and other records or documents relating to charges for services or expenditures charged to City, for a minimum of three (3) years from the date of final payment. Consultant shall also make such records and documents available for inspection and audit upon request by any representatives of the State or Federal government. The right of inspection shall include the right to make extracts and copies.

**7. Assignment and Subcontracts.** Consultant acknowledges that Consultant's special skill and expertise is a material consideration for City entering into this Agreement. Consultant shall not assign, subcontract or delegate to any other party the performance of any services to be rendered by Consultant under this Agreement without the prior written approval of City. City acknowledges and consents to the sub-contracting of engineering work required for this project.

**8. Correction of Work.** Consultant shall promptly correct any defective, inaccurate or incomplete tasks, deliverables, goods, services, or other work, without additional cost to City. The performance or acceptance of services furnished by Consultant shall not relieve Consultant from the obligation to correct subsequently discovered defective, inaccurate, or incomplete performance of Consultant's services hereunder.

**9. Ownership of Documents.** All plans, studies, documents and other writings prepared by and for Consultant in the course of performing its services under this Agreement, except working notes and internal documents are instruments of service. City shall have a license to use such documents and other materials in its discretion for the project without further compensation to Consultant or to any other party. Consultant shall, at Consultant's expense, provide such reports, plans, studies, documents and other writings to City upon written request. Spohn shall retain all other rights in the documents and other writings.

**10. Independent Contractor.** Consultant is, and at all times shall remain, an independent contractor, and not an agent, officer or employee of City. As such independent contractor, neither Consultant nor any of its agents or employees shall be entitled to any salary, fringe benefits, worker's compensation, retirement contributions, sick leave, insurance or other benefit or right connected with employment by City, or any compensation other than as provided in this Agreement. Consultant shall have no power or authority to bind City to any contract or otherwise to incur any obligation or liability for, or on behalf, or in the name of City.

**11. Licenses.** Consultant represents and warrants to City that it has all licenses, permits, qualifications, insurance and approvals of whatsoever nature which are legally required of Consultant to practice its profession. Consultant shall, at its sole cost and



expense, keep and maintain such licenses, permits, qualifications, insurance and approvals in full force and effect at all times during the term of this Agreement. Consultant shall maintain a City of Brisbane business license.

12. **Compliance with Standards of Care and Laws.** Consultant shall adhere to the standard of care in its profession and shall comply with all applicable federal, state and local laws, codes, ordinances and regulations in connection with the performance of its services under this Agreement.

13. **Errors and Omissions.**

(a) Where a change order to the construction contract is caused solely and proximately by a design error due to the professional negligence of the Consultant and the cumulative cost of all such change orders exceeds two percent (2%) of the original construction contract amount, Consultant shall be obligated to reimburse City for one hundred percent (100%) of such excess cost. The formula for such reimbursement is as follows: [Cost of Design Error Change Orders] – [Original Construction Contract Amount x 0.02] = Required Reimbursement to City.

(b) Where a change order to the construction contract is caused by a design omission due to the professional negligence of the Consultant and the cumulative cost of all such change orders exceeds two percent (2%) of the original construction contract amount, Consultant shall be obligated to reimburse City for fifteen percent (15%) of such excess cost. The formula for such reimbursement is as follows: [Cost of Design Omission Change Orders x 0.15] – [Original Construction Contract Amount x 0.02] = Required Reimbursement to City.

(c) The parties expressly understand that neither subsection (a) nor (b) of this Section constitute any bid guarantee for the Project. Similarly, the parties further acknowledge that Spohn, its agents, and/or subcontractors shall not be responsible for change orders necessary by virtue of inaccurate or incomplete information provided by City to Spohn.

14. **Indemnity.** Consultant shall indemnify, defend, and hold City, its officers, officials, agents, employees and volunteers, harmless from and against any and all claims, demands, causes of action, losses, damages, injuries, expenses and liabilities, direct or indirect, including reasonable attorney's fees, proximately caused by the negligent performance by Consultant or any of its subcontractors, agents or employees, of any services under this Agreement or the failure by Consultant or any of its subcontractors, agents or employees to comply with any of their obligations contained in this Agreement, and City shall not be liable for any acts or omissions of Consultant or any of its subcontractors, agents or employees.

15. **Insurance.** Consultant, at its own expense, shall procure and maintain, for the duration of this Agreement, insurance policies which satisfy the following requirements:

(a) Type of policies and coverage:

- (1) *General Liability Coverage.* Consultant shall maintain commercial general liability insurance in an amount not less than \$1,000,000 per

occurrence for bodily injury, personal injury and property damage, providing coverage at least as broad as Insurance Services Office Commercial General Liability form CG 0001 (Ed. 11/88). If the form of insurance with a general aggregate limit is used, either the general aggregate limit shall apply separately to the work to be performed under this Agreement or the general aggregate limit shall be at least twice the required occurrence limit.

- (2) *Automobile Liability Coverage.* Consultant shall maintain automobile liability insurance.
  - (3) *Workers' Compensation and Employer's Liability Coverage.* Consultant shall maintain workers' compensation insurance as required by the State of California and employer's liability insurance in an amount not less than \$1,000,000 per occurrence, for any and all persons employed by Consultant in connection with the performance of services under this Agreement. In the alternative, Consultant may rely on a self-insurance program to provide this coverage so long as the program of self-insurance complies fully with the provisions of the California Labor Code. The insurer, if insurance is provided, or Consultant, if a program of self-insurance is provided, shall waive all rights of subrogation against City for loss arising from work performed by Consultant for City.
  - (4) *Professional Liability Coverage.* Consultant shall maintain professional errors and omissions liability insurance in an amount not less than \$1,000,000 per claim and \$2,000,000 aggregate, covering negligent acts, errors or omissions which may be committed by Consultant in the performance of its services under this Agreement.
  - (5) Excess Liability/Umbrella Insurance in the amount of \$3,000,000.
- (b) Endorsements: Each general liability and automobile liability insurance policy shall contain, or be endorsed to contain, the following provisions:
- (1) The City, its officers, officials, employees, agents and volunteers are to be covered as insureds as respects: liability arising out of activities performed by or on behalf of Consultant; products and completed operations of Consultant; premises owned, occupied or used by Consultant; or automobiles owned, leased, hired or borrowed by Consultant. The coverage shall contain no special limitations on the scope of protection afforded to City, its officers, officials, employees, agents or volunteers.
  - (2) For any claims related to the Project, Consultant's insurance coverage shall be primary insurance as respects the City, its officers, officials, employees, agents and volunteers. Any insurance or self-insurance maintained by City, its officers, officials, employees, agents or volunteers shall be excess of Consultant's insurance and shall not contribute with it.



- (3) Any failure to comply with reporting or other provisions of the policies including breaches of warranties shall not affect coverage provided to City, its officers, officials, employees, agents or volunteers.
- (4) Consultant's insurance shall apply separately to each insured against whom claim is made or suit is brought, except with respect to the limits of the insurer's liability.
- (5) Consultant's insurance coverage shall not be canceled except after thirty (30) days' prior written notice by certified mail, return receipt requested, has been given to by the carrier City. Consultant shall immediately give written notice to City of any suspension or reduction in coverage or limits.
- (c) Deductibles and Self-Insured Retentions. Any deductibles or self-insured retentions exceeding \$50,000 must be declared to and approved by City. At City's option, Consultant shall demonstrate financial capability for payment of such deductibles or self-insured retentions.
- (d) Acceptability of Insurers. Insurance is to be placed with insurers having a current A.M. Best rating of no less than A:VII, unless otherwise approved by City in writing.
- (e) Verification of coverage. Consultant shall provide certificates of insurance with original endorsements to City as evidence of the insurance coverage required by this Agreement. Certificates of such insurance shall be filed with City before commencement of work by Consultant. At the request of City, Consultant shall provide complete, certified copies of all required insurance policies, including endorsements affecting the coverage required by this Agreement.

16. **Notices.** Any notices required or permitted to be given under this Agreement shall be in writing and shall be either personally delivered or sent by certified mail, return receipt requested, addressed to the other party as follows:

To City:                       City of Brisbane  
                                      Attn: Senior Civil Engineer – Capital Projects  
                                      50 Park Lane  
                                      Brisbane, CA 94005

To Consultant:               Spohn Ranch, Inc.  
                                      Attn: Kirsten Dermer, CEO  
                                      6824 S. Centinela Avenue  
                                      Los Angeles, CA 90230

17. **Resolution of Disputes; Litigation Expenses and Attorneys' Fees.** In the event of any dispute between the parties pertaining to this Agreement, the parties shall endeavor in good faith to resolve such dispute through mediation before the commencement

of legal action by one party against the other. If either party to this Agreement commences any legal action against the other party to enforce or interpret this Agreement, the prevailing party shall be entitled to recover all costs and expenses that may be incurred in connection therewith, including court costs, expert witness fees, discovery expenses, and attorneys' fees.

**18. Termination of Agreement.** This Agreement may be terminated by either party, effective upon written notice, should the other party commit any material default in the performance of its obligations hereunder. This Agreement may also be terminated by either party, for any reason, upon fifteen (15) day's prior written notice to the other party. In the event this Agreement is terminated by City through no fault of Consultant, Consultant shall be compensated for all services performed to the date of termination.

**19. Equal Opportunity Employment.** Consultant warrants that it is an Equal Opportunity Employer and shall comply with applicable regulations governing equal opportunity employment.

**20. Miscellaneous Provisions.**

- (a) Covenant Against Contingent Fees. Consultant warrants that Consultant has not employed or retained any company or person, other than a bona fide employee working for Consultant, to solicit or secure this Agreement, and that Consultant has not paid or agreed to pay any company or person, other than a bona fide employee, any fee, commission, percentage, brokerage fee, gift, or any other consideration, contingent upon or resulting from the award or formation of this Agreement. Consultant shall sign and deliver to City the Certification attached hereto as Exhibit "D" and made a part hereof. For breach or violation of this warranty, City shall have the right to annul this Agreement without liability, or at its discretion to deduct from the Agreement price or consideration, or otherwise recover, the full amount of such fee, commission, percentage, brokerage fee, gift, or contingent fee.
- (b) Severability. Should any portion of this Agreement be declared void or unenforceable in a final decision by a court of competent jurisdiction, such decision shall not affect the validity of the remainder of this Agreement, which shall continue in full force and effect, provided that the remainder of this Agreement can be reasonably interpreted to implement the intention of the parties.
- (c) Entire Agreement. This Agreement constitutes the entire agreement between the parties and supersedes and cancels all prior agreements or understandings, whether written or verbal.
- (d) Amendments. This Agreement may be modified or amended only by a written document duly executed by both City and Consultant.
- (e) Waiver. The waiver of any breach or default under this Agreement shall not constitute a continuing waiver of a subsequent breach of the same provision or any other provision of this Agreement.



- (f) Execution. Each party warrants that the individuals signing this Agreement on its behalf have the legal power and authority to do so and to bind the party to this Agreement.
- (g) Successors and Assigns. Subject to the restriction against assignment and subcontracting, this Agreement shall be inure to the benefit of and shall be binding upon the heirs, personal representatives, successors and assigns of the parties hereto.

IN WITNESS WHEREOF, the parties have executed this Agreement the day and year first above written.

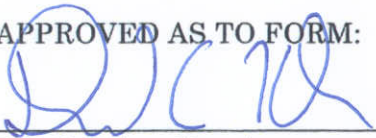
THE CITY OF BRISBANE

ATTEST:

By: \_\_\_\_\_  
W. Clarke Conway, Mayor

\_\_\_\_\_  
Sheri Marie Schroeder, City Clerk

APPROVED AS TO FORM:

  
\_\_\_\_\_  
David Kahn, City Attorney

CONSULTANT:

  
\_\_\_\_\_  
Kirsten Dermer, CEO

**EXHIBIT A**  
**Description of Services**

1. Insert here Consultant's approved Scope of Services



# SPOHN RANCH SKATEPARKS

IN COLLABORATION WITH *THE CITY OF BRISBANE*



PROPOSAL FOR COMMUNITY SKATEPARK DESIGN SERVICES  
CITY OF BRISBANE, CALIFORNIA

SPOHN RANCH, INC. | P 626-330-5803 | F 626-330-5503 | W SPOHNRANCH.COM  
E INFO@SPOHNRANCH.COM | 6824 S CENTINELA AVE. LOS ANGELES, CA 90230

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Karen Kinser, Senior Civil Engineer  
City of Brisbane  
50 Park Place  
Brisbane, CA 94005

**WEDNESDAY, APRIL 16, 2014**

**RE: REQUEST FOR PROPOSAL – DESIGN OF COMMUNITY SKATEPARK**

Dear Ms. Kinser,

Vince and I would like to thank you for the opportunity to present Spohn Ranch's proposal for the professional skatepark design services that will lead Brisbane's skatepark into the modern era, ensuring the facility lives up to its potential as a thriving community space for both young and old.

I have a strong connection to Northern California – both personally and professionally. I was born in Berkeley but quickly moved north to the small town of Westwood, at the base of Mt. Lassen, and spent most of my youth playing in the mountains, lakes and rivers of our great state. Eventually we moved south again, to the more urban and pavement-rich areas of San Francisco and the Bay Area, and that's where I discovered skateboarding.

As with many Californians, I take pride in being a California native and consider it a defining character of myself and my business. Where else but a state where creativity and individualism is fostered and cherished could a young person so readily devote their life to skating and creating. It's no surprise then that I'm always excited to give back to the state that raised me by going above and beyond for Golden State skatepark projects.

In the professional realm, Spohn Ranch has made the City of San Francisco a home away from home for the past two years to design and construct professional skate/bike competition courses at the Mountain Dew Tour. Working in front of City Hall and overlooking the Bay on Harrison Street, our directive from NBC and the Dew Tour was to recreate iconic San Francisco "street spots" made famous in professional skateboarding magazines and videos. I was incredibly proud of the end result – updated tributes to influential locations such as the "Hubba Hideout" at the Justin Herman Plaza, "China Banks" in Chinatown, "Pier 7" along the water and the infamous "3<sup>rd</sup> & Army" abandoned bus depot in Hunter's Point.

We're excited for the opportunity to build upon that work and continue honoring San Francisco-area skateboarding history by bringing one of its oldest skateparks into the modern age.

We first became aware of this project in January of 2013 when local skateboarder David Primmer reached out to Vince Onel of Spohn Ranch seeking help with a project that would transform the City's aging skatepark into a contemporary space, renewing community pride in the process. Since then, Vince has stayed in close contact with David and City of Brisbane officials, acting as an informal consultant and lending advice related to design, construction methodology and costs. He has also visited the site twice, developing an in-depth understanding of local skateboarding preferences, project goals and concerns from the non-skating population that the final design will have to address.

Ensuring we maximize this intimate project knowledge and can hit the ground running, Vince will continue to be the City's main point of contact, anchoring our team as project manager. He will coordinate the work of the various team members, lead weekly progress meetings and shepherd the project through its various pre-construction phases – preserving schedule and budget throughout.

Charlie Wilkins, a professional skateboarder and AutoCAD wizard, will join me in designing a modern skateboarding landscape that maximizes the space, while paying close attention to the skatepark's interaction with its surrounding environment. While Charlie will execute the 3D modeling and technical construction drawings, I will contribute to the overall project vision with "big-picture" ideas and visual narratives that will create a signature park – a space that is meaningful to the entire community.

Stephan Rose, a licensed landscape architect and pioneering figure in the Southern California skatepark field, and Armen Taroian, our preferred partner for civil/structural engineering, round out our design team. Finally, Kirsten Dermer, a co-owner since Spohn Ranch's founding in 1992 will leverage 20+ years of experience to manage all of the project's financial, legal and clerical matters, ensuring that our team is freed up to do what they do best.

Our design vision, dedicated team members and legacy of success are detailed in the following pages.

I am authorized to represent our team in any contract negotiations and can be contacted via the information below.

Sincerely yours,

**Aaron Spohn, President & Founder**

Spohn Ranch, Inc.

6824 S Centinela Los Angeles, CA 90230

626-330-5803 x202 (office) 818-612-7711 (cell)

Aaron@spohnranch.com

**Vincent Onel, Skatepark Design & Development**

Spohn Ranch, Inc.

6824 S Centinela Los Angeles, CA 90230

626-330-5803 x205 (office) 626-217-3853 (cell)

Vince@spohnranch.com



## OUR HISTORY



The passion behind an epic backyard ramp paves the way to the X-Games and beyond

“My obsession with skateboarding began on the streets of Los Angeles in 1972, when I got my first skateboard at the age of twelve. Soon I was building and experimenting with my own makeshift ramps. During these early years I got a lot of bruises, stitches and broken bones, but I never had more fun. From day one I had the desire to build better places to ride...and more importantly, I wanted a place I could call my own. Many ramps later I tried to get a municipal skatepark built for my friends and me. We lobbied the City, attended countless meetings, built models and made speeches, but to no avail. While I failed in my first effort I was unknowingly laying the groundwork for future successes.

Out of necessity, I took matters into my own hands. As a master carpenter I had all the skills. I convinced my landlord he could trust me to put a half-pipe in my backyard. Soon we had one of the precious few half-pipes in Southern California. Some secrets are hard to keep. One half-pipe became two and three roommates became twelve. A huge scene grew from that backyard - there would be a knock at my front door and some skater from abroad would have skated from LAX hoping to bunk down and stay a while. That’s when I first heard the term “Spohn Ranch.”

Without realizing, I had created far more than a renowned place to skate. My personal pursuit had become a community and its passion became Spohn Ranch. It wasn’t long before people were asking me to build for them as well and soon that knocking at the door was from ESPN wanting help with their vision - something known today as the X-Games.

I never intended to start a company designing and building facilities for action sports, but it was meant to be. It truly is the convergence of all my skills and passions - my life’s work. 20 years later my community has grown to include an incredible group of equally passionate friends, athletes, builders, architects and engineers.

I am amazingly proud of Spohn Ranch and our body of work. But the thing that I take greatest pride in is the building of communities and helping kids, just like me, build their own places to skate.”

- Aaron Spohn, Founder & President of Spohn Ranch





Spohn Ranch began as a community, anchored by Aaron Spohn's backyard half-pipe, and grew into an award-winning skatepark design/build firm. A cornerstone of action sports progression for over 20 years, Spohn Ranch's backyard roots have spread globally, culminating in hundreds of cutting-edge creations.



## FROM PERMANENT SKATEABLE LANDSCAPES TO INNOVATIVE INSTALLATIONS FOR HIGH-PROFILE EVENTS

Spohn Ranch has played an invaluable role in the exponential growth and development of action sports. Spohn Ranch's staff of dedicated professionals have spent considerable effort advocating for the industry as a whole: establishing ASTM construction guidelines for skateparks, writing editorial content for industry publications and lecturing at parks and recreation conferences.

In the private sector, Spohn Ranch became a household name by designing/building courses for premiere action sports competitions, film/television and corporate events. In the municipal world, Spohn Ranch has consistently been a pioneering firm, most recently taking a lead role in transforming skateparks into vibrant community spaces with architectural finesse and sculptural elements that double as visual focal points.

# SPOHN RANCH

## AT A GLANCE

### PLACES

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#### MAIN OFFICE

6824 S. Centinela Ave.  
Los Angeles, California 90230

#### FABRICATION/MANUFACTURING FACILITY

15131 Clark Ave.  
City Of Industry, California 91745

#### SATELLITE OFFICES

Oak Hill, West Virginia  
San Diego, California  
New York, New York  
Columbus, Ohio  
Dallas, Texas  
Portland, Oregon

### PEOPLE

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- 16 in-office employees
- 25+ traveling construction crew
- Unique collective of skateboarders, landscape architects, CAD draftsmen, project managers, estimators, concrete craftsmen, shotcrete nozzlemen, metal fabricators, carpenters and support staff

### PROFESSIONALISM

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#### FINANCIAL STABILITY, LITIGATION & SAFETY HISTORY

2014 marks twenty-two years of uninterrupted service, focused solely on skatepark design and construction. That means no bankruptcies, liquidated damages, changes of ownership or buy-outs from corporate parent companies. We pride ourselves on responsible business. Spohn Ranch has had zero major safety incidents and has no litigation history associated with skatepark project performance for the past ten years.

#### INSURANCE

- Errors and Omissions/ Professional Liability insurance in the amount of \$2,000,000 per occurrence, \$2,000,000 aggregate
- Workers Compensation and Employers Liability insurance in the amount of \$1,000,000
- Auto Coverage for Owned, Non-Owned and Hired vehicles in the amount of \$1,000,000 per occurrence, \$2,000,000 aggregate
- Comprehensive General Liability or Commercial General Liability insurance covering all operations or job specific in the amount of \$1,000,000 per occurrence, \$2,000,000 aggregate
- Excess Liability/ Umbrella Insurance in the amount of \$9,000,000



# AWARDS

## & RECOGNITION

- **SKATEPARK ASSOCIATION OF USA**  
Award for Design and Manufacturing Excellence, 2004
- **CONCRETE DISCIPLES**  
Award for Excellence in Skatepark Construction, 2001
- **AMERICAN SOCIETY OF LANDSCAPE ARCHITECTS/URBAN LAND INSTITUTE**  
Award for Excellence Nominee, 2010 (Daybreak Skatepark – South Jordan, UT)
- **HUCK MAGAZINE**  
“The Future of Skatepark Design”, 2008 (Daybreak Skatepark – South Jordan, UT)
- **INC. MAGAZINE**  
Honoree of Nation’s 5,000 Fastest Growing Private Companies, 2009-2013
- **CALIFORNIA PARK AND RECREATION SOCIETY**  
Award of Excellence for Recreation/ Community Services, 2009 (Fontana, CA)
- **CITY OF SPARTANBURG, SOUTH CAROLINA**  
Award for Excellence in Design, 2010 (Hot Spot Skatepark)
- **WORLD OF CONCRETE**  
Finalist for “Crews that Rock” Award, 2011 & 2013 (Dew Tour Bowl & BSA Summit)
- **IOWA READY MIX CONCRETE ASSOCIATION**  
Best Concrete in the State, 2012 (Oskaloosa Skatepark – Oskaloosa, IA)
- **NEW JERSEY RECREATION AND PARKS ASSOCIATION**  
Award for Excellence in Design, 2013 (Holland Park Skate Plaza – Elizabeth, NJ)
- **NEW JERSEY SOCIETY OF MUNICIPAL ENGINEERS**  
Municipal Project of the year, 2013 (Dealy Field Skatepark – Sea Isle City, NJ)

# PROJECT

## EXPERIENCE



### RECENT SPOHN RANCH BUILD IN SONOMA COUNTY, CA

Spohn Ranch has successfully completed 700+ design and design/build projects in 20+ years of experience. For the sake of being concise, in the following pages we've highlighted a few recent projects we feel are relevant to the City's current needs.



# CLIENT

## REFERENCES

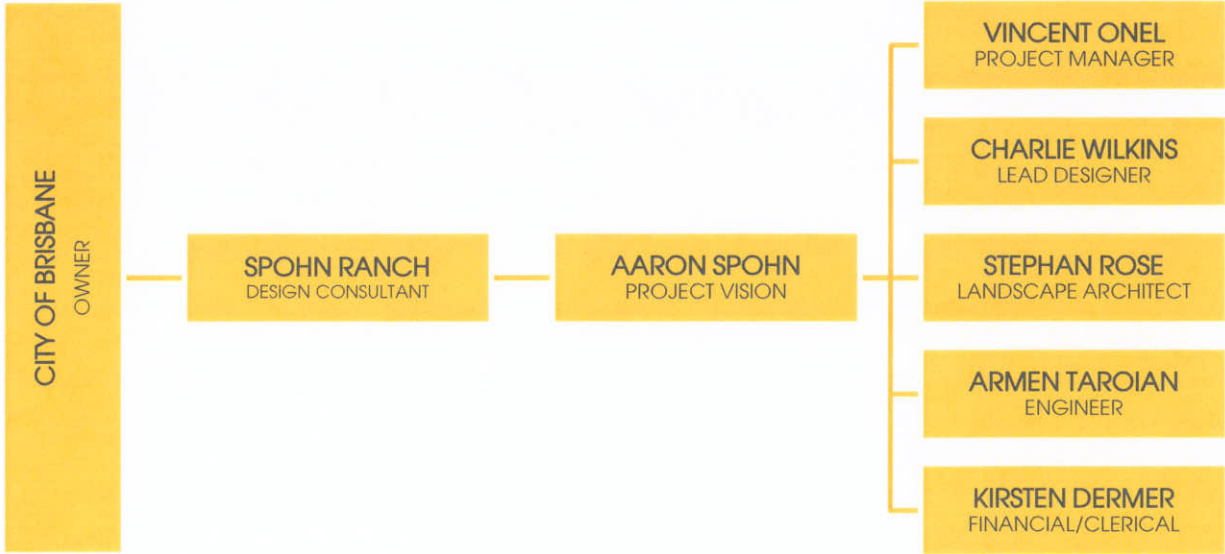
- **ROWLEY & JOHNSON PARK SKATEPARKS – GARDENA, CALIFORNIA**  
Client Contact: Kelly Fujio, Recreation & Human Services Director  
Email: [Kfujio@ci.gardena.ca.us](mailto:Kfujio@ci.gardena.ca.us) | Phone: (310) 217-9537 Cell: (310) 345-0864  
Scope: Design and construction of two 7,000 square foot concrete skateparks
- **HOLLISTER-KELLOGG PARK SKATE PLAZA – GOLETA, CALIFORNIA**  
Client Contact: Claudia Dato, Senior Management Analyst  
Email: [cdato@cityofgoleta.org](mailto:cdato@cityofgoleta.org) | Phone: (805) 961-7554  
Scope: Design, construction drawings and construction management for 5,000 square foot skate plaza
- **PLANZ PARK SKATEPARK – BAKERSFIELD, CALIFORNIA**  
Client Contact: Navdip Grewal, City Engineer  
Email: [ngrewal@bakersfieldcity.us](mailto:ngrewal@bakersfieldcity.us) | Phone: (661) 326-3361  
Scope: Design and construction of 7,000 square foot concrete skatepark
- **ERNEST MCBRIDE SKATEPARK – LONG BEACH, CALIFORNIA**  
Client Contact: Anna Mendiola, Park Development Officer  
Email: [Anna.mendiola@longbeach.gov](mailto:Anna.mendiola@longbeach.gov) | Phone: (562) 570-3165  
Scope: Design and construction of 11,000 square foot concrete skatepark
- **JOSEPH RANDALL SKATEPARK – WATTS, CALIFORNIA**  
Client Contact: Naima Greffon, General Manager – Greater Watts Development Corporation  
Email: [Ngreffon@wlcac.org](mailto:Ngreffon@wlcac.org) | Phone: (323) 563-5654  
Scope: Design and construction of 5,000 square foot concrete skatepark
- **CESAR CHAVEZ SKATEPARK – COLTON, CALIFORNIA**  
Client Contact: Bill Smith, Director of Community Services  
Email: [BSmith@ci.colton.ca.us](mailto:BSmith@ci.colton.ca.us) | Phone: (909) 370-6152  
Scope: Design and construction services for turnkey renovation of 5,000 square foot concrete skatepark
- **MAYWOOD & MONITOR AVENUE SKATEPARKS – LOS ANGELES, CALIFORNIA**  
Client Contact: Tori Kjer, Program Manager – The Trust for Public Land (LA Office)  
Email: [Tori.Kjer@tpl.org](mailto:Tori.Kjer@tpl.org) | Phone: (323) 223-0441 x11  
Scope: Design and construction of two concrete skateparks (2,000 and 6,000 square feet)



We combine our decades of collective experience with young and passionate minds to continually have the best, most well-rounded team. We respect and honor the investment of time and resources a community makes in developing a skatepark. And as our past clients can attest, our team members always work way beyond the scope of the contract forming personal bonds that extend far past the park's grand opening.

Your dedicated team is comprised of the individuals listed in the following pages. Each team member is a recognized leader in their field, with the passion and experience necessary to bring this project to fruition.

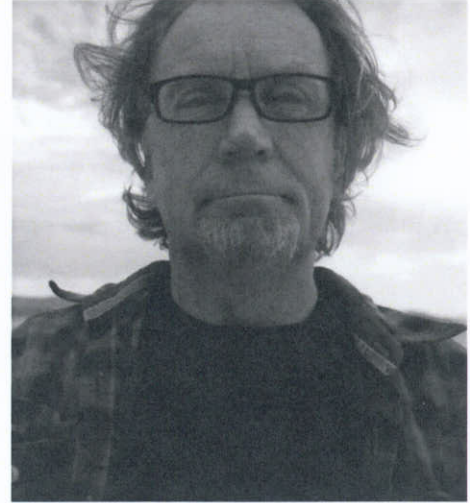
The team members listed in this RFP response will not be substituted with other personnel or reassigned to another project without City approval.





# AARON SPOHN

FOUNDER & PRESIDENT



**PROJECT ROLE:** Project Vision

**EXPERIENCE:** 20+ years in skatepark industry

**SKILLS/EXPERTISE:** Skatepark construction, conceptual design, master-planning, community outreach, public speaking, value-engineering, cost estimating, municipal bidding, project management, logistics, operations & programming

When Aaron travels, he will often drive 200 miles out of his way to visit a new skatepark. Even after thirty years of work in the skatepark industry, he is still an avid student of the latest in architecture, skate elements and riding styles. Hailed by insiders as the father of the modern municipal skatepark, Aaron's greatest passion is finding the unique story of each project and bringing together the most incredible group of artists, athletes, designers, engineers and craftsmen to transform an empty field or unused lot into a vibrant community space for today's action sports youth. Aaron has been the heart of Spohn Ranch for over twenty years and will be the City's primary visionary – setting the stage for an efficient and intelligent design/build process.

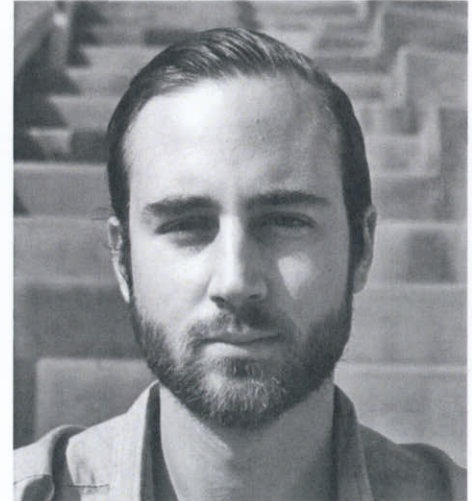
After launching skateparks into the mainstream when he partnered with ESPN to develop the X-Games, Aaron has spent considerable effort promoting the industry as a whole and sharing his extensive knowledge. He has been an editorial contributor to countless industry publications, as well as a guest lecturer at dozens of parks and recreation conferences. Aaron was a consultant to the 1996 Atlanta Olympics tribute to extreme sports and is a member of the ASTM subcommittee establishing guidelines for skatepark construction safety.





# VINCENT ONEL

## SKATEPARK DEVELOPMENT



**PROJECT ROLE:** Project Management & Aaron's #2

**EXPERIENCE:** 15+ years skateboarding, 5+ years in skatepark industry

**SKILLS/EXPERTISE:** LEED Green Associate, landscape architecture, skatepark design (AutoCAD & SketchUp), master-planning, community engagement, public speaking, cost estimating, value-engineering, municipal bidding, project management

Vince grew up in Iowa and discovered skateboarding at the age of 10. After years of being chased by police on the campus where his father worked as a professor, Vince joined forces with fellow Iowa skateboarders to advocate for a community skatepark. Advocacy efforts paid off and the park was successfully constructed in 2002. The park quickly became Vince's home away from home, a formative space where he organized competitions, filmed videos and hosted community events.

While attending the University of Southern California in Los Angeles, a professor connected Vince with the owners of Spohn Ranch and it instantly clicked that he could combine his love for skateboarding with a growing interest in architecture and construction.

In the summer of 2009 after receiving his bachelor's degree from USC, Vince officially joined the Spohn Ranch family. He has since played a valuable role in Spohn Ranch's design department, leading community design workshops and striving to amplify the artistry of skateboarding landscapes. He also acts as one of Spohn Ranch's lead project managers, where he's enjoyed developing a well-rounded breadth of knowledge – including landscape architecture, engineering, construction and a recent LEED accreditation. For Brisbane's project, Vince will act as project manager - coordinating team members and shepherding the project through all pre-construction stages.





# CHARLIE WILKINS

## SKATEPARK DESIGN



**PROJECT ROLE:** Lead Skatepark Designer/Draftsman

**EXPERIENCE:** 15+ years as a professional skateboarder,  
10+ years in skatepark design and construction

**SPONSORS:** Lifeblood Skateboards, DVS Shoes, Matix Clothing,  
Ace Trucks and Bones Wheels.

An established professional skateboarder for over 10 years, Charlie came to Spohn Ranch in 2011 via our special event work with the Mountain Dew Tour. In addition to his time as a professional skateboarder, Charlie had been working for industry-leading Alli Sports as their head course designer for the past six years – having designed countless event courses for our industry’s premiere athletes.

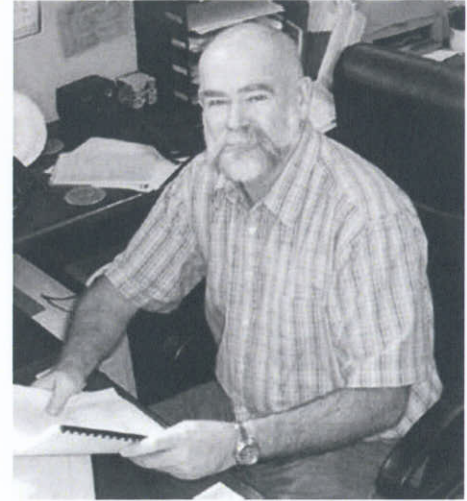
Most know him from his famed video parts and magazine photo spreads, but Charlie’s role in skateboarding transcends way beyond flip tricks and grinds. Charlie is the head judge for World Cup Skateboarding, the organization that sanctions all professional skateboarding events, he has been a guest pro at dozens of skate camps and lessons, he is an expert in AutoCAD and to top it off, he also knows his way around both lumber and concrete construction.

For Brisbane’s project, Charlie will be Spohn Ranch’s lead draftsman and technical designer. He will first translate Aaron’s conceptual vision into reality, then prepare a set of professional construction drawings and specifications, including the engineering and stormwater solutions that ensure the park stands the test of time. He will also work closely with our landscape architect, Stephan Rose and engineer, Armen Taroian.



# STEPHAN ROSE

LANDSCAPE ARCHITECT



**PROJECT ROLE:** Project Management / Landscape Architecture

**EXPERIENCE:** 20+ years in skatepark industry

**LICENSES:** Licensed landscape architect, with registrations in multiple states. California license number is RLA #1513

Stephan has over 40 years of experience specializing in park design, planning and development, working with a variety of special interest and youth groups. His wide range of service includes roles as City of Fullerton Park and Recreation Commissioner, Arboretum Commissioner, Redevelopment Advisory Board and a member of Architectural Review Board.

In 1992, Stephan worked on his first municipal skatepark project, almost a decade before the majority of skatepark design firms began popping up. While presenting a park project at a City Council meeting in Huntington Beach, Stephan watched as over 100 young skateboarders with boards in hand, politely asked the Council to build them a skatepark. From this first park, Stephan went on to design over 200 celebrated community skateboarding/BMX spaces – solidifying his status as a pioneer of skatepark design.

Stephan joined Spohn Ranch in 2011 and has since played an integral role in 25+ skatepark design/build projects. For Brisbane's project, he will contribute his vast landscape architecture expertise to ensure the skatepark complements the surrounding environment, rather than creating conflicts. He will also inject his landscape architecture knowledge into the park itself, creating visual themes, aesthetic details and a vibrant planting plan.

#### Relevant Skatepark Experience:

- City of Huntington Beach, CA – 1994
- City of Arcadia, CA – 2003
- City of Palmdale, CA - 1998
- City of Chula Vista, CA – 2003
- City of Santa Barbara, CA – 2000
- City of Laguna Niguel, CA - 2003
- City of Palm Desert, CA – 2002
- City of Cypress, CA - 2003
- City of Diamond Bar, CA – 2000
- City of El Segundo, CA - 2004
- City of West Covina, CA – 2002
- City of Long Beach, CA - 2004
- City of Upland, CA – 2002
- City of Costa Mesa, CA - 2005
- City of Anaheim, CA – 2002
- City of Madera, CA - 2006
- City of Montebello, CA – 2002
- City of Barstow, CA - 2006
- City of Downey, CA – 2002
- City of Solvang, CA - 2006





# Gekko Engineering Inc

## Armen Taroian

B.S., Civil Engineering, University of Utah  
M.E., Structural Engineering, University of Utah  
Registered Civil Engineer, California Number C78011

Mr. Taroian has 27 years' experience in civil engineering for petroleum refineries, petrochemical plants, oil production facilities, and commercial developments. He has been responsible for managing engineering projects emphasizing efficiency, task quality, and team effort.

### **Civil/Structural Lead / Project Manager** **Gekko Engineering Inc**

Mr. Taroian supervises civil and structural engineers and designers and oversees the preparation of engineering calculation packages and construction documents for petrochemical, industrial, and commercial projects. He leads engineering teams responsible for designing vessel foundations, buildings, pump stations, pipelines, pipe racks and supports, skate parks, and site drainage and grading. Armen is responsible for project scope development, work schedule, and budget management. His recent projects include:

- SO2 scrubber tower support structure and foundation
- Acidulator vessel foundation and pipe rack
- Fire pump , shelter, and water storage tank foundations
- Tank farm drainage and grading
- Wet well pump station
- Offshore platform structural modifications for a new substation and pipe supports
- Elevated T supports for a new flare header
- Warehouse blast hardening
- CalARP seismic retrofits
- Storm water pond closure and new storage tank
- Coker blowdown system equipment foundations and pipe supports
- Boiler house retrofit of access platforms

### **Structural Department Director** **Ward Engineering Group**

Started structural engineering department within civil engineering firm, created drafting standards, drawing standards, and specifications. Hired and managed engineers, drafters, planners, and inspectors. Trained engineers, established structural software such as RISA-3D and RAM within the department. Coordinated with other disciplines and consultants during the design and construction phases; protecting the clients' interests. Designed and managed structural portion of many civil engineering projects such as pump stations, pipe lines, retaining walls, culverts, abutments, and skate parks. Proficient in using structural software in modeling and designing steel structures such as conveyer belts, hoppers, distributors, and boilers for manufacturing companies.



Supervise the design of Liquid Natural Gas tank connections and foundation systems for high seismic design activity regions. Prepare contract and bid documents, specifications, proposals, and contract drawings. Performed site inspections, issued directives, coordinated with other disciplines on construction phase related items.

**Senior Structural Engineer and Office Manager**  
**D. George Hansen, Inc.**

Manage engineers and drafters on projects including multi story buildings, bridges, and steel platforms. Prepare specifications, contract schematic and final design packages while coordinating with the owner's representative and other design consultants. .  
Designed post tensioned concrete structures, steel framed structures, masonry structures, and foundation systems.

**Structural Engineer**  
**Martin & Martin Utah, Inc.**

Perform analysis and design of buildings using steel, masonry, wood and concrete materials. Perform computer modeling for roller coasters, steel towers, concrete frames, and moment frames. Perform construction site inspection and coordination.

**Structural Engineer**  
**Monroc, Inc.**

Lateral and gravity design of pre-stressed concrete structures. Design pre-stressed AASHTO bridge girders, hollow core decks, double tees, bents, beams, and columns. Design pre-stressed members for buildings and bridges. Manage quality assurance department. Design and develop concrete mixes.







# PROJECT

## APPROACH

Every Spohn Ranch project flows through our time-tested design/build process – continuously refined, adjusted and improved over the course of twenty-two years and 700+ projects.



**Task 1.1 Project Kick-Off Meeting** – Key staff from the City and Spohn Ranch’s design team will be introduced to one another via an in-person meeting. We will review the project goals and refine the scope of work, budget and schedule. We will compile and distribute a contact sheet with contact information for all persons from the City and Spohn Ranch who will be involved with the project. We’ll also launch an online server for all project files – accessible by team members and City staff.

**Task 1.2 Information Gathering** – During the kick-off meeting, Spohn Ranch and City staff will take stock of existing studies, design concepts and any other information pertinent to the project and project site. We will compile a list of site studies yet to be produced and either sub-contract these services locally or work through the City to acquire them. The site information typically required to begin design work is as follows:

- Topographic survey in AutoCAD format showing contours at 1’ intervals, locating all visible features including trees and setting horizontal and vertical control.
- Geotechnical report summarizing subterranean conditions. Report should discuss water table depth, soil composition and provide recommendations for site preparation and concrete construction.
- Any plans that identify existing utilities, drainage, easements or boundaries.
- Any local or state design requirements such as the California Environmental Quality Act.
- Any master plan design work or future improvements planned for the site.
- High resolution photographs showing visual themes or aesthetic details from the community or the site and its existing structures that should be carried over into the skatepark design.

We hold a strong belief that a thorough analysis of the site conditions at the beginning of the project is vital to a successful end result. Developing an in-depth understanding of our canvas ensures responsible design work and helps us avoid surprises down the road that cost both time and money.





**Task 1.3 Launch Designated Facebook Group** – We will create a Facebook group specific to receiving skatepark design input from local skateboarders and stakeholders. The group will be managed by Spohn Ranch and all content will be approved by the City prior to posting. The Facebook group will become a “one-stop shop” for any and all information related to the project – including meeting dates and construction updates.

During our information gathering process, our first posts in the Facebook Group will be a collection of images from past projects titled “Inspiration From Our Parks” as well as images we’ve collected of skateboarding in the urban environment titled “Inspiration From the Streets”. Users will be encouraged to “like” and comment on images of obstacles they’d like to see incorporated into their skatepark. We also encourage them to post photos/ videos of skateparks or street spots they’ve found themselves.

### **WHY FACEBOOK MATTERS**

In order to communicate with the end-users of your skatepark project, you must connect with them on their level – utilizing tools they are already using on a consistent basis. With the most traffic of any website in the world and over one billion active users, Facebook opens the door for direct and continuous interaction with your community’s skateboarders and other stakeholders. In the past, we experimented with creating design forums connected to our website, but we found that if people forget the website address or misplace their username and password they tend to lose interest. Connecting with them on a site they already visit is key.

Since 2009, we’ve been supplementing community forums and design charrettes with robust communication via Facebook groups created specifically for our projects. By going beyond traditional formats, we ensure true community buy-in and make sure we are designing the kind of skatepark the community’s users really want.

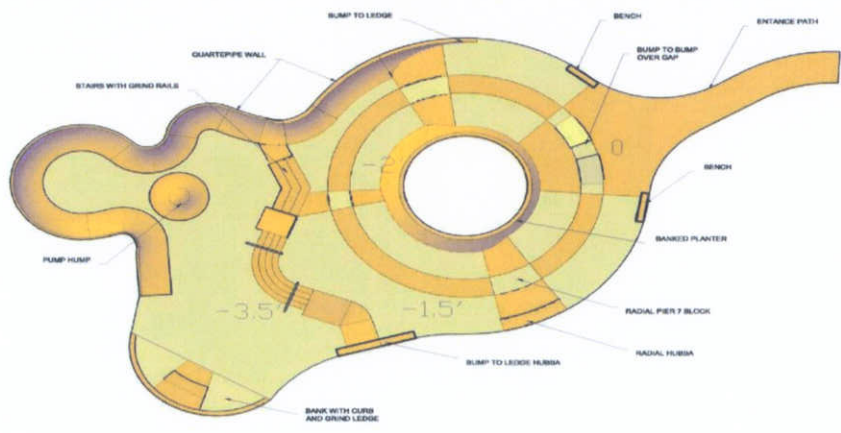
It’s no secret that community design meetings can often be dominated by the loudest voice. If the older, more vocal skateboarders dominate the discussion, the vision for the park can be artificially skewed in a direction that does not truly represent the entire spectrum of users. Younger park users (10-15 years old) often struggle

to express themselves in a formal meeting setting, where a fear of public speaking can hinder their desire to share input. When they are sitting behind a computer, however, these younger community members feel a lot more comfortable and are more inclined to express themselves.

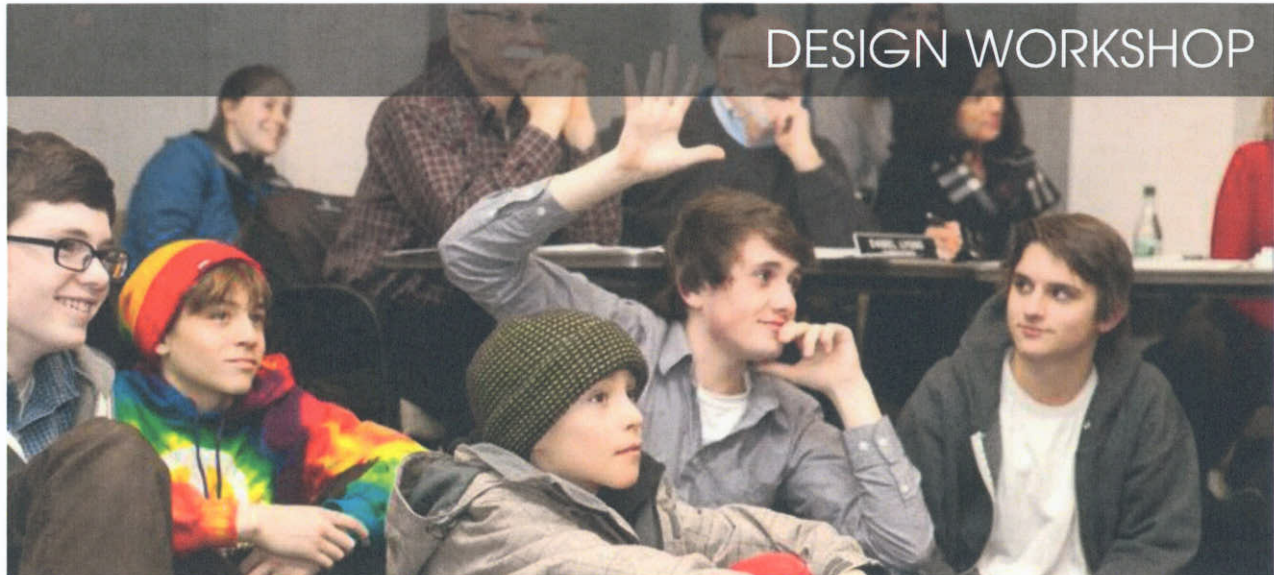
And no matter your age, finding time to attend all these meetings can be a real challenge. If someone has a school or work obligation that prevents them from attending a community meeting, the Facebook group allows them to get instantly caught up on the project's progress and ensures that their voice is heard.

### HOW WE USE FACEBOOK

- POST MEETING REMINDERS
- ASK QUESTIONS AND POLL USERS
- DISCUSS PHOTO/VIDEO INSPIRATION FROM OTHER SKATEPARKS OR STREET SPOTS
- DISCUSS CONCEPTUAL DESIGNS
- POST FLYERS FOR GRAND OPENING, CONTESTS AND SPECIAL EVENTS THROUGHOUT THE LIFE OF THE PARK







**Task 1.4 Site Visit** – Spohn Ranch will conduct a site walkthrough with key staff from the City and if desired, key members of the skatepark committee as well. Spohn Ranch will photograph and videotape the site in detail, while leading a discussion about the constraints and opportunities of the space. (Vince has already visited the site, but more direct interaction with the site can never hurt.)

**Task 1.5 Design Workshop #1** – Aaron Spohn, Vince Onel and professional skateboarder Charlie Wilkins will host a public meeting to give a “Skateparks 101” presentation and gather preliminary input from the community. After years of guest lectures at parks and recreation conferences, Aaron has become an expert in public speaking and knows how to connect with an audience – whether it’s a young skateboarder or an elderly community member with NIMBY concerns. A typical workshop lasts 2-3 hours and breaks down as follows:

**6:00 – 6:15 PROJECT INTRODUCTION**

**6:15 – 6:30 SPOHN RANCH COMPANY BACKGROUND**

**6:30 – 6:45 SKATEPARK EVOLUTION AND TYPOLOGY**

**6:45 – 7:00 ANALYSIS OF REGIONAL SKATEPARKS – PROS/CONS**

**7:00 – 7:15 PROJECT ANALYSIS**

- Site Analysis
- Budget Analysis

**7:15 – 8:00 USER INPUT**

- User Input Surveys
- Sketching – break out into small groups
- Concept presentations from small groups

**8:00 – 8:30 OPEN DISCUSSION AND MEETING WRAP-UP**



When locations and times for the community design workshops are set, we'll create an invitation flyer and coordinate with the City to post the flyer around the community, as well as through any online mediums. This will ensure a strong community turnout.

We'll also open the invitation to the community at large – including potential donors. Meetings like this often breathe new energy into a project, getting donors excited in the process. And we're happy to spend extra time discussing intelligent ways to incorporate local material/service donations into the project.



# Alamogordo, NM

THURSDAY, NOVEMBER 7 - 6-8 PM  
CIVIC CENTER - 800 EAST FIRST STREET





After the “Skateparks 101” portion of the workshop, Aaron, Vince and Charlie will seek input from the skateboarding community using methods refined over the 200+ design workshops Spohn Ranch has hosted across the country.

Spohn Ranch must often bring stakeholders with widely divergent values and visions together to make a project success. We’ve found that the best way to address differing viewpoints is to educate all parties involved to the possibilities and limitations of the project. We then set up ‘success scenarios’ for each group and see where goals conflict. These conflicting groups might be ‘skater vs. biker’ or ‘street vs bowl’ or ‘local homeowner vs. skatepark’.

Participants will be asked to fill out a detailed survey identifying their personal characteristics as an action sports athlete, as well as their vision for the ideal skatepark. Understanding the composition of the action sports community and their style preferences ensures that the park we design **keeps the users continuously engaged. We want the park to perfectly complement the unique make-up of the community.**

Upon completing the surveys, the workshop attendees will be broken up into small groups and given a 24” x 36” base map drawing of the site where they will sketch out their ideas. Aaron, Vince and Charlie will float from group to group, answering questions and lending advice. When the sketches are complete, each group will present their concept, explaining what features they chose to incorporate and why they arranged them in a particular fashion. These sketches will then be taken back to the Spohn Ranch office and referenced throughout our conceptual design process.

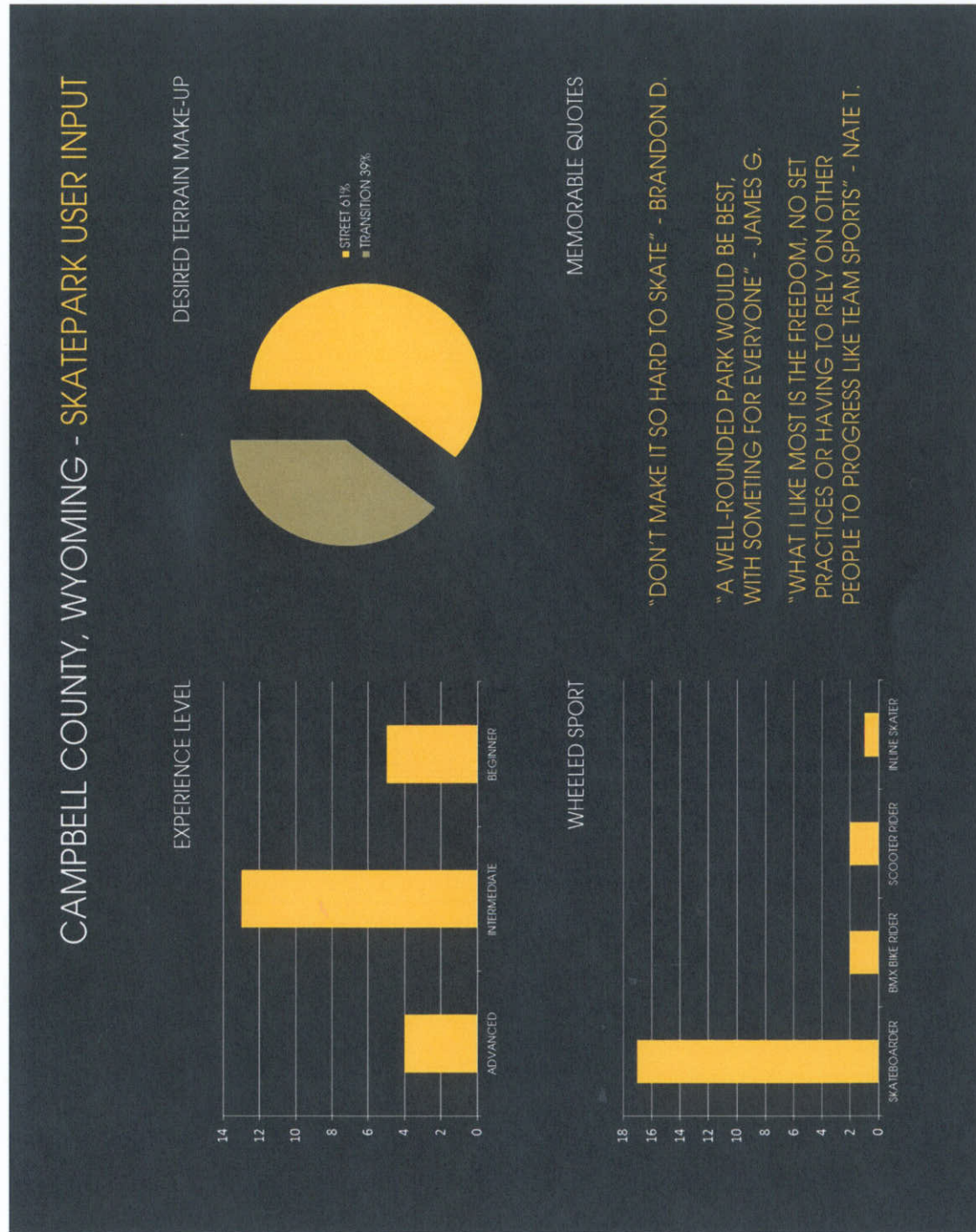




**Task 1.6 Workshop #1 Report** – Aaron, Vince and Charlie will review the findings from the site visit and first workshop with the rest of the Spohn Ranch design/build team. The team will discuss opportunities and constraints, identify key next steps and summarize the discussion in a report to be submitted to the City.

Data from the surveys will be aggregated, graphed and directly injected into our design development.

Below is a summary of a few sample survey questions from a previous project.





As the site information and user input begin to roll in, we waste no time in looping Mark Bradford into design discussions. By tapping into Mark's years of in-the-field expertise early on in the process, we foster a holistic approach and set the stage for a unified and seamless transition from design to construction.







20+ years of skatepark design/build experience has shaped Spohn Ranch's signature design principles and aesthetic style. Every Spohn Ranch project begins with the time-tested design philosophy that has helped us become the world-renowned firm we are today.

Our design philosophy is a synthesis of thorough analysis, economic realism, environmental responsibility, cultural awareness and an unwavering commitment to the skateboarding which made this whole dream possible. We balance the practical needs of the client, the preferences of skaters and strengths of the site to create an ideal, custom park for every client. While many designers see each project as another opportunity to advance their own design experiments or express their personal fantasies, we see ourselves as servants to the client and skaters.

### CREATIVITY AND INNOVATION

At Spohn Ranch, we take great pride in being able to continuously redefine the limits of skatepark design. As a testament to the innovative act of skating, we aspire to create one-of-a-kind skatepark solutions that will inspire the most creative forms of skating. At the same time though, we do not design wild concepts just for the sake of being different – we do it with purpose and with a strong focus on safety, functionality and feasibility.



When designing skateparks we aim to create facilities that will become the hub of a thriving action sports community. Action sports enthusiasts of **all styles and backgrounds can feel comfortable** learning new tricks and progressing, while making new friends and gaining a sense that they are a part of a unique collective of individuals. To ensure our skateparks can remain vibrant for generations to come, our design philosophy has a strong emphasis on creating endless possibilities within the park.



## SKATEABLE ART SCULPTURES

While skateboarding has gained incredible mainstream appeal in recent years, its roots are urban and the true heart and soul of the sport remain grounded in streetscapes where skaters perfect maneuvers on neglected urban architecture.



These artistic expressions of passion and creativity are best complemented by terrain that is aesthetically-intriguing and challenging to skate. At Spohn Ranch we firmly believe that designing a municipal skatepark should not limit our ability to create visually-striking architecture where the innovation of skaters can truly flourish. In an effort to bring to skateboarding back to its artistic roots, we pioneered the use of “Skateable Art” sculptures in skatepark and mixed-use public space design.

Simply put, Skateable Art features are skating obstacles with an artistic flair. With compelling shapes that rival the work of elite sculptural artists and unique colors, materials and textures, Skateable Art can also appeal to the general public from a community beautification perspective. Our vision also often includes the incorporation of skateable art pieces that are inspired by local culture and double as architectural focal points.



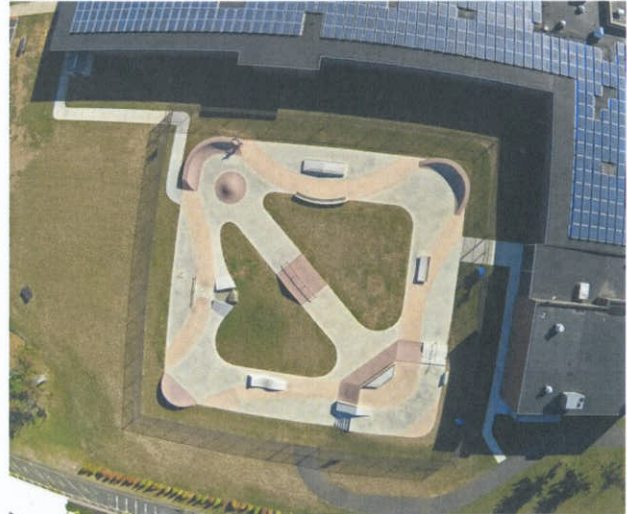
With Skateable Art we strive to create urban skatetopias, defined by awe-inspiring architecture that will serve as the perfect backdrop for skaters to film videos and shoot photographs. By making art that is actually meant for skating, we are decriminalizing skateboarding and allowing it to really flourish. As opposed to art in a museum that is hung on a wall and protected by glass, our skateable sculptures truly engage the participant by encouraging physical interaction with the art. When no skaters are present these sculptures can be appreciated for their artistic value. When skaters are present, spectators are treated with an amazing display of athletes reinterpreting the art in their own unique ways.



## COLORED CONCRETE

Spohn Ranch has played a pivotal role in transforming skateparks from dull slabs of grey concrete into aesthetically pleasing works of art. Our progressive skateparks always include the incorporation of colored concrete as a vital component of the park's design. In our experience, adding color can transform a skatepark from a plain, minimally-inviting space into a vibrant, eye-catching attraction that truly feels alive.

Our typical vision is to strategically incorporate colored concrete into the heart of the skateable terrain, utilizing it for subtle accents, as well as visual focal points. A color pattern made up of several complementary tones is artfully incorporated into the conceptual design and adjusted as the design moves through the feedback stages. Existing color schemes at the site and throughout the City and neighborhood are used as inspiration.



## UNIQUE MATERIAL CHOICES, TEXTURES AND AESTHETIC DETAILS

Enhancing both the skating experience and aesthetic appeal of the park, our vision for a quality skate plaza also includes the use of progressive materials uncommon to conventional skateparks. A diversity of unique textures will keep the park continually fresh and exciting. One of our latest East Coast design/builds in North Laurel, Maryland incorporated native boulders into the heart of the skateable terrain.







A colorful landscaped planter transforms into a skateable masterpiece with the use of butter-smooth marble.



Aesthetics meet skateability with this granite-capped bench at our skatepark in Waynesboro, PA.



Early skateboarders rode the concrete waves of empty backyard swimming pools, making ceramic tiles and pool coping popular aesthetic details.



The “backyard swimming pool” aesthetic is replicated with blue tile and coping blocks at our skatepark in Daytona Beach, Florida.



A skater artfully balances as he rides up and across a visually-striking wall. Texture and color appeal to skaters and become the focal point of our future project.



Red bricks give this bank feature an urban feeling that improves both the uniqueness and aesthetic quality of our skatepark in Los Angeles, CA.



At Spohn Ranch, we design with a keen sense of green planning/building methods and environmental and social responsibility. We aim to create quality places that respect both the daily users and the environment.

#### **Do it right the first time, designing with sustainability in mind**

- Proper soils testing & analysis
- Create a compacted base
- Engineered footings
- Thorough use of steel edge protection

#### **Work with the site**

- Preserve as much natural topography as possible
- Capitalize on natural elevation changes
- Let the site dictate the design

#### **Incorporate local and recycled materials**

- Get creative with fill material
- Repurpose existing site features by weaving them into the skateable terrain
- Specify fly-ash into the concrete mix design
- Integrate native planting & vegetation
  - Low maintenance
  - Less synthetic pesticides & fertilizers
  - Complement the local ecosystem and promote regional identity

#### **Plan for water efficiency**

- Design with proper stormwater management
- Incorporate landscaped areas, bioswales and bio-filtration islands into the terrain
- Help remove pollutants from surface runoff water

#### **Create integrated public spaces**

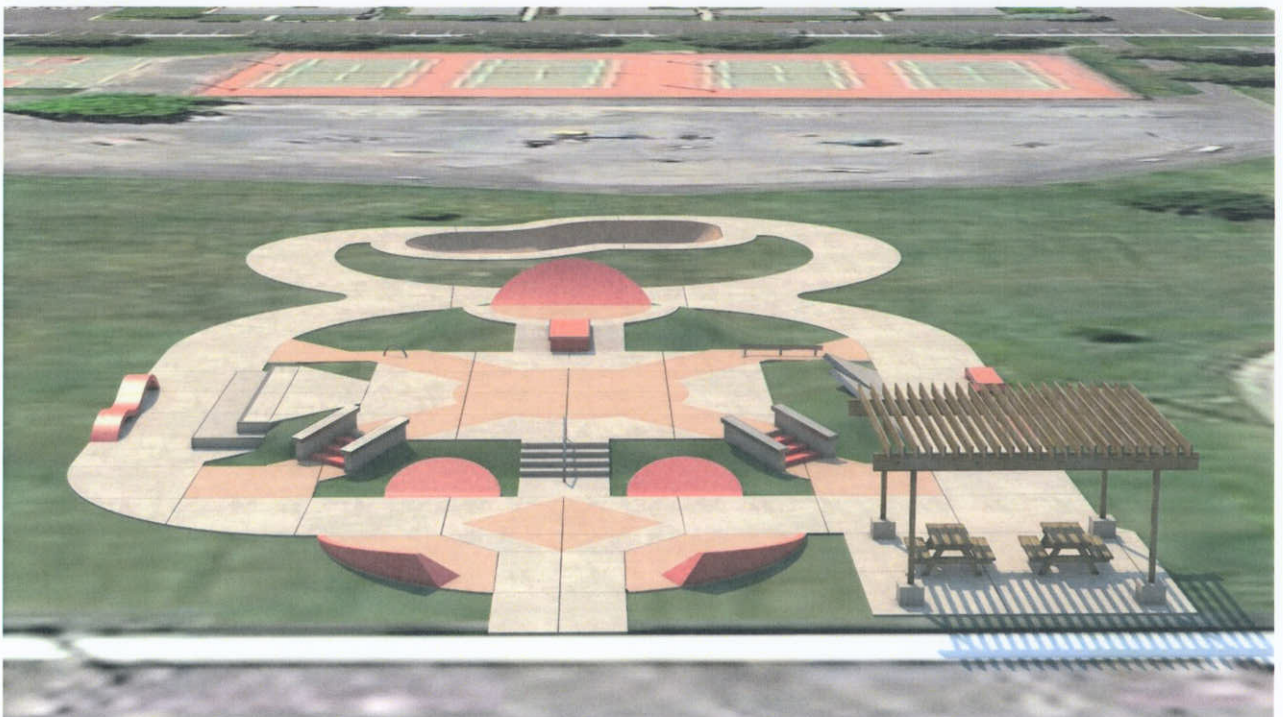
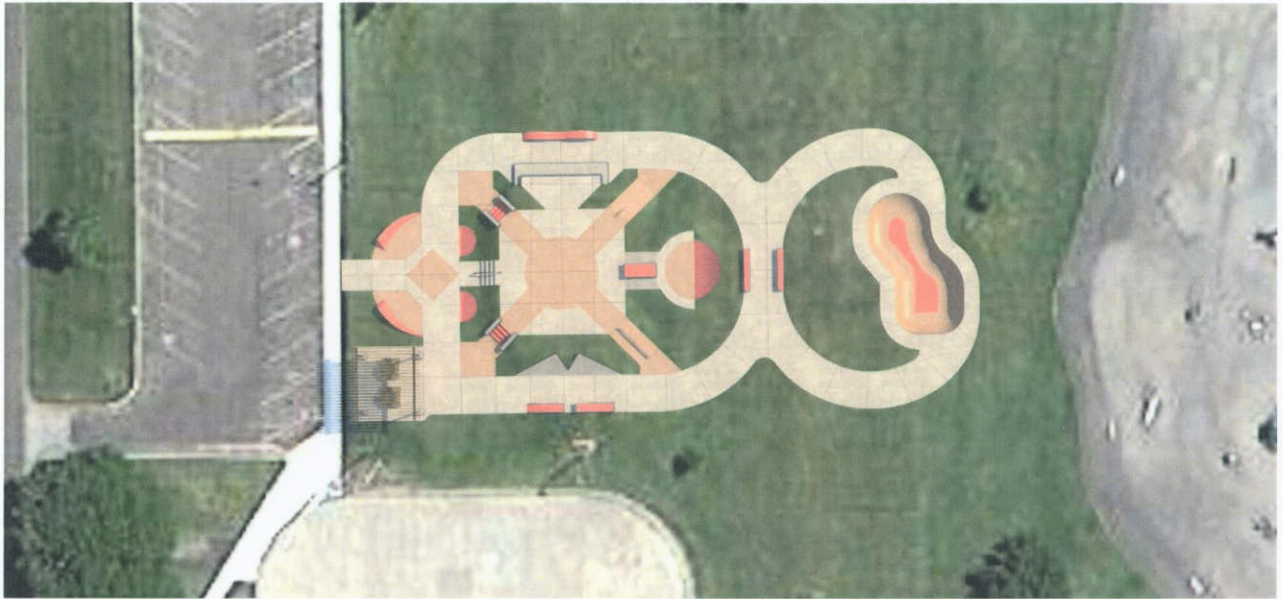
- Inviting spaces encourage environmental stewardship
- Complement the surrounding area, instead of fighting against it
- Less concrete hardscape, more permeable surface area and color pigments to reduce heat island effect



**Task 1.7 Schematic Design** – Incorporating feedback from the first workshop and Facebook Group, Aaron Spohn and Charlie Wilkins will prepare four preliminary schematic designs:

1. 55' x 75'
2. 70' x 80'
3. 70' x 90'
4. Skate Spot – 22' x 70'

They will address circulation, access and grading/drainage, as well as begin detailing obstacle dimensions.







**Task 2.1 Design Workshop #2** – Aaron, Vince and Charlie will return to Brisbane to present the four schematic designs and gain final design direction. The meeting will begin with a video fly-through that navigates through the designs and highlights the various features. Aaron and Charlie will narrate the video explaining the terrain and what factors influenced the designs.

The designs will also be showcased on 24" x 36" poster boards with high-end 3D renderings and labeled/dimensioned drawings. Prior to the public workshop, the Spohn Ranch design team will attend a closed meeting with City staff to discuss the designs and present a detailed construction cost estimate.

The second workshop will follow a more organic, free-flowing format, with Aaron and Charlie leading a discussion about the schematic designs and seeking input from the skateboarding community. 2D line drawings of the design will be available for participants to sketch out suggested revisions.

The four preliminary schematic designs will also be posted to the Facebook group following the meeting for review by stakeholders unable to attend the workshop.

**Task 2.2 Workshop #2 Report** – Aaron and Charlie will review feedback from the second workshop with the rest of the Spohn Ranch design/build team. The team will discuss opportunities for incorporating the community's input and identify the next steps for finalizing the schematic design while staying on budget and on schedule. The discussion will be summarized in a report to be submitted to the City.





**Task 2.3 Finalize Design** – Charlie and the Spohn Ranch design team will incorporate feedback from the second design workshop, City Council meeting and Facebook group into a final design.

- We will produce 3D color renderings of the final design in 3D Studio Max
- Design overlays on aerial site photographs captured with a DJI Phantom Quadcopter
- We will produce a labeled and dimensioned 2D plan view
- We will produce a detailed construction cost estimate in Microsoft Excel. We will highlight materials and services that could become in-kind donations from the City and community.

Below are examples of our design renderings produced in 3D Studio Max. Renderings of this quality are valuable for public events, fundraising campaigns and grant applications.





## PHASE-3 CONSTRUCTION DOCUMENTS



**Task 3.1 Review Design** – Spohn Ranch and City staff will review the final design development alternative to insure all design criteria have been met and confirm any revisions prior to beginning the construction documents.

**Task 3.2 50% Construction Documents** – Coordinating with the City and our A/E team of Stephan and Armen, Charlie will prepare a professional construction document package detailing the complete build out of the skatepark – suitable for public bidding. The documents will address the California Environmental Quality Act, traffic control and stormwater management. Our team’s PM, Vince Onel will also prepare an updated construction cost estimate.

At the 50% level the construction document package will contain enough detail to convey design intent for all improvements, but some information may be omitted to allow further design refinement.

Spohn Ranch will provide one 11” X 17” review set and digital .pdf files of the following sheets (typical, though additional plans/details may be added as necessary to further clarify design intent):

- Title Sheet
- Demolition Plan
- Skatepark 3D Perspective
- Skatepark Materials Plan
- Skatepark Layout Plan
- Skatepark Steel Plan
- Skatepark Grading & Drainage Plan
- Skatepark Jointing Plan
- Landscaping Plan
- Skatepark Sections
- Skatepark Construction Details
- Skatepark Technical Specifications – written specifications in standard CSI format



**Task 3.3 50% Construction Documents Review** – City staff will review the 50% Construction Documents submittal and prepare redline comments. Spohn Ranch and City staff will discuss via phone conference or webinar the redline comments and identify actions needed to address the comments.

**Task 3.4 90% Construction Documents** – Coordinating with the City and our A/E team of Stephan and Armen, Charlie will incorporate feedback from 50% review meeting and prepare the 90% construction document package. 90% submittal will include an updated cost estimate.

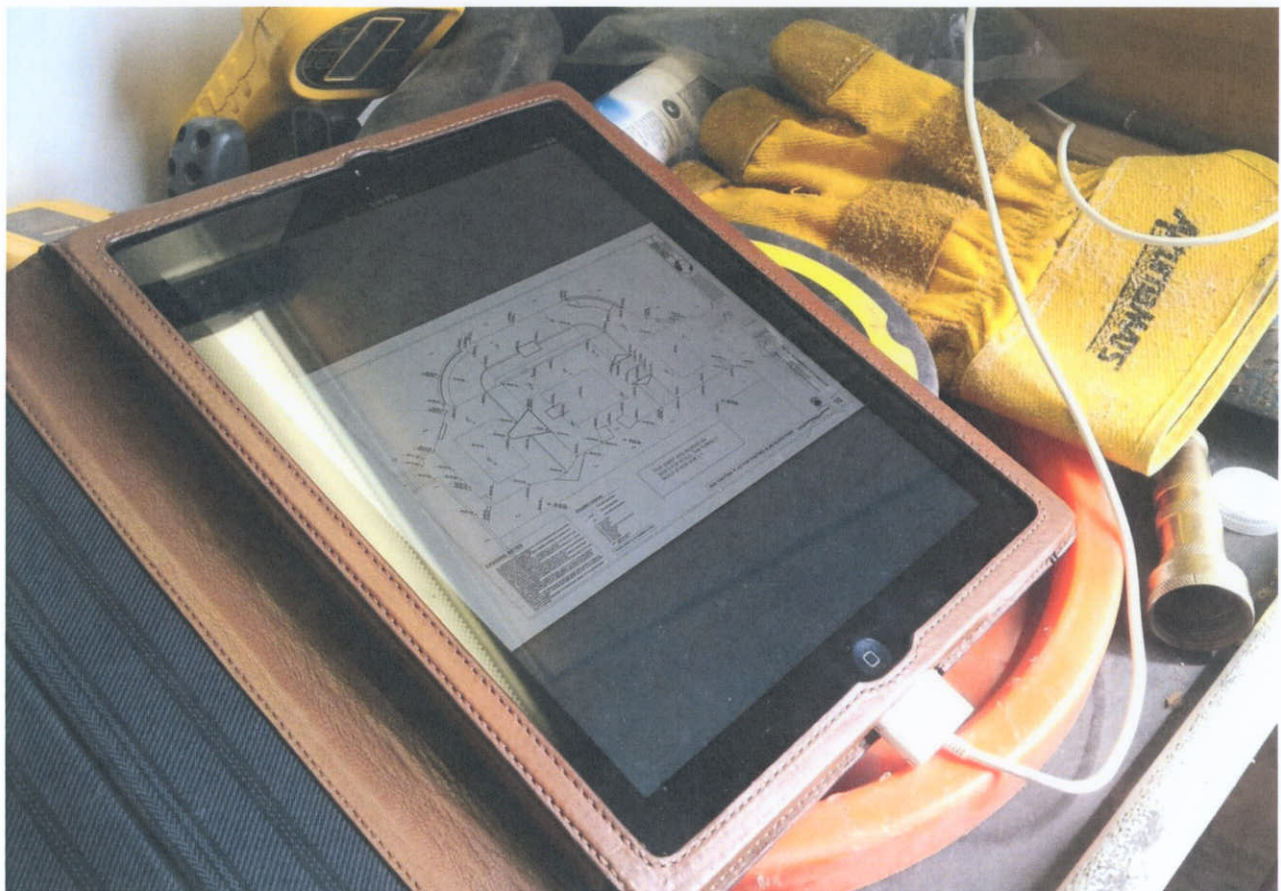
**Task 3.5 90% Construction Documents Review** – City staff will review the 90% Construction Documents submittal and prepare redline comments. Spohn Ranch and City staff will discuss via phone conference or webinar the redline comments and identify actions needed to address the comments.

**Task 3.6 100% Construction Documents** – Coordinating with the City and our A/E team of Stephan and Armen, Charlie will incorporate feedback from 90% review meeting and finalize the 100% construction document package.

100% submittal will include any required stamps/signatures and bid forms.

The final construction document package is typically delivered to the client in the following formats:

- Bound copies – one set 24" x 36" and one set 11" x 17"
- Compact Disc – with digital PDF files







Being located in Los Angeles, California, the mecca of skateboarding, for the past twenty years has enabled us to make some valuable connections within the professional skateboarding industry. As with many of our projects, our goal is to leverage these relationships for the City and the community to create an unforgettable grand opening celebration. The park's designer, Charlie Wilkins, is always excited to see his work come to life and will be joined in the festivities by professional and amateur-level skateboarders sponsored by industry brands.

In coordination with the City (and their own goals for the celebration), our plans include:

- 30-60 minute skatepark demonstration by professional skateboarders. The demo will be narrated over a PA system by a seasoned skateboarder.
- Autograph signing and photo session
- Skateboarding instruction and tips for beginner skateboarders
- "Product Toss" – giveaway of skateboarding equipment and apparel for the community such as helmets, decks, trucks, wheels, shirts, hats, etc.



*Professional skateboarder, Tony Hawk at the grand opening of our skatepark in Long Beach, California*



# THE SPOHN

## DIFFERENCE

We are not the gnarly/hardcore company. We are not the rockstar company.

We are a thoughtful, professional company. Our well-rounded and dedicated staff takes pride in going above and beyond to meet the unique needs of a project and always makes a personal investment in the project's long-term success.

We have a larger, over-arching objective to continue legitimizing skateboarding and allowing our industry to thrive. The best way to do this is to hold our projects to high standard in three regards.

### **COMMUNITY**

It's easy to say you'll run your design concepts by the community to "see what they think". Our years of experience strengthened our belief in going beyond a lip service-level approach and developing a real respect for the people who will be impacted by the facility on a daily basis. Beyond input from local skateboarders on features, we want to collaborate closely with the entire community to understand the space from a holistic perspective – learning how people circulate through the space, what the site lines are like, where people congregate and where entrances, walkways and seating areas make sense.

### **ENVIRONMENTAL RESPONSIBILITY**

We want to create spaces where people can enjoy the outdoors. We know that if we don't treat our planet right in the present, we won't have one to enjoy in the future. Whether it's devising solutions to manage all storm water within the site boundary, using sustainable building materials during construction or even thinking creatively to repurpose materials from within the community – the bigger picture of sustaining planet earth will always be a top priority.

### **STATE-OF-THE-ART DESIGN & BUILD**

Our years of experience reinforced our belief that if you're going to do something, do it right. And going one step beyond that, do it great – give the community something they can be proud of and take a sense of ownership in. Our design process will result in a one-of-a-kind space that reflects the character of the community through sculptural elements and modern aesthetic details. During the build, whether it's extra-thorough compaction and treatment of soils, rigorous rebar schedules or meticulous use of the strongest steel edge protection – we go above and beyond to ensure the park can withstand the daily abuse it's guaranteed to endure.

**EXHIBIT B**

**Time Schedule for Performance of Services**

1. Insert here Consultant's Approved Time Schedule





**EXHIBIT C**  
**Compensation**

1. Insert here Consultants Summary of Fees & Hours By Task



# SPOHN RANCH DESIGN FEES

PHASE-1 – SCHEMATIC DESIGN	\$4,000.00
PHASE-2 – DESIGN DEVELOPMENT	\$4,000.00
PHASE-3 – CONSTRUCTION DOCUMENTS	\$6,000.00
<b>TOTAL FEES:</b>	<b>\$14,000.00</b>

(Based on scope described in the Project Approach section of our RFP Response)

## **ADD ALTERNATES:**

COMMUNITY DESIGN WORKSHOP (2 ARE INCLUDED IN BASE FEE)	\$500.00
TOPOGRAPHIC SURVEY & CAD BASE MAP	
SOIL BORINGS & GEOTECHNICAL REPORT	

## **HOURLY RATES:**

STAFF	POSITION	HOURLY RATE
AARON SPOHN	PLANNING & DESIGN	\$100.00
CHARLIE WILKINS	DRAFTING & DESIGN	\$90.00
MARK BRADFORD	CONSTRUCTION ADMINISTRATION	\$100.00
VINCENT ONEL	PROJECT MANAGEMENT	\$80.00
DOUG HAGEN	COST ESTIMATING	\$60.00
STEPHAN ROSE	LANDSCAPE ARCHITECTURE	\$100.00
ARMEN TAROIAN	CIVIL ENGINEERING	\$100.00
CAD OPERATOR	COMPUTER DRAFTING	\$50.00