

PRÄSENTATION

MASTERPLAN MULTIPARK

VORSTELLUNG DER SKATEPARKPLANUNG

(BAUABSCHNITTE 1 UND 2)

Gifberg
Lykke



GLIFBERG - LYKKE



Rune Glifberg

Professional Skateboarder, Designer and Co-Founder at Glifberg - Lykke.

Professional skateboarder and skatepark designer for the last 19 years. To date, Glifberg is Denmark's best and one of the world's best skaters. Glifberg is still active on the skateboard, participating in competitions and tours around the world. Most recently with the title of European champion in 2017.

Glifberg has been one of the absolute top elite in skateboarding for the past 25 years, and in this context also skated most of the world's best skateparks. The experience and knowledge he has acquired through his activities over decades gives him a unique professional competence, which is transferred to

Glifberg - Lykke's designs. Having lived in California for nearly 20 years, Glifberg is now back in Denmark, where his love for skateboarding and design continues in his quest to unite functionality and aesthetics around the world.

Work Experience

2017
2012
2009
2008
2008
2001
1992 -

Selected Work

2020
2019
2018
2016
2016
2016
2014
2014
2011
2011

Work Experience

European Champion , Vans Park Series, Sweden
Silver Medal, X-Games, Skateboard Park, Foz do Iguaçu, Brazil
Gold Medal, X-Games, Skateboard Park, USA
Gold Medal, X Games, Skateboard Park, USA
World Champion, Skateboard Bowl
World Champion, Skateboard Vert
Professional Skateboarder

Selected Work

USZ, Amsterdam, Holland
Tårnby Skatepark, Tårnby, Denmark
Oslo Skatehall, Oslo, Norway
Skatepark Eller, Düsseldorf, Germany
Galten Skatepark, Galten, Denmark
Birkerød Skatepark, Birkerød, Denmark
Streetdome Haderslev, Denmark
North Brigade Skatepark, Cologne, Germany
Helsingør Multipark, Helsingør, Denmark
Fælledparken Skatepark, Copenhagen, Denmark

Ebbe Lykke

Designer MDD, Architect, Skateboarder and Co-Founder at Glifberg - Lykke

Ebbe has a degree in cabinet making and is also an educated designer from The Royal Danish Academy of Fine Arts, School of Design (Furniture and Rooms, 1998-2003).

In addition to this, Ebbe has also been a guest student at The Royal Danish Academy of Fine Arts, School of Architecture (1997, Karch). Furthermore, Ebbe has a Master in Design, MD, from Karch (2009). Since 2003,

Ebbe has had his own independent design company where he has worked with his own products as well as having worked as a consultant for other designers and architects.

Work Experience

Designer, Ebbe Lykke Design
Designer, Leif Hagerup Design

Education

Master of Design, The Royal Danish Academy of Fine Arts, School of Architecture
The Royal Danish Academy of Fine Arts, School of Design and Architecture
Guest student, The Royal Danish Academy of Fine Arts
Cabinet making

Selected Work

USZ, Amsterdam, Holland
Tårnby Skatepark, Tårnby, Denmark
Oslo Skatehall, Oslo, Norway
Galten Skatepark, Galten, Denmark
Odense Zoo, Odense, Denmark
Birkerød Skatepark, Birkerød, Denmark
Streetdome Haderslev, Denmark
North Brigade Skatepark, Cologne, Germany
Helsingør Multipark, Helsingør, Denmark

Work Experience

2004 - 11
2003 - 04

Education

2007 - 09
1998 - 03
1997 - 98
1988 - 92

Selected Work

2020
2019
2016
2016
2014
2014
2013
2011

MASTERPLAN MULTIPARK



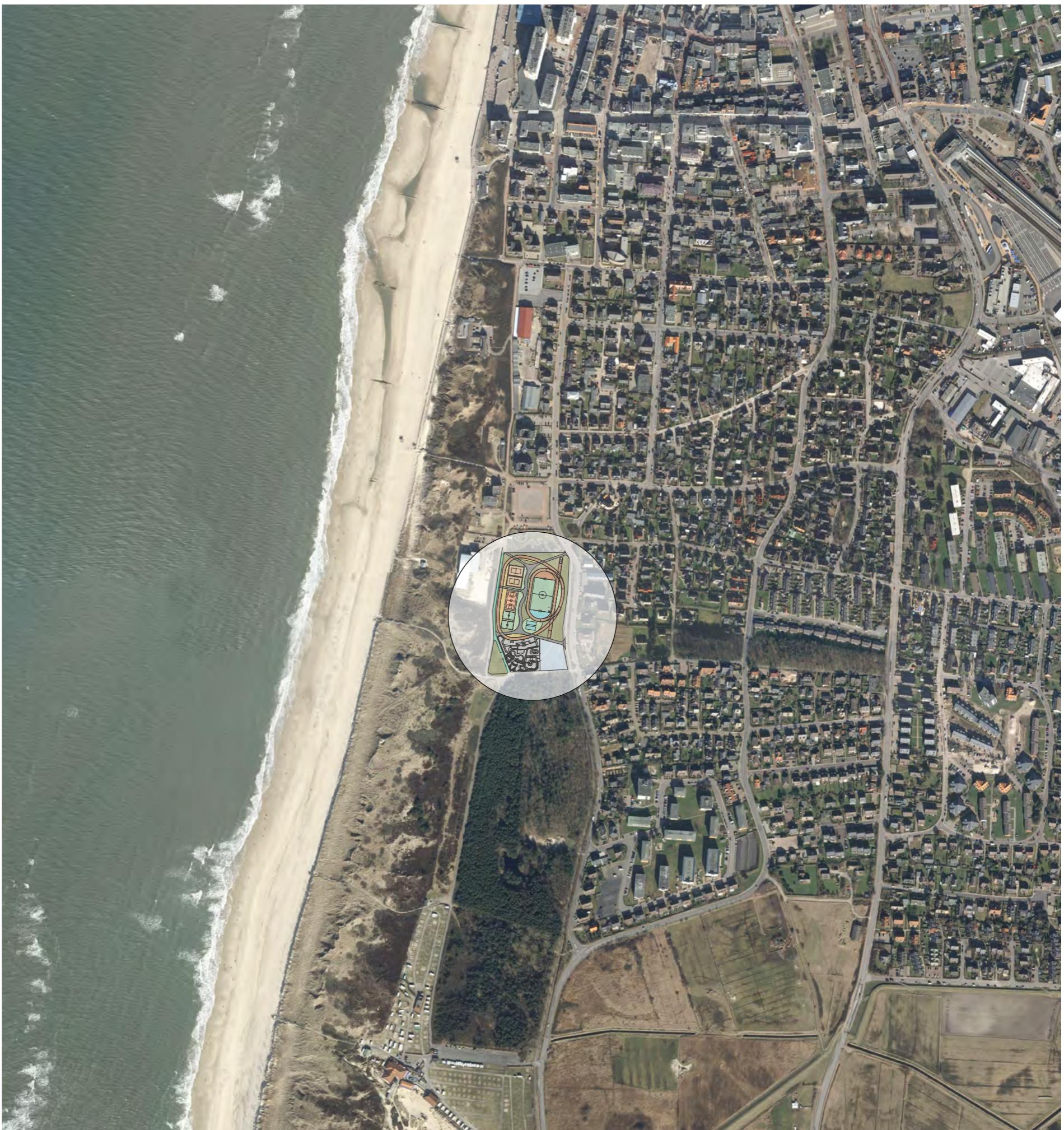
LOCATION

Einführung und Anlass

Die Gemeinde Sylt strebt zur Verbesserung der Freizeitmöglichkeiten – insbesondere für Jugendliche und junge Erwachsene – die Realisierung eines Multiparks mit einem Rollsportpark an. Der Multipark soll eine Kombination verschiedener Sport-, Erholungs- und Freizeitangebote sein und ein breit gefächertes Angebot zur Freizeitgestaltung beinhalten.

Bereits das Sportstättenentwicklungskonzept aus dem Jahr 2014 hat den Bedarf der Verbesserung eines Angebotes für Trendsportarten festgestellt. Zur Klärung der Standortfrage und grundsätzlichen Realisierbarkeit eines Multiparks hat die Gemeinde Sylt eine Standort- und Machbarkeitsanalyse erstellen lassen. Im Ergebnis wird die Realisierung des Multiparks am Standort Sylt-Stadion vorgeschlagen, dem sind die kommunalen Ausschüsse und die Gemeindevorvertretung einstimmig gefolgt und haben auch zugestimmt, die erforderlichen Finanzmittel zur Realisierung des Rollsportparks bereit zu stellen.

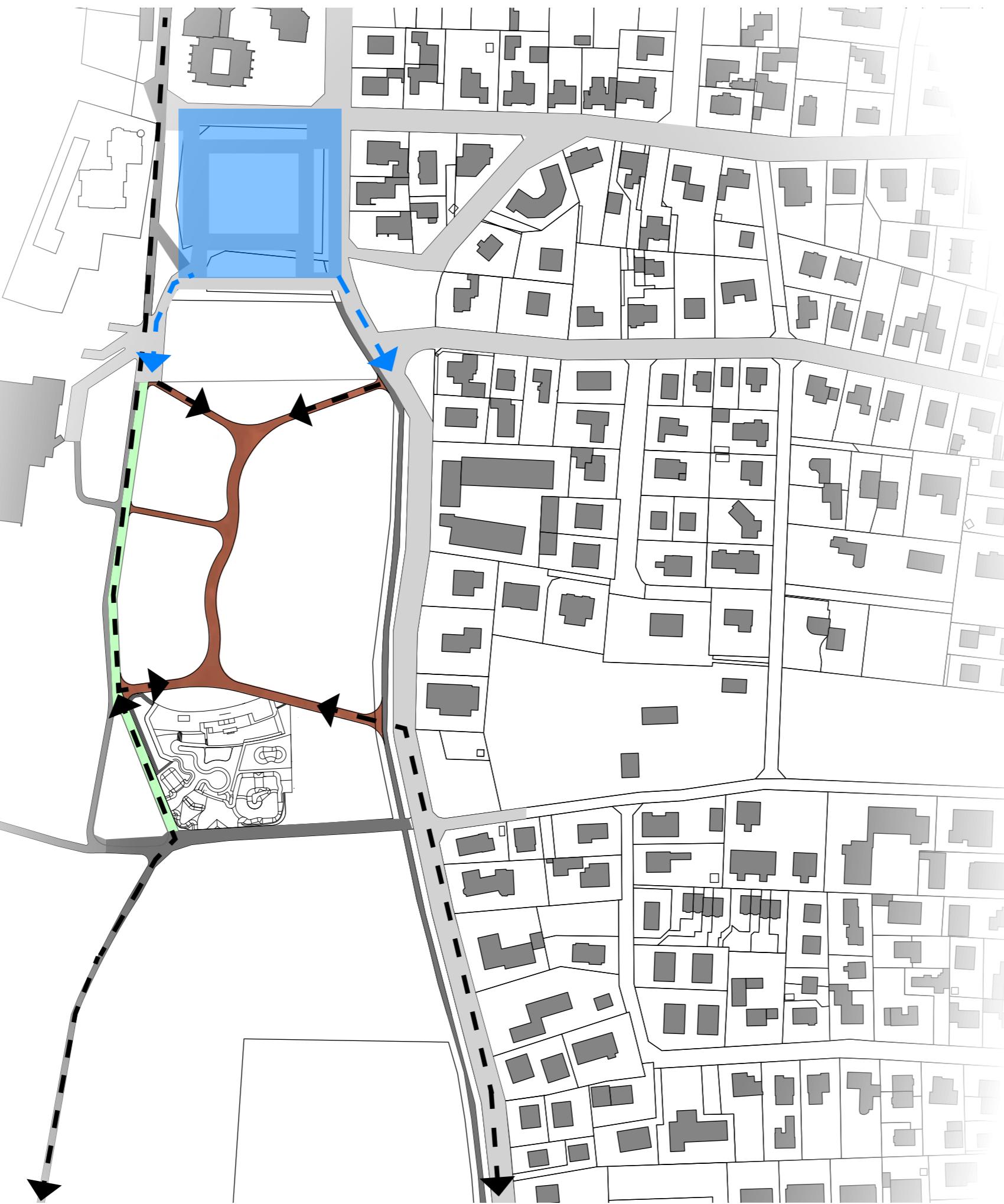
Der Rollsportpark in Ortbetonbauweise soll kostenlos zugänglich sein und gut für verschiedene Roll- und Gleitsportarten wie Skaten, Inlineskaten, Kickboarden und BMX-Radfahren nutzbar sein sowie alle Altersklassen und Niveaus ansprechen. Es besteht derzeit die Vorstellung einer Gliederung in Poolarea, Snakerun und Streetarea. Der Rollsportpark soll ein Bestandteil des angestrebten Multiparks sein und eine Größe von ca. 2300 m² aufweisen. Mit weiteren Angeboten wie z. B. Klettern, Streetball und Leichtathletik soll eine Kombination verschiedener Sport-, Erholungs- und Freizeitangebote erreicht werden. Der Rollsportpark soll dabei vereinsgebundene Sportangebote ergänzen und kostenlos nutzbar sein. Möglichst viele Teile des Multiparks und des Rollsportparks sollen auch für mobilitätseingeschränkte Personen nutzbar sein.



EXISTING FACILITIES



ACCESSIBILITY



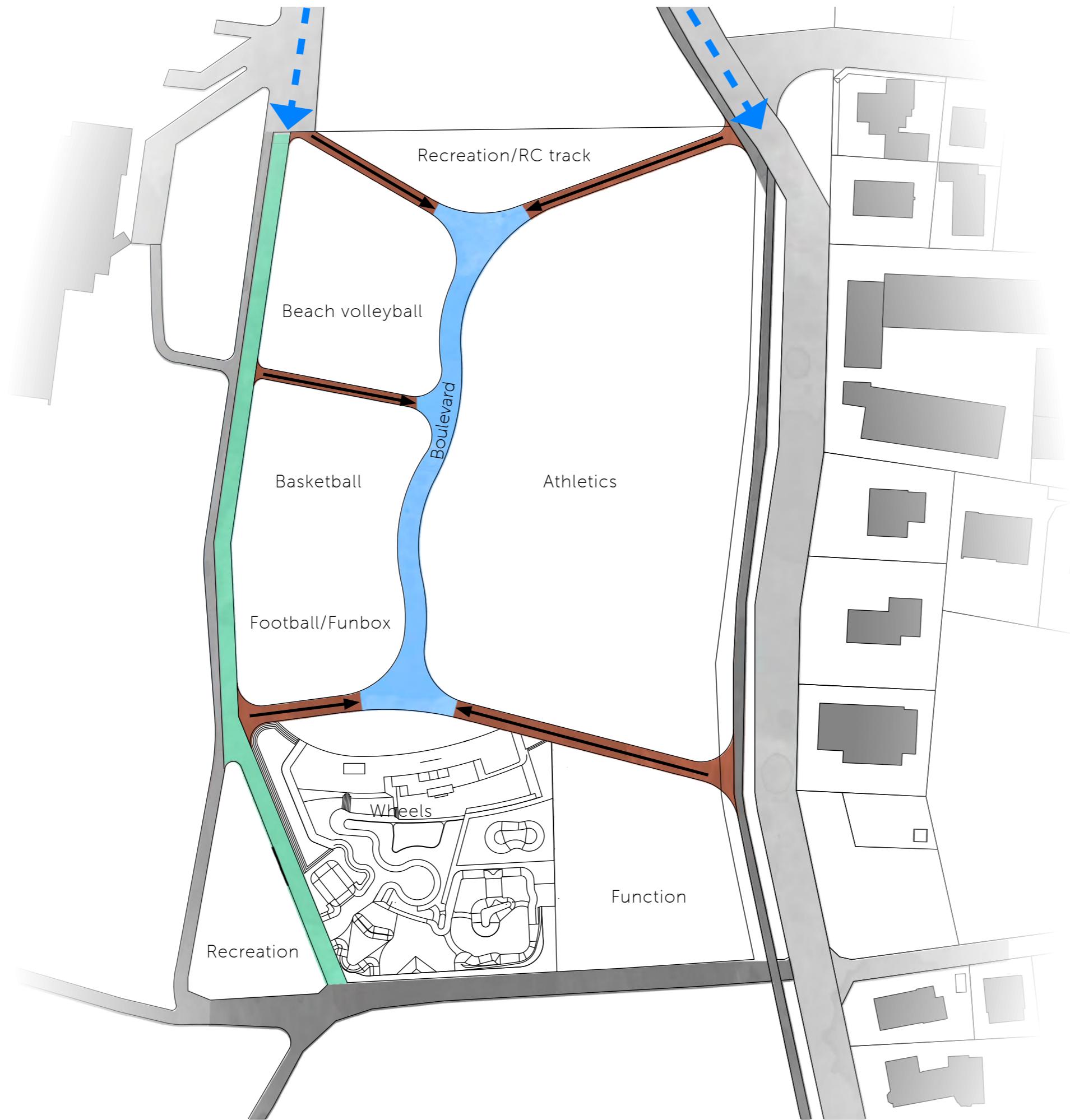
- [Grey square] Roads
- [Blue square] Parking
- [Dark grey square] Bike lane
- [Light green square] New bike lane
- [Medium grey square] Sidewalk
- [Brown square] Active path

The multipark will have 4 access points.

In the north there's parking lots, and the users can walk the short distance of 50 meters to the park.

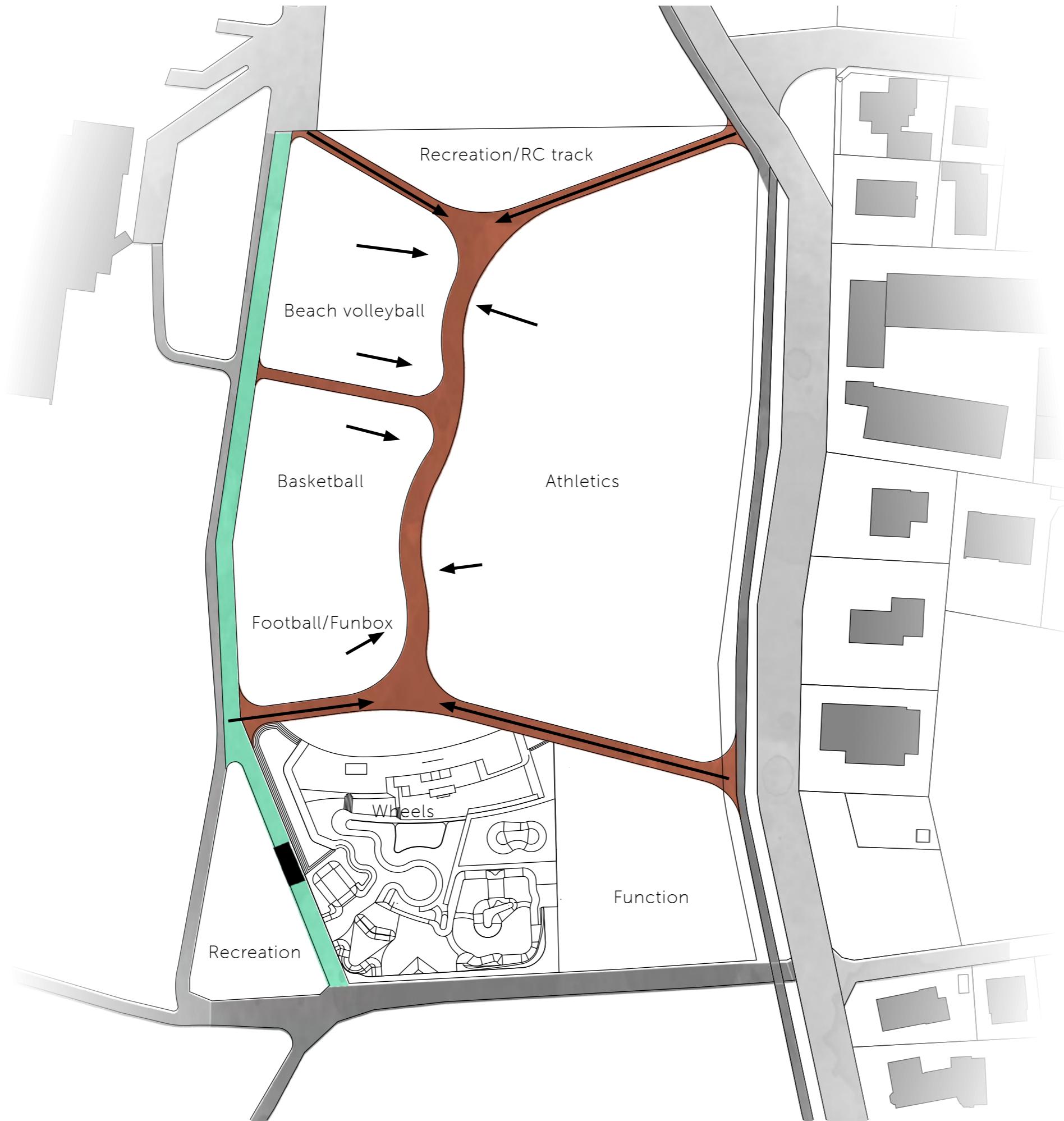
From the south, the park is easy accessible for bikes and pedestrians.

ACCESS ROADS



The 4 main access points for the multipark meet in center path, which will serve as 'The Boulevard'. The purpose of 'The Boulevard' is to create a social meeting point for the different users of the multipark.

BOULEVARD INTERACTION



The Boulevard serves as the social interaction between different sports activities.

The social areas around the activities will push into the boulevard to create more space for the sports, plus create 'chill zones' while serving as meeting points for the different users of the multipark.

AREAS AND ACTIVITIES



The Multipark consists of 5 main activities.

Each Activity will have its own main area, specially dedicated to that activity's function.

- **Ball:**
Beach volleyball, Basketball, Football and Boule
- **Wheels:**
Skateboard, Scooter and BMX
- **Athletics:**
200 m track, 400 m (Exercise track), 100 m track, High jump, long jump and shotput.
- **Recreation or RC Track:**
RC dirt track and green to sit on or look at.
- **Function:**
Buildings with sports clubs and sanitary facilities.

PLAN OVERVIEW



400 METER TRACK EXCHANGE



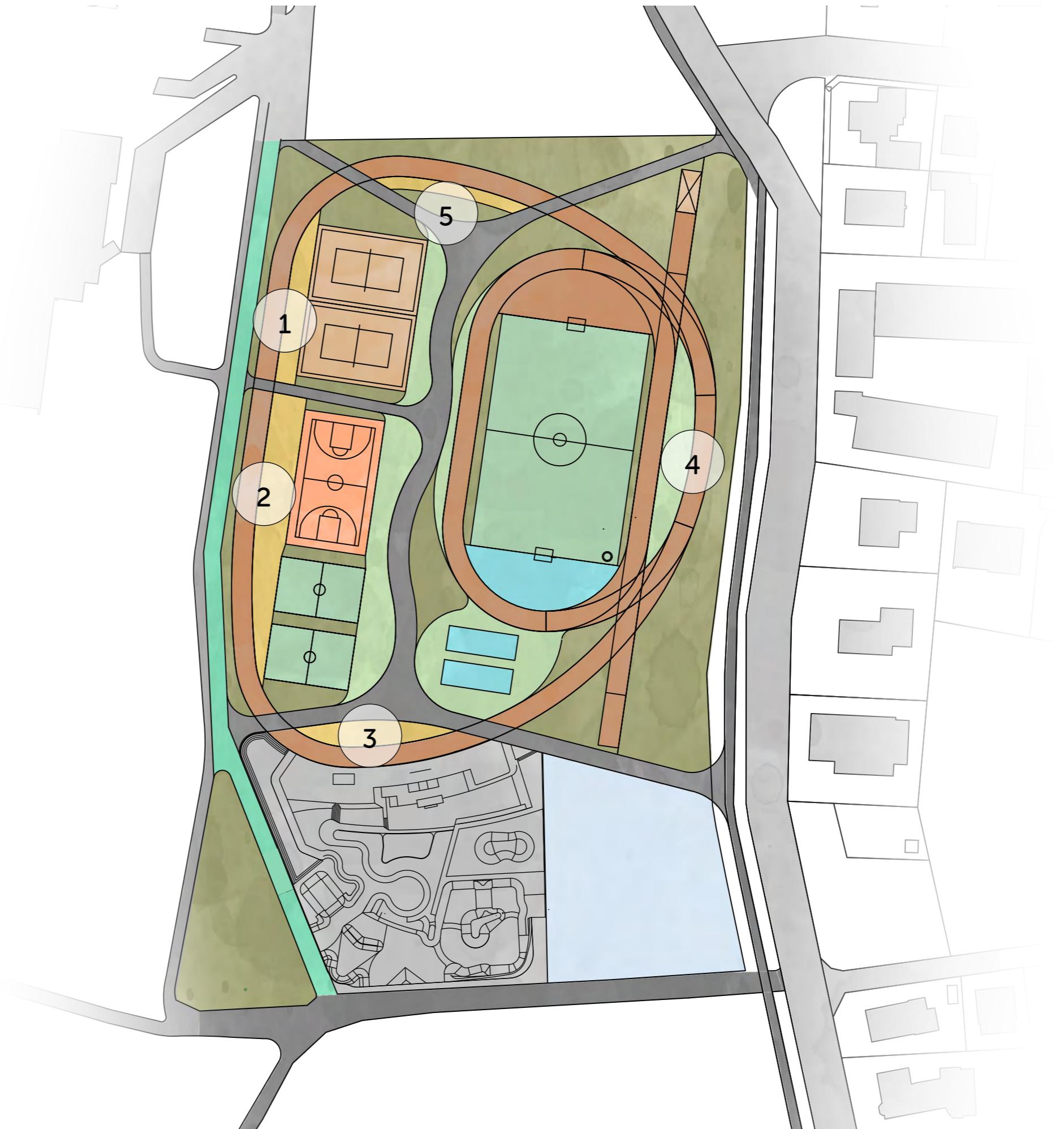
Sand track by beach volleyball



Jumping exorcises by basketball



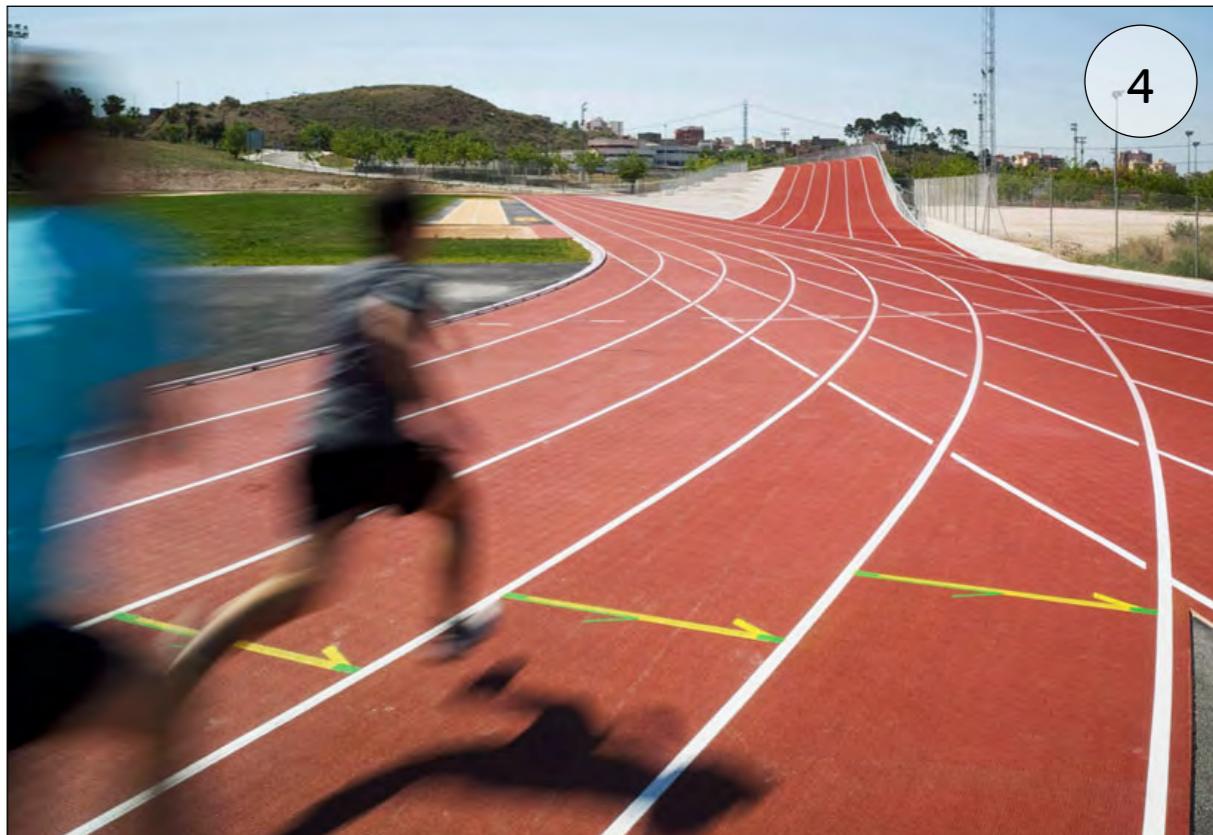
Parkour by skateboarding and BMX



400 METER TRACK EXCHANGE



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Parkour by skateboarding and BMX

In between the 400 meter running track and the sports activities, there is designated areas for workout exercises. The exercises will reflect the activity that the 400 meter running track is running through.



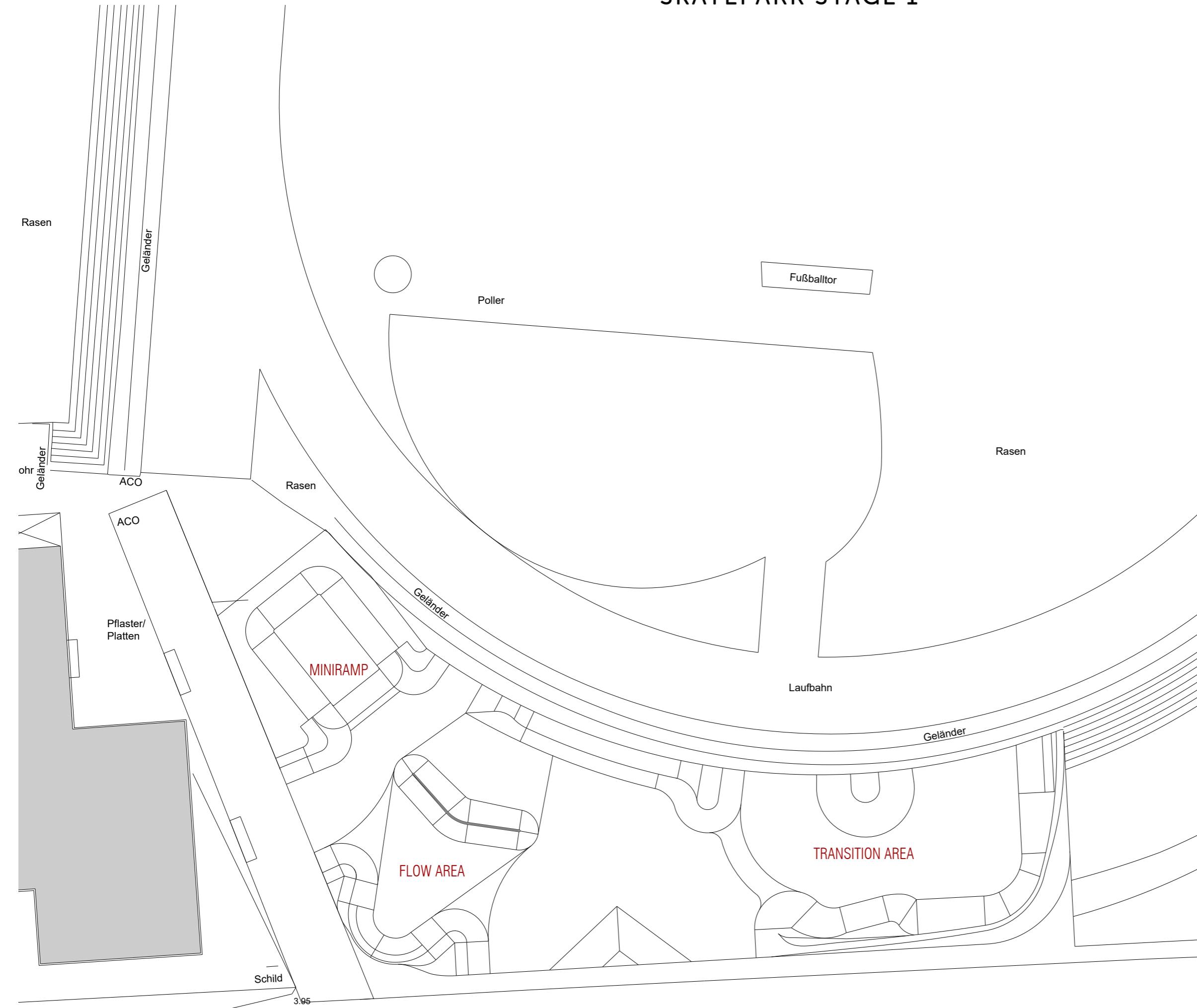
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5

Calastenics exercises

SKATEPARK STAGE 1



Sylt skatepark BA1

CASE:
Sylt Skatepark

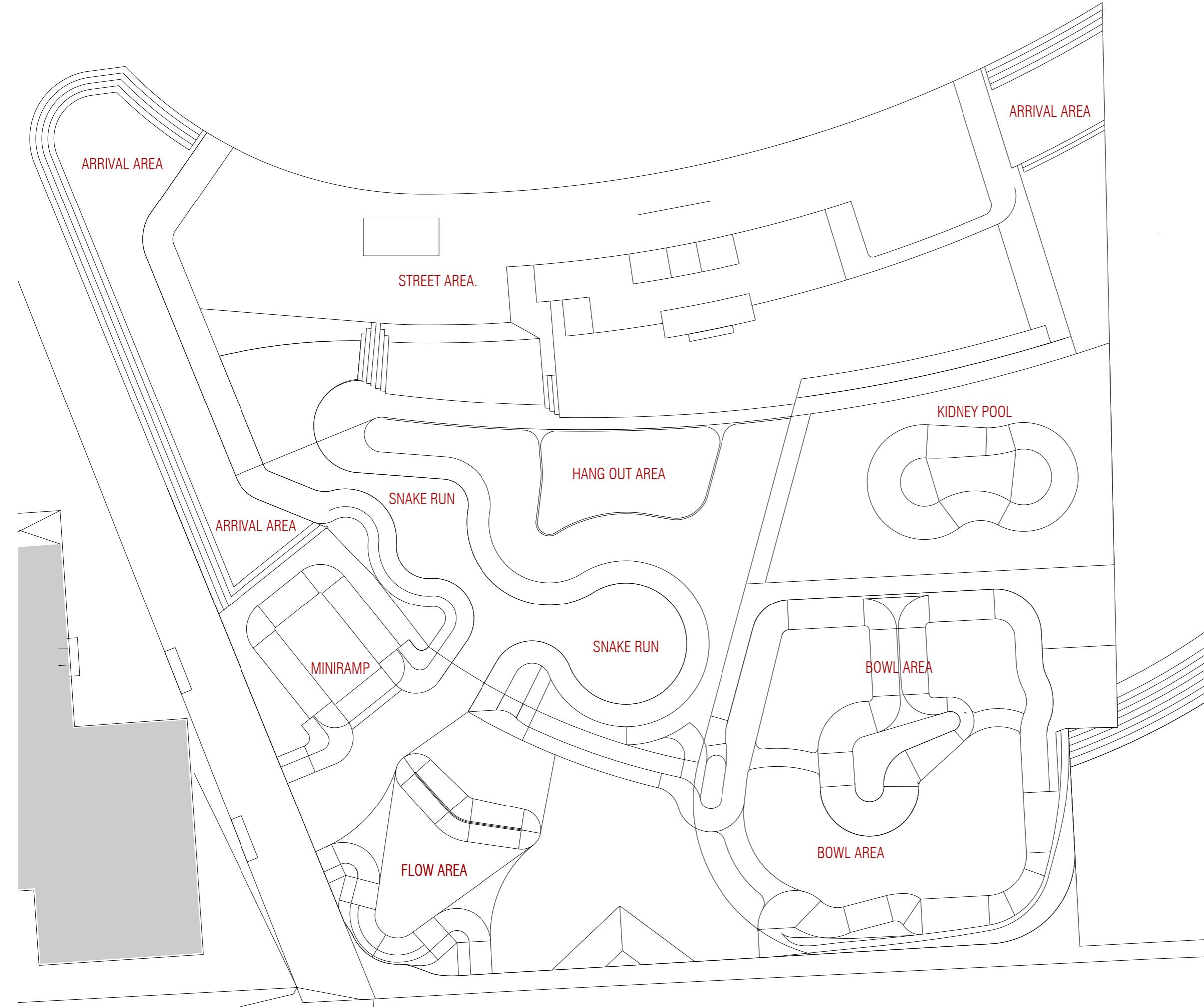
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Gemeinde Sylt und des Amtes Landschaft Sylt

DRAWING NO:
1901_30.008

ARCHITECT:
Glifberg - Lykke

Subject: Plan	Case no: 1901
Scale: 1:250 (A3)	Done by: RG
Phase: LP5	Date: 10.09.2020
Rev. Nr: -	Rev Dato: -

SKATEPARK STAGE 2



Sylt skatepark BA2

CASE:
Sylt Skatepark

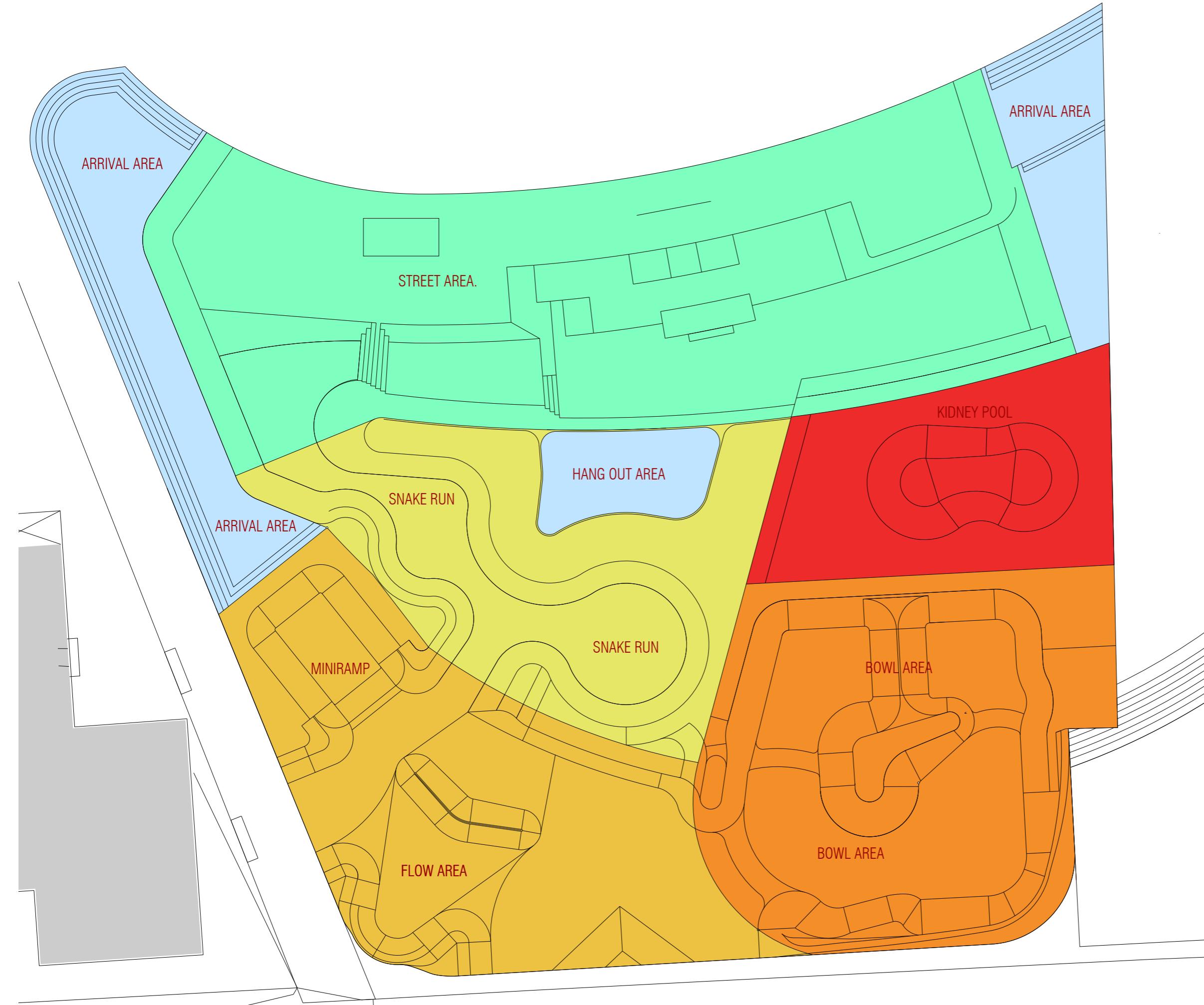
CLIENT:
Gemeinde Sylt und des Amtes Landschaft Sylt

DRAWING NO:
1901_30.007

ARCHITECT:
Glifberg - Lykke

Subject: Plan	Case no: 1901
Scale: 1:250 (A3)	Done by: ESL
Phase: LP5	Date: 10.09.2020
Rev. Nr: -	Rev Dato: -

ZONES



Sylt skatepark BA2 Zones

CASE:
Sylt Skatepark

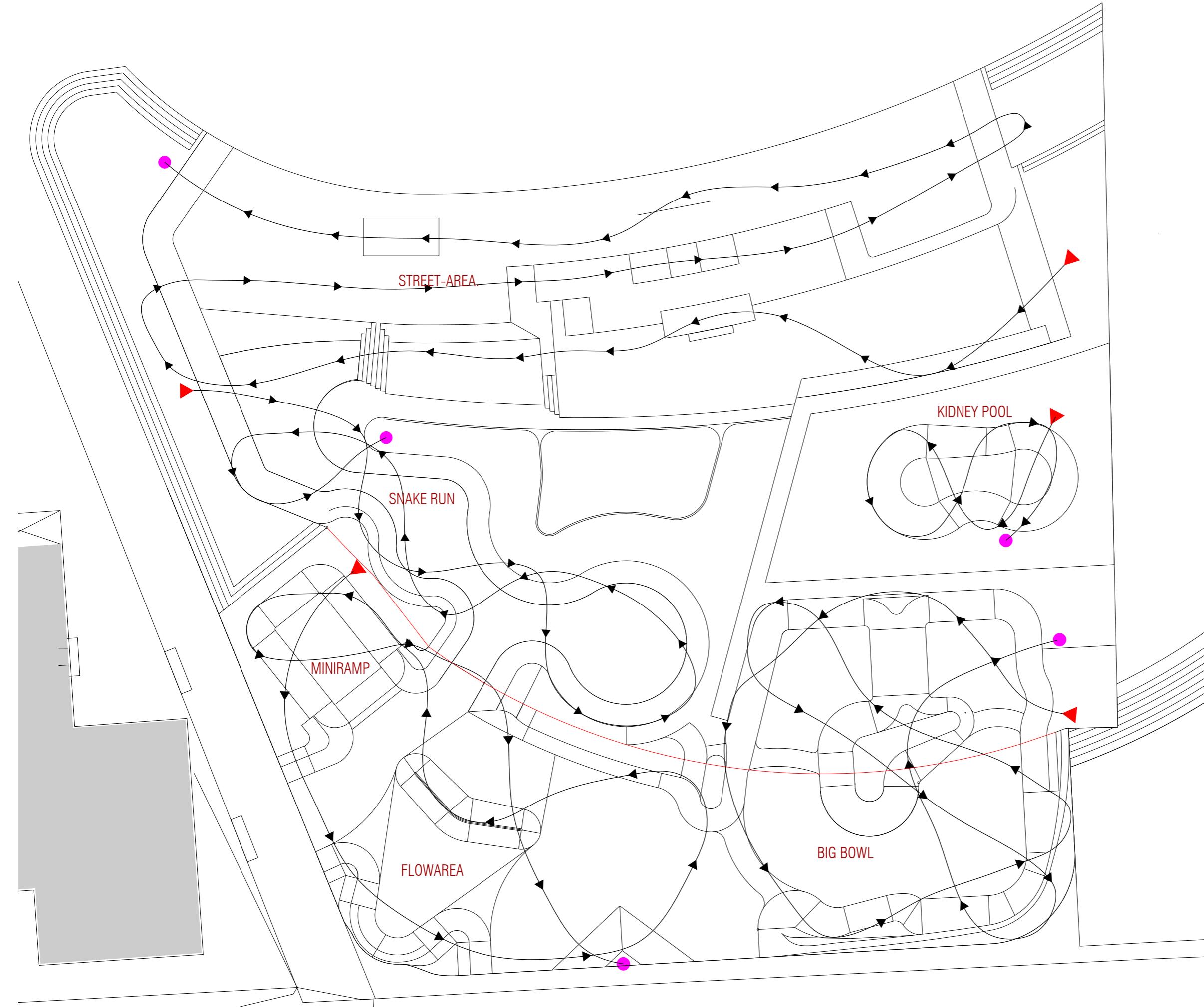
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Gemeinde Sylt und des Amtes Landschaft Sylt

DRAWING NO:
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ARCHITECT:
Glifberg - Lykke

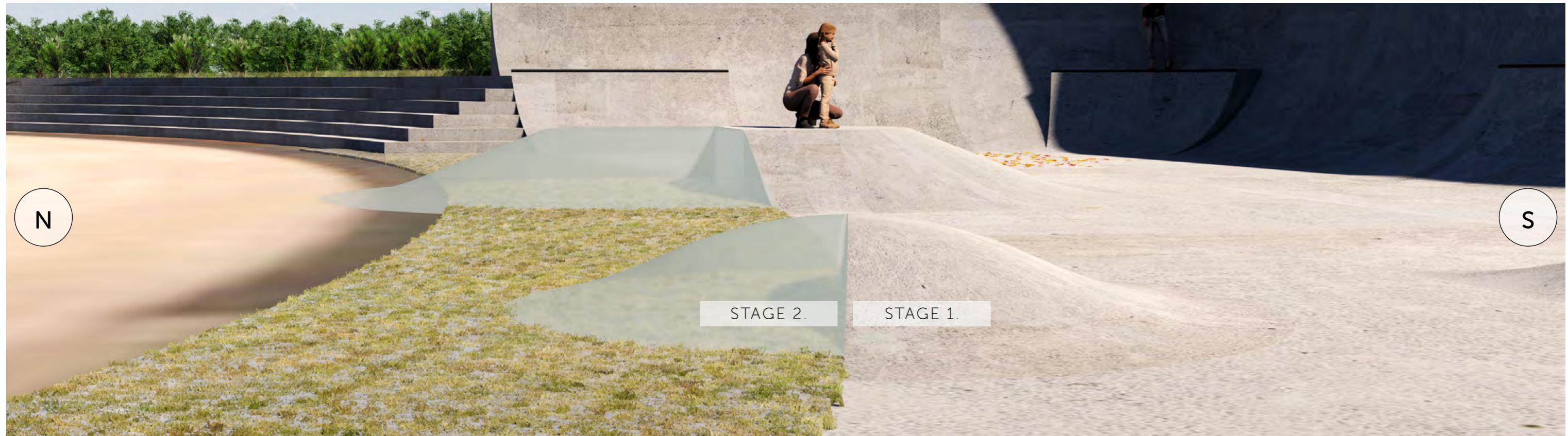
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Phase: LP5	Date: 10.09.2020
Rev. Nr: -	Rev Dato: -

LINES & FLOW

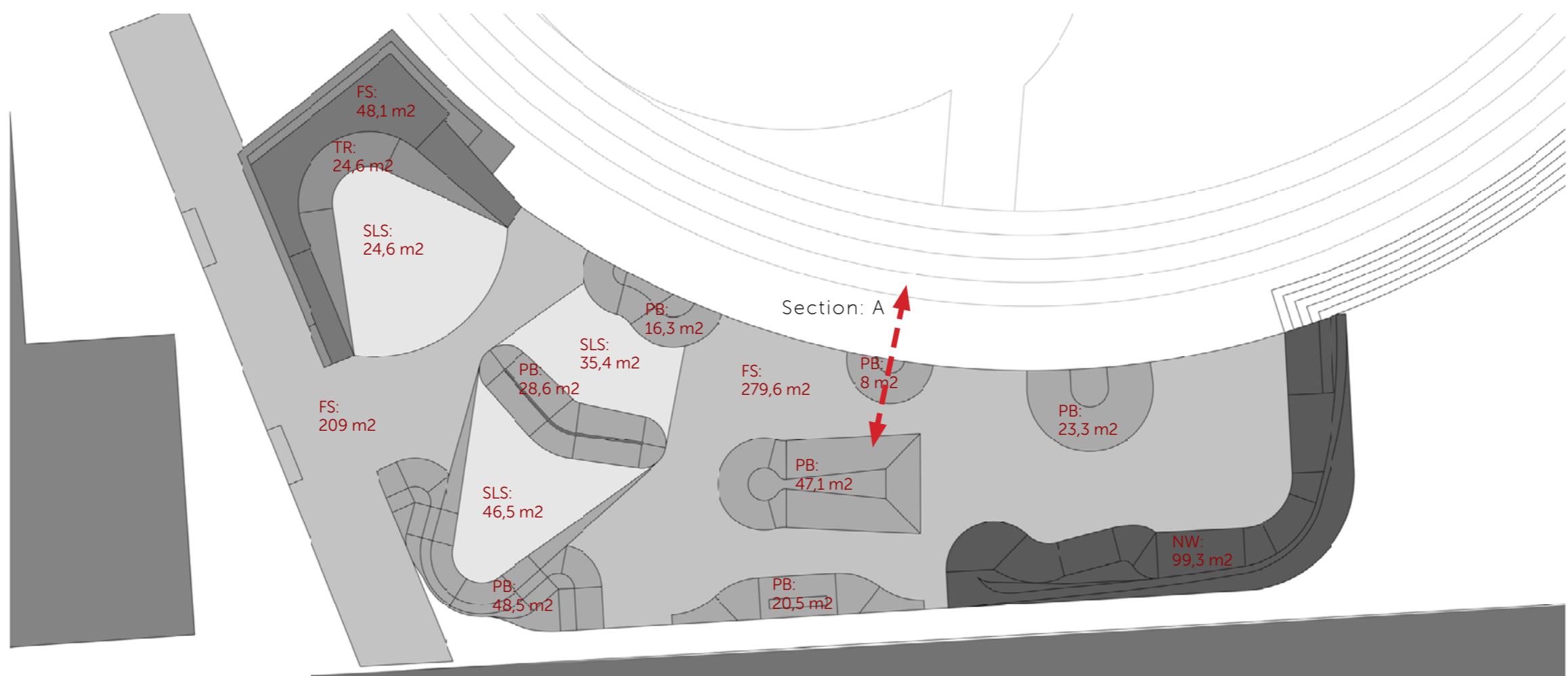


Sylt skatepark BA1 + BA2	
User and speed - Advanced	
<p>With few users in the park, a skilled skater can hit multiple trick points, and generate more speed for every point hit. An advance skater can generate up to 35 km, if needed. Longer lines = more speed.</p>	
Simultaneously users:	3
Speed:	15-35 km
Starting Point	
End Point	
Advanced Line direction	
CASE: Sylt Skatepark	
CLIENT: Gemeinde Sylt und des Amtes Landschaft Sylt	
DRAWING NO: 1901_30.004	
ARCHITECT: Glifberg - Lykke	
Subject: User/speed - Advanced skaters	Case no: 1901
Scale: 1:250 (A3)	Done by: ESL
Phase: LP5	Date: 26.08.2020
Rev. Nr: -	Rev Dato: -

INTERACTION STAGE 1 AND 2



Section: A (View from the west)



SKATEPARK STAGE 1



SKATEPARK STAGE 1 VISUALISATIONS



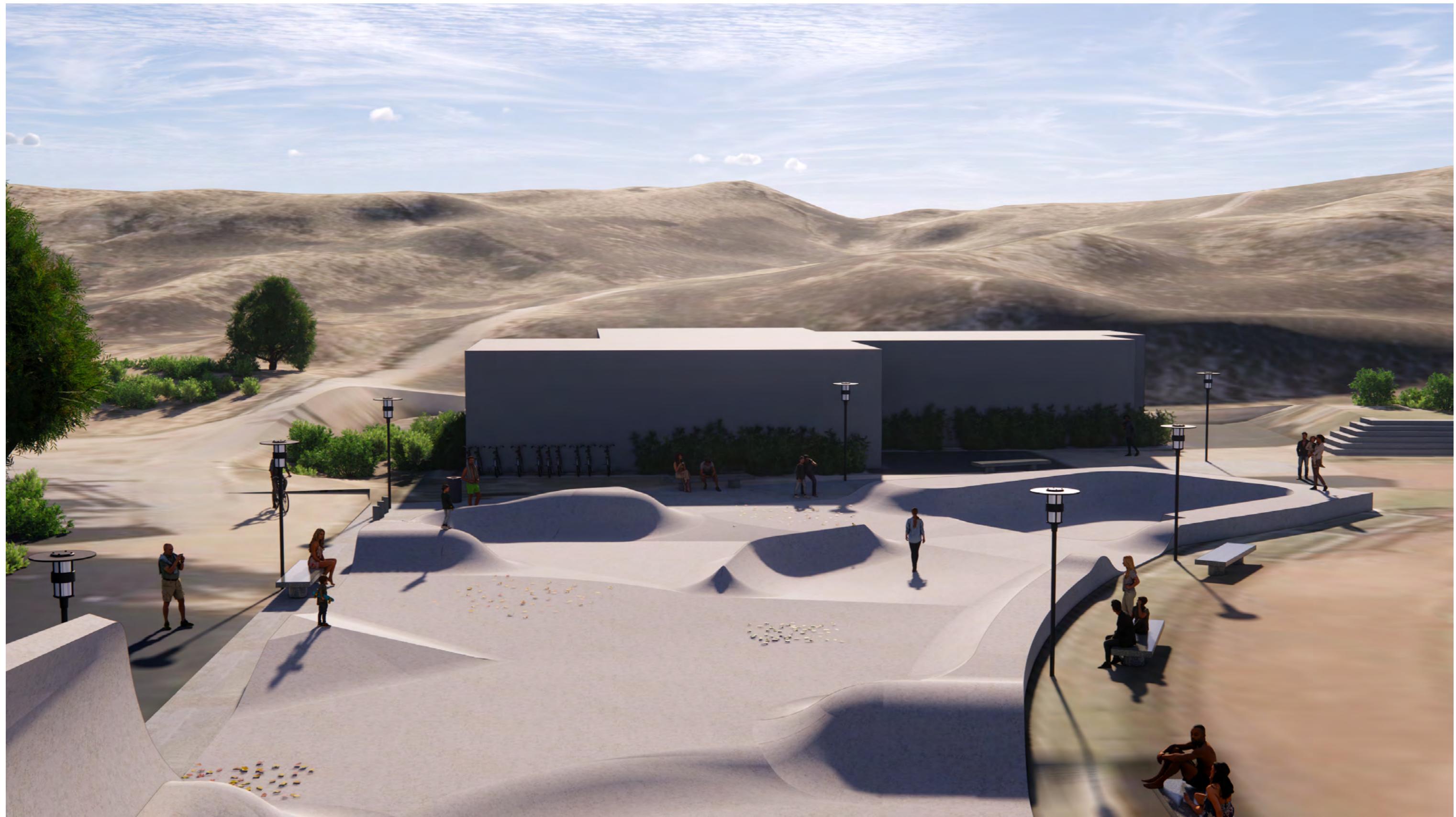
SKATEPARK STAGE 1 VISUALISATIONS



SKATEPARK STAGE 1 VISUALISATIONS



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SKATEPARK STAGE 1 VISUALISATIONS



SKATEPARK STAGE 1 VISUALISATIONS



NOISE REDUCTION WALL CONCEPT



The noise reduction wall is designed to keep unwanted noise, from the the skatepark, away from the residential area to the east of the skatepark. A noise survey has been made by the Larmkontor in Hamburg (see appendix 03). The wall will be integrated into the landscape in a way that will make it appear as a natural part of the environment and horizon, especially when viewed from the east.

The inside of the wall has a dramatic wave shape that let's the user get vertical and beyond. Quarter pipes are strategically placed inside the wave to create unique transfer opportunities for expert users.



Wir fördern den ländlichen Raum



Landesprogramm ländlicher Raum: Gefördert durch
die Europäische Union - Europäischer Landwirtschaftsfonds
für die Entwicklung des ländlichen Raums (ELER)
und das Land Schleswig-Holstein
Hier investiert Europa in die ländlichen Gebiete



Glifberg
Lykke



Concepts and ideas by Glifberg - Lykke in cooperation with Gemeinde Sylt