



July 2001: A Dreamland team member applies concrete to the Rattenberg Skatepark; widely regarded as the best facility in Europe.



September 2002: Dreamland's award-winning skatepark, located south of Sun Valley in Hailey, Idaho

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Why Dreamland Skateparks?

Among skateboarders, Dreamland Skateparks is the highest regarded skatepark vendor in the world. It requires little effort to independently validate this bold claim. Through consistent magazine coverage, feature parts in popular skateboard films¹, and a rabidly solid fan base, a skateboarder's dream come true is the introduction of a Dreamland Skatepark within driving distance of their home town.

We believe our status reflects our uncompromising quality and love for our sport. Simply stated, no other skatepark team possesses the depth or breadth of Dreamland's experience. With a team possessing many times the capability of even its closest competitor, Dreamland's portfolio of award-winning parks proves it is the best, most experienced skateboard park provider in the world.

Design for Proficiency

Building a skateboard park is not as simple as commissioning the construction of a basketball court or a baseball diamond. Unless special attention is placed upon long-term applicability of the facility, a municipality runs the unfortunately common risk of commissioning a facility that is for all intents and purposes outdated within 12-24 months.

Skateboarding's tempo (and that of related sports) are defined by the exceedingly rapid pace the participating body advances in proficiency. Facilities built to a community's current specifications can be easily outdated within months as that community progresses beyond their own wildest dreams; their abilities favorably impacted by what they ride, and who they are exposed to.

While we believe this rapid progression is best addressed through engaging design, an unfortunate trend has been towards the adoption of pre-fabricated obstacles, the theory being that once the participants outgrow the layout the ramps can be repositioned. We encourage cities to research skateboarders and other participants' satisfaction with these solutions before such an investment is made².

A brief, PowerPoint presentation outlining the Dreamland Design+Build Methodology is available on our web site at www.dreamlandskateparks.com

¹ Northwest: <http://www.ncpfilms.com/ncpsource/films1.html>,

Fruit of the Vine: <http://www.ncpfilms.com/ncpsource/films4.html>

² A report from the Parks and Recreation Department to the City Council of Eugene, Oregon is available at the following location: http://www.dreamlandskateparks.com/eugene_oregon_skatepark_report.pdf In short, the Parks recommend against investment in pre-fabricated ramps due to expense and disinterest on the part of participants.



The Costs of Poor Strategic Design

Oregon's Cannon Beach skateboard park is one such example of a facility with an unfortunately short-sighted design. Officially opened in the summer of 1988, it was host to hundreds of skateboarders daily, quickly becoming one of the most exciting facilities on the northern US coast.

But due to a design that failed to challenge and engage its participants over the long term, it quickly became outdated and today is lucky to host 30 participants a month.

The experience with Cannon Beach and that of many other cities reinforces why reporter Jason Fritzsche recently said:

"...just as Jack Nicklaus builds award-winning golf courses, skateboarders should build skateparks." (*Philadelphia City Paper, August 2001*)

Skateboarding's Most Famous Success Story

An example of insightful design lies in Portland, Oregon's famous Burnside skateboard park, designed and built by core members of the Dreamland team.



Portland, Oregon: Skateboarders enjoy world famous Burnside skateboard park, built ad-hoc and administered to this day by members of the Dreamland team. Spring, 2001

Enjoying an enduring popularity over a considerable period of time, Burnside is already over thirteen years old and regularly a daily host to over three to four times Cannon Beach's monthly visitation rate, with regular bursts of 200 or more. It's often featured in the media, as well as being represented within one of the best selling video games of all time: Activision's "*Tony Hawk Pro Skater*." Tony Hawk himself recently declared Burnside one of his five favorite skateparks in USA Today³.

³ USA Today, May 5, 2003 : http://www.usaweekend.com/03_issues/030504/030504skatepark.html



Understanding in advance the importance of capturing a design in concrete that would engage a rapidly advancing community of participants, Dreamland's Mark Scott aggressively pushed all design expectations, creating a legacy that amazingly remains one of the world's most coveted skateboarding facilities.

Dreamland's Mark Scott contemplates construction on an early feature of Burnside. Spring, 1991 (below)



Dreamland's Sage Bolyard tests a new feature of Burnside. Summer, 1991 (right)



Dreamland's Mike Swim participating in an ad-hoc contest at Burnside, celebrating completion of the 10' "bowl," Winter, 1992 (above left)



Dreamland Solution Portfolio

Dreamland possesses experience across the spectrum of a skatepark's lifecycle, from inception, the design process, following through implementation and construction phases.

Design



Not simply reflecting the subjective whims of an individual designer, all Dreamland facilities are a representation of team effort, and the results reflect the richness of a core group possessing almost 110 cumulative years experience as skateboarding participants, a considerable number of those as professionals who have done their part to define skateboarding today.

Insight, creativity, and long-term ROI are what distinguish Dreamland designs, a result of taking into account such constraints as local skateboarding inclinations and local committee goals, with the ultimate goal of maximizing your investment by providing a facility that supports long-term participant activity.

Design/build projects are where conceptual designs are validated daily through the construction phase, modifications are made as needed, and annotated through communications with a city liaison. Because flaws in a conceptual design only appear at construction time, as the realities of what can economically be accomplished become clear, design/build projects are always higher quality, quicker, and less expensive through the streamlined synergy between design and construction.

Construction



While precise detail can be overlooked in the design phase as one strives to communicate a general flow and conceptual vision, the construction phase allows no such tolerance. Too many contractors unfamiliar with the important subtleties of skateboarding have caused many projects to be rendered all but unusable as flaws an outsider might consider "trivial" preclude skateboarders from using these facilities.

One such example is the highly sensitive issue of concrete flaws termed "kinks" in the skateboarding community. A skateboard's contact with the



ground is through extremely hard wheels made of urethane typically 40-60 mm in diameter. As one navigates the skateboard facility, often exceeding 20 MPH, shifting their center of gravity through a process called “pumping” to fight friction and retain speed, flaws such as kinks can mean the difference between remaining on the skateboard, and dangerous spills, often leading to unnecessary injuries.

Understanding the needs of a skateboarder, the sport’s precise requirements, and knowing how to factor for and prevent common flaws distinguishes Dreamland from the rest, as represented in our portfolio of successes.

All Dreamland skateboard parks adhere to rigid standards of quality and durability, but experience with the sport, and the too-common inferior skateboarding facility has illustrated why it is important to go the extra step. For example, regions emerge in the facility over its life as high impact zones, wherein large numbers of participants are propelled high in the air and repeatedly land, eventually causing concrete damage.

Tualatin, Oregon’s small skateboard park serves as one such as example of poor strategic planning. Failing to take into account the inevitable stresses of usage associated with participants repeatedly landing on areas outside the small bowl has caused significant damage to the riding surface of the park, and has necessitated the provider to repeatedly close the park and repair the damage.

Understanding the unique usage stresses associated with skateboarding enables Dreamland to ensure structural integrity is maintained throughout the facility’s lifecycle.

Through the marriage of insightful design and attentive construction, Dreamland acts as a partner with your community in stewardship in your facility to ensure maximum return on investment.



*Dreamland Professional Experience: A Summary**

From customized workflow processes to highly flexible methods for seeing a facility to completion, no other skatepark provider has committed so greatly to serving the globe's communities. *References available upon request.*

Lincoln City, Oregon

Population: 7,437

Phases I and II



After reviewing Mark Scott and the Dreamland team's involvement with Oregon's Burnside skatepark, and considering upon the potential benefits to their urban renewal

Phase I Statistics

- o Dates: Summer, 1999
- o Size: 8,000 sq. ft.

initiative, Lincoln City's Parks & Recreation



staff granted Dreamland artistic license, and immediate modifications were made to the park's conceptual design and layout.

Phase II Statistics

- o Dates: Spring, 2003
- o Size: 7,400 sq. ft.

The result reflected the local participant's

current and potential skateboarding proficiency, resulting in an expansion of the park and a more intricate set of obstacles directly focused upon challenging the local participants for years to come.

The Lincoln City skatepark gained immediate international recognition, being awarded a "9" out of a possible "10" by Thrasher Skateboarding Magazine (*December 1999*), the skateboarding community's leading international journal, raising the bar for skatepark designs around the world.

* These project overviews and more also reside on our web site at <http://www.dreamlandskateparks.com/>



"Dreamland takes the concept of building a park, gathers input from the local community, and they build terrific skateparks. They do great work, and are easy to work with." Ron Ploger, Director, Parks and Recreation, Lincoln City, Oregon.

Newberg, Oregon

Population: 18,064



Chehalem Parks and Recreation District in Oregon chose to follow Lincoln City's lead, leaving Dreamland to explore what's most appropriate for the

community, free to use research and modify and enhance

Newberg Statistics

- Dates: Spring, 2000
- Size: 28,000 sq. feet

existing plans for a park.

At nearly 30,000 sq. feet and featuring designs seen nowhere else, the Newberg skatepark exceeded all expectations. Over two years old Newberg remains one of the most revered skateboard parks in the world, and the most visited park in the Pacific Northwest. Thrasher Skateboard Magazine again treated Dreamland with unprecedented international coverage, judging Newberg *"the best [skatepark] in the world....rated an 11 out of a possible 10. Ten is just not loud enough."*

"I've worked with concrete finishers for over 20 years, and these guys are the best I've ever seen. I've taken finishers down to Newberg skatepark to show them what real concrete finishing is all about. Dreamland goes the extra mile to attain perfection." Steve Carlson, lead contractor associated in Newberg's construction.



Aumsville, Oregon

Population: 3,003



Aumsville is a community of just three thousand, deep in Oregon's Willamette Valley. After working for almost four

Aumsville Statistics

- Dates: Fall., 2000
- Size: 10,000 sq. feet

years to collect enough funds to meet the

state's 60/40 grant requirement, the task of locating a design and build team fell to volunteer coordinator, Theresa Voorhis.

A mother and former professional cross-country horse-racing participant, Theresa knew the importance of having a facility designed and built by those who were intimate with the sport. Polling the local skateboarders, she received overwhelming requests for Dreamland. Researching skateboarding facilities as well as the experience of others in working with the team, Dreamland was awarded the contract to design and build the Aumsville skatepark.

Aumsville remains one of the skateboarding world's favorites, where it is common to see some of the world's best skateboarders arrive in a chartered van after landing at the Portland airport, almost 80 miles away. Thrasher again commented on Dreamland's work with an article on its web site: *"we give it a '9' out of a '10', because we need to leave room for future Dreamland parks."*

"Dreamland made it extremely easy for a small town like ours to have a world-class skateboard park. They worked extremely well as a team, required very little fancy materials, and would make the most use of what was on hand, saving us money in materials. ... Creative design is Dreamland's number one hallmark. There's nothing like their concrete finish, it's incredible. The community has wholly embraced our popular new skatepark." Theresa Voorhis, volunteer coordinator, Aumsville, Oregon.



Donald, Oregon

Population: 608



Even smaller in population than the city of Aumsville, Donald nonetheless sought a quality skateboarding facility, selecting Dreamland due to its demonstrated ability to make

Donald Statistics

- o Dates: Spring, 2001
- o Size: 2,500 sq. feet

the most of limited resources.

Featuring a unique hybrid between a traditional “half-pipe” and a perfect skateboarding bowl, Donald’s park has become one of the skateboarding world’s favorite locations, and has generated a tremendous level of international media attention, including Thrasher Skateboarding Magazine, covering the hosting of a contest where professionals competed head to head with local kids.

Local participants have benefited greatly from the direct exposure to the world’s best skateboarders, and have rapidly progressed to become some of the state’s most proficient, some earning notice in the skateboarding media.

“Donald only has 600 residents, and [Dreamland] understood our sensitivity to cost. Dreamland saved the city of Donald a lot of money by being able to design and build at the same time, they built an incredible park, and get along with the community really well. They are a great bunch of guys to work with.” Janet Lane, City Manager, Donald, Oregon.



Astoria, Oregon

Population: 9,813



Astoria found itself in need of a skateboard facility and overwhelming requests for Dreamland from the local participants brought Dreamland in contact with the city officials.

Astoria Statistics

- o Dates: Fall, 2001
- o Size: 9,000 sq. feet

Designed through the input

of local participants already gaining in proficiency at the nearby Dreamland facility in Lincoln City, Astoria represents a highly popular challenge with the skateboarders.

"Dreamland is a real grass-roots team. They work with the kids to make sure they get what they need. They are very good skateboarders, and are very up to date. I would describe the experience as good, overall. Good experience with the whole process. Real pleased with communication. Dreamland is real high quality, top of their class. Far better than a "canned" or pre-fab provider." Kevin Beck, Director of Parks and Recreation, Astoria, Oregon.

Redmond, Oregon

Population: 13,481



Begun through a committee of local skateboarding participants and city officials, Dreamland

Redmond Statistics

- o Dates: Spring, 2001
- o Size: 13,000 sq. feet

was sought out to turn a rough vision into a facility

akin to Newberg and Lincoln City skateparks. Dreamland worked closely with the committee, enhancing their vision and modifying the design to the needs of the local participant community.



Peer status with Lincoln City and Newberg was realized when Redmond's skateboarding facility earned mention in the international media, being rated a "9" out of a possible "10" by Thrasher Skateboarding Magazine.

"[Dreamland] came highly recommended by the skateboarders, otherwise I would have never known where to look. They did a real good job on our park. Other [Dreamland] parks seem to be more popular than the others, and Mark [Scott] made himself real accessible. We had a good experience with the construction and their participation. The kids love the park." Jim Smith, Volunteer Coordinator for the skatepark committee and Juvenile Probation Officer, Redmond, Oregon.

Rattenberg, Austria

Population: 439



Easily dethroning France's Marseille skatepark as the best facility in Europe, Austria's Rattenberg rocked the skateboarding community by introducing the world to the first

Rattenberg Statistics

- o Dates: Summer, 2001
- o Size: 12,000 sq. feet.

concrete "cradle;" a perfect radius capsule

with a quarter sphere dome.

Rattenberg's skateboard park has generated tremendous international coverage, including multiple web sites focused entirely upon its existence, such as <http://www.skatethecradle.com/> and others.

Despite the potential for a troublesome language barrier, work resumed nonetheless smoothly, completing on time and on budget. So well did Dreamland get along with the community, that several Austrians have traveled to the US to spend time with Dreamland team as it continues to create award-winning skateboarding facilities.



Brookings, Oregon

Population: 5,447



When skateboarders in Brookings requested that Dreamland design and build a skateboard park “completely

Brookings Statistics

- o Dates: Fall-Winter 2001
- o Size: 8,000 sq. feet

out of the box,” the team delivered

d, introducing the world to a compact, cost effective, nearly perfect park featuring so many possibilities, Thrasher Skateboarding Magazine exuberantly said: “[Brookings] is better than the Dreamland parks that came before it.”

“[Dreamland] came highly recommended by the kids, who were clearly impressed by their skateboarding ability. While this isn’t important to the city, to the kids this is big. They know what the kids want, and their construction was great. The kids really like it, and it’s working out great.”
Leroy Blodgett, City Manager, Brookings, Oregon.

Port Orford, Oregon

Population: 1,153



The skateboarders of Port Orford desired a facility akin to Rattenberg’s new Dreamland-designed and built park, widely hyped in the international

Port Orford Statistics

- o Dates: Winter, ‘01-‘02
- o Size: 3,000 sq. feet

skateboarding publications, but were frustrated with a lack of funds. Dreamland worked to provide the core differentiating features of Rattenberg (including the US’s first concrete “cradle”), while remaining within budget.



Leading information skatepark clearinghouse "Skateoregon.com" gives Port Orford a "10 out of a possible 10," saying: *"Port Orford was designed with confidence, ability and vision. It is simple yet efficient, minimal yet spectacular.... The creators of Port Orford bridge the gap with a technique of "design and build," and built meticulously the transitions, curves and hips with exacting consistency and butter smoothness."*

"Local guys, skatepark grant committee, and the people doing promotions all recommended we use Dreamland. I'd seen some photos of some of their other parks, and heard good reports. Their designs, their construction, and their reputation is all really good. Dreamland does good work". Martha Weaver, City Manager, Port Orford, Oregon.

Hailey, Idaho

Population: 6,200



Hailey Statistics

- Dates: Summer, 2002
- Size: 12,500 sq. feet

Hailey, just south of Ketchum/Sun Valley, Idaho, is home to a large, 12,500 sq. foot facility, which has generated quite a bit international attention. With its inclusion of a full radius concrete pipe 16 feet in diameter - the first of its kind to be built in over 25 years west of the Mississippi - and a 16 foot roll-in with handrails, this park represents a satisfying return for this community's dedicated hard work.

"Dreamland has proven quite easy to work with. They were faced with a committee of concerned parents, and they really took the time and attention to allay fears, giving tours and addressing specific issues, and in the end they won some strong allies. Their community spirit is solid, and their construction quality is unmatched." Andy Andrews, Skatepark Committee Chairman, Hailey, Idaho



Klamath Falls, Oregon

Population: 19,462



Klamath Falls' KAMA lobbied and collected funding to build a large and challenging park. Reviews have been glowing of this relatively out-of-the-way

Klamath Falls Statistics

- o Dates: Fall-Winter, 2002
- o Size: 22,500 sq. feet

skatepark:

Negative Ion (skateboarding web site):

"With a side shoot roll in, no flat, steep walls, big hips and a beautiful over-vert pool coping pocket- its worth the trip from anywhere for this alone. The bottom line: this park is ridiculous. its super smooth, well designed, well built, and well worth the effort to break from the Oregon coast, or the [interstate]5, and get some Dreamland.

Driggs, Idaho

Population: 1,100



Tiny Driggs Idaho is home to a new skateboard park. As with Hood River, Dreamland worked with

Driggs to ensure they were able to maximize their budget.

Driggs Statistics

- o Dates: Sept-Dec, 2002
- o Size: 2,200 sq. feet



Kalispell, Montana

Population: 14,223



Kalispell Statistics

- Dates: July-Sept, 2003
- Size: 6,200 sq. feet

Hood River, Oregon, Phases I and II

Population: 5,831



Short on necessary funds to complete the project in its planned entirety, but anxious to provide a facility that would begin to engage the local community of skateboarders,

Hood River's Parks and Recreation group found Dreamland quite easy to work with in the development of a phased contingency, wherein the beginner-to-intermediate course was completed first, followed by the advanced section, completed in

Hood River Statistics

- Dates: Winter, 2002, Summer 2003
- Size: 3,000 sq. feet, one large bowl

June of 2003. A third

phase is planned, with a curving "snake" section connecting the different areas of the park, sometime in 2003 or 2004.

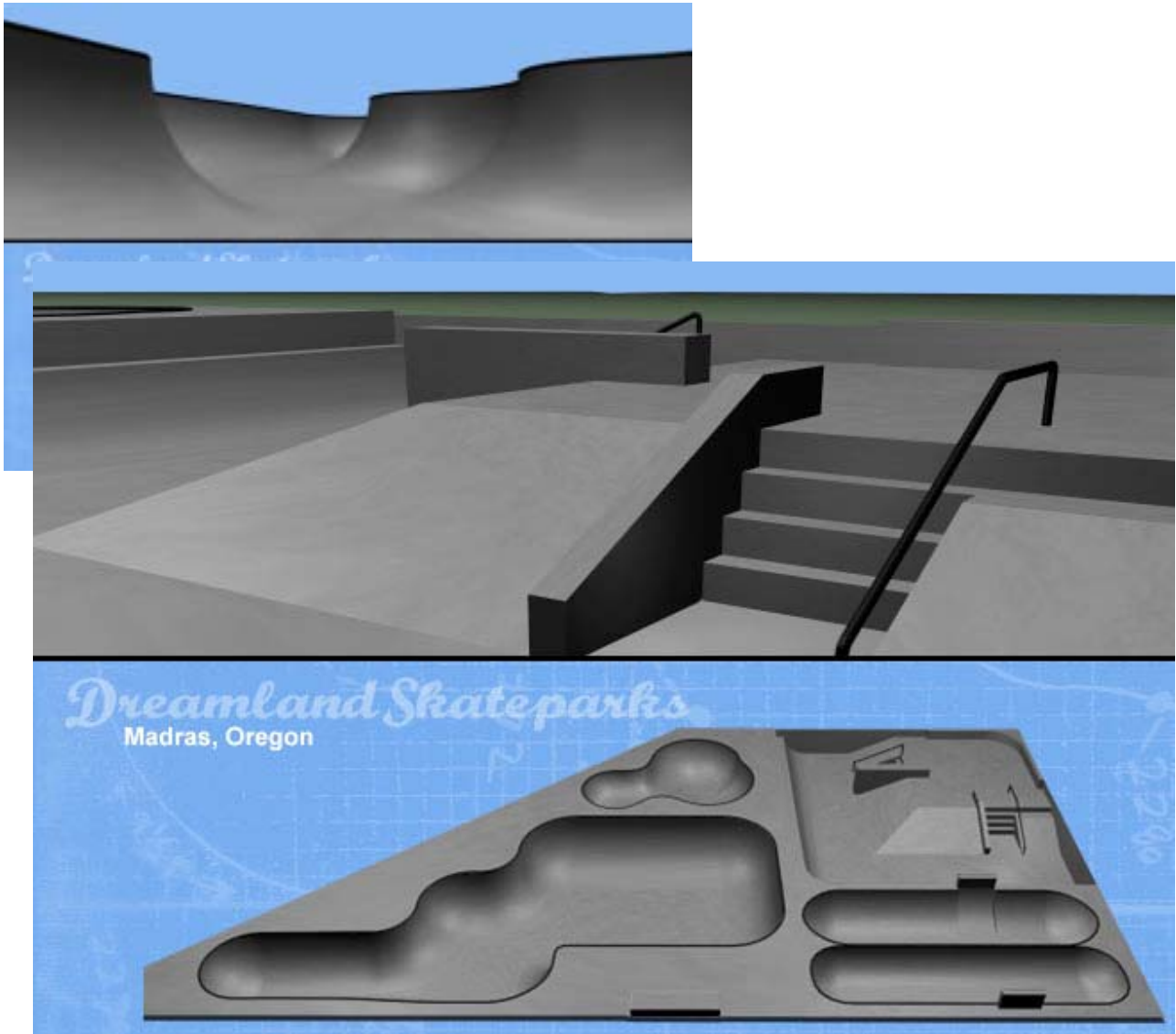




Dreamland Design Projects

The following cities have purchased skatepark designs from Dreamland:

- Mt Shasta, Ca
- Bolonga, Italy
- San Jose, CA – Roosevelt Park
- San Jose, CA – Watson Park
- Madras, Oregon (example shown below):





Dreamland Works in Progress

- Oahu, Hawaii



Dreamland Core Team Qualifications

There are no “cheap laborers” on the team. To be a member you must be a highly skilled skateboarder, a keen skatepark designer, a hard worker, and the finest concrete finisher. Only the best are considered for inclusion to the Dreamland Core Team, including the following:

Mark Scott



Dreamland Contributions

- Lincoln City, OR (I & II)
- Newberg, OR
- Aumsville, OR
- Rattenberg, Austria
- Redmond, OR
- Donald, OR
- Astoria, OR
- Brookings, OR
- Hood River, OR
- Hailey, ID
- Port Orford, OR
- Kalispell, Montana
- Driggs, Idaho
- Klamath Falls, OR

Additional Experience

- Burnside, OR
- Ocean City, MD
- Crested Butte, CO
- Orcas Island, WA
- Butter Bowl, WA
- Westside Bowl, WA

Experience Summary

- 12 years concrete
- 16 years wood
- Skateboarding 25 years

Mike Swim



Dreamland Contribution

- Lincoln City, OR
- Newberg, OR
- Aumsville, OR
- Rattenberg, Austria
- Redmond, OR
- Donald, OR
- Astoria, OR
- Brookings, OR
- Hood River, OR
- Hailey, ID
- Kalispell, Montana
- Driggs, Idaho
- Klamath Falls, OR

Additional Experience

- Burnside, OR
- Jacksonville, OR
- Ashland, OR
- Medford, OR
- Talent, OR
- Westside Bowl, WA
- Rain City, WA
- Butter Bowl, WA
- Orcas Island, WA
- Ballard, WA
- Missoula, MT
- Strawberry, CA

Experience Summary

- 10 years concrete
- 17 years wood
- Skateboarding 27 years



Sage Bolyard



Dreamland Contribution

- Lincoln City, OR
- Newberg, OR
- Aumsville, OR
- Rattenberg, Austria
- Redmond, OR
- Donald, OR
- Astoria, OR
- Brookings, OR
- Hood River, OR
- Hailey, ID
- Port Orford, OR

Additional Experience

- Washington Bridge, CA
- Burnside, OR
- Orcas Island, WA
- Ballard, WA
- Missoula, MT

Experience Summary

- 12 years concrete
- 15 years wood
- Skateboarding 21 years

Tavita Scanlon



Dreamland Contribution

- Lincoln City, OR
- Newberg, OR
- Aumsville, OR
- Rattenberg, Austria
- Redmond, OR
- Donald, OR
- Astoria, OR
- Brookings, OR
- Hood River, OR
- Hailey, ID
- Port Orford, OR

Additional Experience

- Burnside, OR
- Newport, OR
- Siletz, OR
- Lincoln City, OR
- Butter Bowl, WA
- Orcas Island, WA
- Ballard, WA
- Missoula, MT

Experience Summary

- 4 years concrete
- 4 years wood
- Skateboarding 16 years

Other members who are Dreamland core-team hopefuls include:

Aaron Rawlings

Dreamland Contribution

- Lincoln City, OR
- Donald, OR
- Klamath Falls, OR
- Kuna, ID

Experience Summary

- 8 years concrete
- 5 years wood
- Skateboarding 19 years

Additional Experience

- Burnside, OR

Howard "Purple" Harmon

Dreamland Contribution

- Klamath Falls, OR
- Hood River, OR
- Kuna, ID
- Driggs, ID
- Kalispell, MT

Experience Summary

- 8 years concrete
- 5 years wood
- Skateboarding 19 years

Additional Experience

- West Lynn, OR



Contact Dreamland

Contact Dreamland today and see how our team can enhance your community's investment in its recreational future.



The Dreamland team hard at work on Lincoln City, Oregon's now world-famous skatepark. Summer, 1999

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