

James Wheeler  
City Manager  
Berlin City Hall  
168 Main St.  
Berlin, NH 03570



**REQUEST FOR PROPOSALS FOR  
BERLIN SKATEPARK DESIGN/BUILD SERVICES**

Dear Mr. Wheeler,

Grindline Skateparks appreciates the opportunity to submit our proposal to the City of Berlin for Design-Build Services on the new skatepark project planned in Community Field. We are a skatepark design-build firm exclusively engaged in the planning, design and construction of cast-in-place concrete skateparks. Grindline was incorporated in Washington State on April 8, 2002 and has since been evolving the science of skatepark design and construction, resulting in a redefinition of the sport. When it comes to skatepark specialists, our ability to translate the needs of a community into new landscapes of skateboard terrain is unrivaled by any other company in the world.

Grindline will manage this project as the Prime Design Consultant and Contractor and call on our associates at VHB for site civil design and permitting services. It is our understanding that the City would like to utilize as much of the available footprint in the south end of the parcel and has graciously offered their own forces to complete selective site work for the awarded design-builder. Grindline has a great deal of experience working with in-kind donations including scope performed by City forces to stretch the budget and offer invaluable support. Under Grindline's direction, a soft match of \$25,000 can save twice that in costs by performing site preparation, earthwork and assistance with drainage installation. Capitalizing on a Public Works Department's local resources and experience with the site will really enhance the value of the project. Our experience as national skatepark designers combined with the Team's familiarity with the local processes and procedures will help ensure a smooth and successful design and construction process.

At Grindline, we have always been inspired by a community wanting to bring a skatepark to their residents and, in turn, we feel it is our responsibility to use our talents and resources to make that happen. Within our submission you will find information about our team, previous project experience and our design methodology. Collectively, we are enthusiastic about this project and the prospect of developing a Skatepark that will meet the needs of Imperial and serve as an active recreation destination for the youth and families of the community.

As Grindline's Chief Executive Officer I am authorized to make representations on behalf of Grindline and to legally bind Grindline to any contracts. If you have any questions regarding our proposal, feel free to contact me by my email or phone number below.

Sincerely,

A handwritten signature in blue ink, appearing to read "E. Giaquinta".

Emily Giaquinta  
Chief Executive Officer  
**GRINDLINE SKATEPARKS**

## ■ WHO WE ARE

**G**RINDLINE SKATEPARKS provides a bridge by connecting local youth who have a passion for skateboarding with the city's goal of providing a safe, durable park, which also enhances the community it will serve. Grindline produces the most innovative, original skatepark designs out there today – building custom recreational experiences for skateboarders and residents alike. Grindline is skater-owned and operated so as life-long skateboarders, Grindline can translate the needs of local skaters into a skatepark design that works

for them now and into the future. Our reputation is based on the close connection we have with skateboarders as we always put the enjoyment of the skateboarding experience first. We have had the pleasure of planning, designing and constructing all types of skate terrain including street plazas, bowl complexes, and hybrid-parks that include both transitional and street features. Our parks range in size from the largest skatepark in North America all the way down to a single skate obstacle. Regardless of square footage, skaters are riding our parks from dawn to dusk.

### **Our team is the most qualified for this project because we are:**

- Experienced in design and construction of all types of skate terrain, whether a street plaza, a bowl complex or a hybrid-park with both transitional and street features. Our diverse resume includes over 250 projects to date.
- Pioneers of unique skate experiences. Whether it is for a professional skate competition or a beginners' skate camp, we create designs for the enjoyment of the full spectrum of skate enthusiasts.
- We are not only skatepark designers, but skatepark builders specializing exclusively in custom, cast-in-place concrete construction. Our vast experience of over 200 skatepark construction projects provides us with intimate knowledge of construction costs as they relate to intricate designs. This allows us to provide more accurate and predictable cost estimates.

## **GRINDLINE SKATEPARKS For Skateboarders, By Skateboarders.**



## WE DESIGN. WE BUILD. WE SKATE.

Your project site is unique, and so is your community. Your skatepark should be too. Grindline offers custom skatepark designs tailored to your end users that blend appropriately with the existing surroundings at your project site. We'll collaborate with you to design the perfect park, and then our crew of concrete craftsmen will turn the concept into a skatable reality. What happens next is up to you.

### WE DESIGN.

**Our team conducts site visits to evaluate potential sites and conduct in depth site planning.** An in person visit allows us to discover the specific opportunities and constraints unique to your project site. We look at topography, drainage, test soil and subsurface conditions, examine internal and external circulation, and consider the existing and future adjacent uses of the site. Once we thoroughly understand the project site, we begin the design process.

Grindline's approach to design has a collaborative focus. **We begin the design process with a sequence of community meetings to educate the community about the design process and gather stakeholder input.** Stakeholders include active and passive skatepark users, community members, City Staff, and other relevant interest groups. We'll guide the ultimate vision for your skatepark, with your stakeholders as our key collaborators. The end result is a design produced from the ideas of all stakeholders involved.

### WE BUILD.

**Grindline Skateparks specializes in cast in place concrete construction. Our construction methods incorporate highly skilled shot-crete, flat work, masonry, and carpentry techniques specific to building skatepark architecture,** and our green construction techniques keep your community clean. Standard concrete contractors can't replicate our level of expertise when it comes to constructing custom skatepark designs.

As a full service design/build contractor exclusively engaged in skatepark development, **Grindline's design experience provides us the ability to accurately control budgets and value engineer our projects as we progress through the construction schedule.**

### WE SKATE.

Once we finish construction, go skate. In order to celebrate a successful collaboration, **Grindline Skateparks offers Opening Ceremony & Special Events services** including pro skateteam demos, skateboarding lessons for beginners, product give aways, and performances by Grindline The Band.

**And Grindline offers an unconditional written warranty on all building materials and workmanship for one (1) year from the date the park was substantially complete, so you can skate worry free.**

## ■ KEY TEAM MEMBERS

**G**RINDLINE SKATEPARKS will serve as the Prime Design Consultant & Contractor on this project and assign our senior principals to manage all deliverables of the project throughout its' lifespan. This veteran team has collaborated on design and construction projects since 2005 – longer than any other team in the industry.

### GRINDLINE SKATEPARKS

#### **MATT FLUEGGE - Senior Project Manager**

As Grindline's Senior Project Manager for the past 11 years, Matt oversees all of Grindline's design and construction projects. On this project, he will be responsible for QA/QC and cost estimating as well as coordination with the rest of the design team during the project. He develops project scope and budgets, generates accurate cost estimates, oversees preparation of project documents, communicates with clients, and manages schedules. Matt has extensive interdisciplinary experience from leading design teams and working with architects, engineers, surveyors, and artists. Matt reviews and approves all project deliverables, attends site meetings, handles changes in the scope of contracts and gets final acceptance of the projects. Matt's a life-long skater with years of field experience in concrete and seasoned in managing skatepark design and construction projects having produced bid documents and successfully completing millions of dollars' worth of public works projects for Grindline.

#### **MICAH SHAPIRO - Lead Designer**

Micah Shapiro will serve as Grindline's Project Manager, Community Liaison and Lead Designer for this project. He will be the day to day contact for project throughout the duration and will be the Grindline representative to attend all meetings. His 30 years of skateboarding years of experience in the industry, both as a team manager and a designer of professional contest courses, provide key insight into popular trends and the future of skateboarding. Over the past 12 years he has served as the lead designer on over 200 Grindline projects and is well versed in the intricacies of working on a project of this type and scale. Mr. Shapiro has extensive experience in coordinating community input as well as balancing the needs of different user groups in order to provide a facility designed to accommodate all ages and abilities. Mr. Shapiro also has extensive experience with managing multiple subconsultants on projects. His responsibilities include overall management of the project, facilitating the community meetings for the project, coordination between the members of the design team and the client, and design of the skatepark elements.

### VHB

For more than 35 years, VHB has been working to improve mobility, enhance communities and economic vitality, and balance development and infrastructure needs with environmental stewardship. Our team includes engineers, scientists, planners, and designers—each of whom values embracing our clients' goals, anticipating challenges, building long-lasting partnerships, and providing exceptional service. Most importantly, however, the VHB team understands that every community in New Hampshire is unique. Our local office, based in Bedford, was established in 1987, affording us a long history of serving municipalities across the state. This history has helped our staff of 65 professionals understand that learning the vision and challenges, needs and wants, of each community is integral to delivering successful project solutions.





## MATT FLUEGGE

Senior Project Manager

### EDUCATION

**Bachelor of Landscape Architecture**  
Washington State University

**Post Graduate Project Management Program**, University of Washington

### PROFESSIONAL EXPERIENCE

**2003 - Present**  
*Principal Project Manager - Design*  
Grindline Skateparks

**2003 - Present**  
*Principal Project Manager - Build*  
Grindline Skateparks

**Qualifying Party for State Contractor's License**  
ID, OR, CA, AZ, HI, NM, WV, FL, NC, SC, LA, MS, MT, WA, VA

## KEY PROJECTS

### Kiwanis Skatepark *Lewiston, ID*

As Principal Project Manager for the Design and Construction of the 14,000 sq. ft. Lewiston Skatepark, Matt was responsible for managing the design team as well as working closely with the City to maximize project funding. Through the use of labor performed by City personnel and local, in-kind, material donations, Matt was able to maximize the project construction budget and overall skatepark footprint. Matt continued this coordination throughout the construction phase by orchestrating sequencing between the Grindline crew, City of Lewiston work crews, subcontractors, and material suppliers. In the end, the City of Lewiston was able to add an additional bowl due to the value engineering led by Grindline. The addition was easily implemented as it was considered during the design phase and included in the construction documents as an add alternate.

### Lee and Joe Jamail Skatepark *Houston, TX*

Mr. Fluegge served as the Principal Project Manager for Design and Construction. Tasks included coordination with multiple disciplines of the design team, landscape architects, civil and structural engineers, In house management of conceptual design and construction documents and preparation of preliminary and final cost estimates, development and implementation of solutions to resolve issues of budget constraints, underground utilities, unsuitable soil conditions, review and approval of final as-built drawings including drainage system and steel placement, and management of the \$800,000 construction project through certificate of occupancy from City of Houston Building Department.

### Judkins Park Skatepark *Seattle, WA*

Matt Served as Principal Project Manager for both design and construction of the Judkins Skatepark project in Seattle WA. Mr. Fluegge worked with an in house Seattle Parks Landscape Architect and Project Manager throughout the design and construction to ensure a cohesive process throughout the entire project. This facility also consisted of further coordination between 4 public agencies: Seattle Parks & Recreation, Department of Planning and Development, Seattle Department of transportation, and Washington State Department of Transportation. The final design implemented strict on-site drainage infiltration requirements while playing off of the "Mountains to Sound" theme of the adjacent I-90 Freeway corridor.

*Kiwanis Skatepark*





## ■ KEY TEAM MEMBERS



### MICAH SHAPIRO

Lead Designer

#### EDUCATION

##### Associate of Arts

Green River Community College  
*AutoCad, Rhino, Microsoft Project, Project Management*

**Post Graduate Project Management Program**, University of Washington

#### PROFESSIONAL EXPERIENCE

##### 2005 - Present

Lead Designer  
*Grindline Skateparks*

##### 2005 - Present

Community Liasion  
*Grindline Skateparks*

#### SKATEPARK PHILOSOPHY

Skateboarders themselves inspire the design that provides the outlet to develop their skills and talents.

## KEY PROJECTS

### Steel Bridge Skatepark

*Portland, OR*

Mr. Shapiro served as the Skatepark Designer on a multi-disciplinary team tasked with a development plan for the Steel Bridge Skatepark in Portland, OR. The goal of this project was to create a unique urban landscape, able to serve as both a regional attractor and more community-based gathering space which accommodates both skaters and non-skating observers. Responsibilities included integrating the flow of the street skating and transitional bowls into the site's existing topography of buttresses and swales, coordination with the rest of the design team, and presenting information to the stakeholder groups involved in the project. The result is a true urban downCity park, primarily focused on integration of components and creating a safe, aesthetically pleasing and sustainable hybrid of architecture, landscape, infrastructure, and public art.

### Spring Park

*Houston, TX*

Mr. Shapiro served as the Lead Designer for this project, which is the largest skatepark in North America. With 78,000 sq ft of skateable concrete, expectations were high for this project. There was also large turnout at the community meetings with differences of opinions with regards to the skateable elements that should be in the park. Through thoughtful facilitation of the public input process and careful design, Mr. Shapiro was able to find consensus among end users to come up with a design that met the bar that a project of this nature required.

### Jefferson Skatepark

*Seattle, WA*

The selected site for the Jefferson Skatepark was constrained on all side by existing park elements and require careful attention to grading and avoidance of underground utilities to integrate the skatepark with it's surroundings. As the Project Manager and Lead Designer on this project, Mr. Shapiro was able to find consensus among end users to come up with a design that fit the park within these constraints, while maintaining a design that the stakeholders requested. During construction, Mr. Shapiro conducted a pre-construction meeting and numerous site visits to supervise construction as well as providing clarification on RFI's to ensure the success of the park.





## EDDIE LAWRENCE

Construction Manager

### PROFESSIONAL EXPERIENCE

**2003 - 2016**  
Field Superintendent

**2017 - Present**  
Construction Manager

### SKATEPARK PHILOSOPHY

Our edge over our competition is that our foremen come up with field alternates which can translate into plan ideas that value engineer and further improve our designs. They are able to make these new concepts work because of their years of concrete construction experience as well as years of skateboarding experience.

## KEY PROJECTS

### Pitcher Park Memorial Skatepark *Carnegie, PA*

The site has a gentle slope nestled among mature trees creating an ideal setting, however, this slope presented a challenge during the design process. A shelf was created running across the hillside to accommodate the skatepark and grading had to avoid disturbing any of the mature trees. Also, the drainage required onsite retention so as not to overload the city's stormwater system downstream in the event of a major storm event. The skatepark committee and local skating community desired a signature feature that would make the skatepark stand out in the region. Grindline delivered a 20' fullpipe, the only full pipe within a 500 mile radius. Grindline assisted the Pitcher Park Foundation in fundraising and soliciting in-kind donations by providing 3D concepts as well as detailed cost estimates and material take offs throughout the design process.

### Cleveland Flats Skatepark *Cleveland, OH*

Grindline was selected as the design-build contractor due to our ability to handle complex projects. Our resume of world class cast-in-place skateparks earned the trust and support of the local skateboarding community while our professional track record exceeded the expectations of city departments. The skateboarding community insisted that the park include transitional bowl features yet the project site is located on waterfront property with a shallow water table and poor soil conditions. We "bridged" the unsuitable soil issue by importing structural fill in order to build up from existing grade to accommodate the request for bowls and stay above the water table. Extensive subsurface drainage was also installed as an extra safe guard to avoid ground water issues, and to also alleviate hydrostatic pressure resulted from saturated soils.

**Eddie Lawrence has 20 years of skatepark building experience**, has been a foreman for Grindline for 14 years and now acts as Grindline's Construction Manager. Eddie's strengths are his extensive knowledge of site management, attention to detail, his innovation in developing cost effective construction techniques for skateparks, and his ability to drive productivity and stay on schedule.



*Tony Hawk  
at Pitcher Park Memorial Skatepark*



## ANDY KROPFF

Field Superintendent

### PROFESSIONAL EXPERIENCE

**2017 - Present**  
Field Superintendent  
*Grindline Skateparks*

**2005 - 2016**  
Concrete Craftsman  
*Grindline Skateparks*

### SKATEPARK PHILOSOPHY

Andy grew up in Dayton, Ohio and started skateboarding at 9 years old. There is not a park, street, pool or ramp that he will not attempt. Andy brings crucial skateboarding experience to the construction projects he oversees for Grindline and uses that knowledge to visualize the project start to finish. Skate-ability is the #1 priority for Andy's projects and by collaborating with the Design Team, Andy can share ideas on adjusting plans to make sure all Grindline's skatepark are as good to skate as possible.

## KEY PROJECTS

### Virgil Flaim Skatepark

Seattle, WA

The Lake City Skatespot project was community-initiated and includes a neighborhood skatespot with colored concrete, a relocated and resurfaced the basketball court and other improvements at the park. The community and City of Seattle relied on Andy to carry out this initiative and construct a skatepark for all skill levels and abilities. During construction, the community offered an additional grant to color sections of the skatepark. Andy resequenced 3 critical milestones to allow time to have the grant funded, color added and still preserve the overall project schedule. Andy was able to achieve substantial completion as scheduled even with delays due to an adjacent City water system.

### Enchantment Park Skatepark

Leavenworth, WA

Grindline was awarded the Leavenworth Skatepark Design Build project in fall of 2016. The local community had been heavily involved in getting the City to commit to the skatepark and there was many different opinion as to what elements and features should be included in the design. Through a series of community meetings as well as Internet meetings, grindline met with community members to work through issues and find consensus for the design of the park. As part of a larger park with many other existing uses, integration of the skatepark was of utmost importance. During construction, there was still debate on a section of the bowl - right up to the point of formwork. Andy was able to communicate his approach to the bowl and gain consensus on the final layout. Working closely with City Staff, design additions were still possible right up until the final pour that brought the skatepark from great to greatest.

### Vista Skatepark System

Vista, CA

Grindline was selected to lead a multidisciplinary Design/Build team to design and construct two skateparks for the City of Vista. As Field Superintendent, Andy managed two sites located one block apart and, working with the City's team of inspectors and engineers, oversaw the construction of the project. The scope included the skatepark itself as well as pedestrian improvements (a new signal and pedestrian barrier), parking lots, alleyway improvements, prefabricated restrooms, sports lighting and a custom iron fence fabrication.







**EMILY GIAQUINTA**  
Chief Executive Officer

### EDUCATION

**Bachelor of English & Business**  
Washington State University

**Post Baccalaureate Study  
for Certified Public Accounting**  
Central Washington University

### PROFESSIONAL EXPERIENCE

**2016 - Present**  
Principal & Chief Executive Officer  
*Grindline Skateparks*

**2007-2016**  
Principal & Chief Financial Officer  
*Grindline Skateparks*

**2003-2007**  
Controller  
*Grindline Skateparks*

## KEY PROJECTS

### Vista Skateparks *City of Vista, CA*

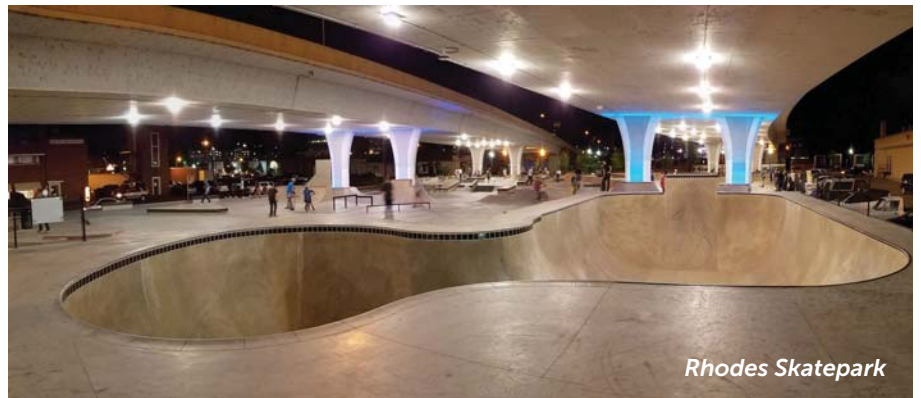
The City of Vista awarded Grindline the design-build contract for their Santa Fe Avenue skateparks based on our experience and qualifications. The two selected sites sit roughly one city block apart from each other and planned improvements to sidewalks, alleyways and utility infrastructure were desired as part of the overall skatepark project. This \$3.1M contract required a high level of attention and coordination of multiple municipal entities, specialty subcontractors and Grindline manpower. The project generated only a single change order for additional pedestrian crossing improvements and traffic signals which increased the overall expenditure by less than 5% of the original budget.

### Ogden Skatepark *City of Wilmington, NC*

Grindline designed the Ogden Skatepark and later won the construction bid to build this North Carolina 10,000 sq ft skatepark. After the design was completed, the Tony Hawk Foundation partnered with New Hanover County to add a competition level bowl to the existing design. By working through budget limitations with the County, Grindline was able to identify scope the County could perform with their own forces and allocate funds back into the budget to construct not only the planned phases but also the Tony Hawk Bowl addition. The collaborative effort on the contract, budget and scope resulted in the County opening a skatepark that went well beyond the expectations of the community.

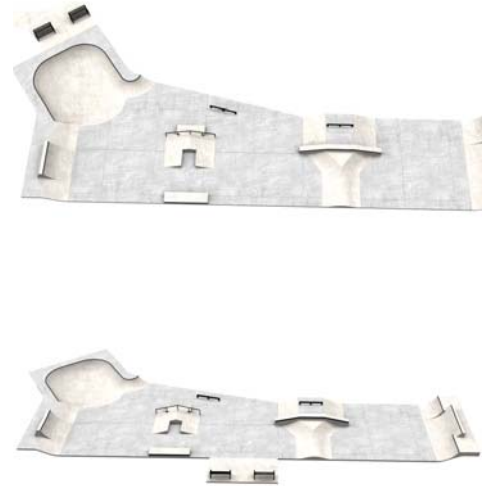
### Rhodes Skatepark *City of Boise, ID*

Rhodes Park is a premier Northwest skateboarding destination with more than an acre of covered concrete skateable terrain. The J.A. and Kathryn Albertson Family Foundation, alongside the Boise Skateboard Association and the City of Boise funded and hired Grindline to facilitate the community collaboration and partnership for this design-build contract. Working with the City, the Foundation, their 3rd Party Owner's Representative and the greater Boise community, Grindline brought all stakeholders' interests together into this 35,000 sq foot skatepark facility.



*Rhodes Skatepark*

## PAST EXPERIENCE



### OWNER/LOCATION

Town of Madisonville, KY

### GRINDLINE'S SCOPE

Prime Consultant and Contractor

### DESIGN

December 2016 – February 2017

### CONSTRUCTION

March – May 2017

### BUDGET

Design & Construction: \$214,000

### SIZE

4,000 SQ FT

### PROJECT TEAM

Matt Fluegge  
Project Manager

Micah Shapiro  
Lead Designer

David Palmer  
Site Superintendent

### CONTACT

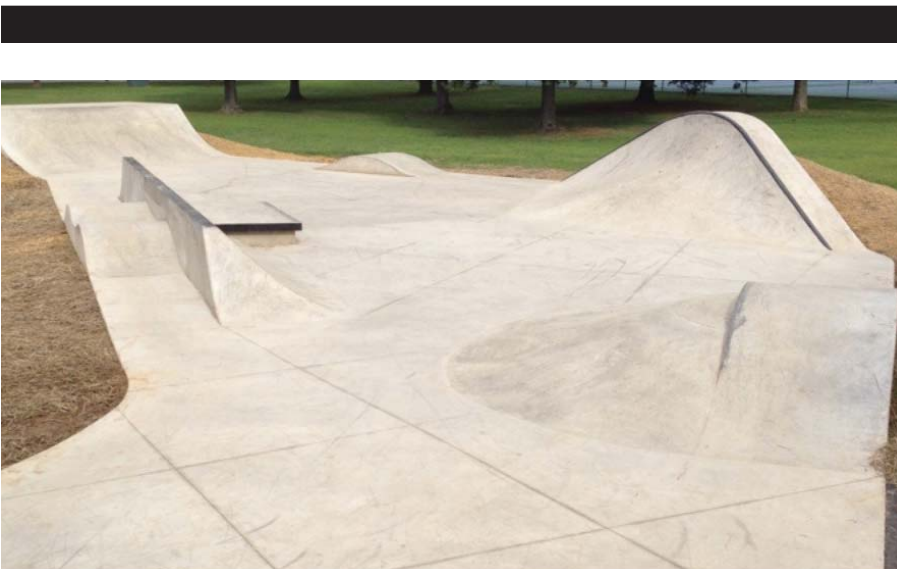
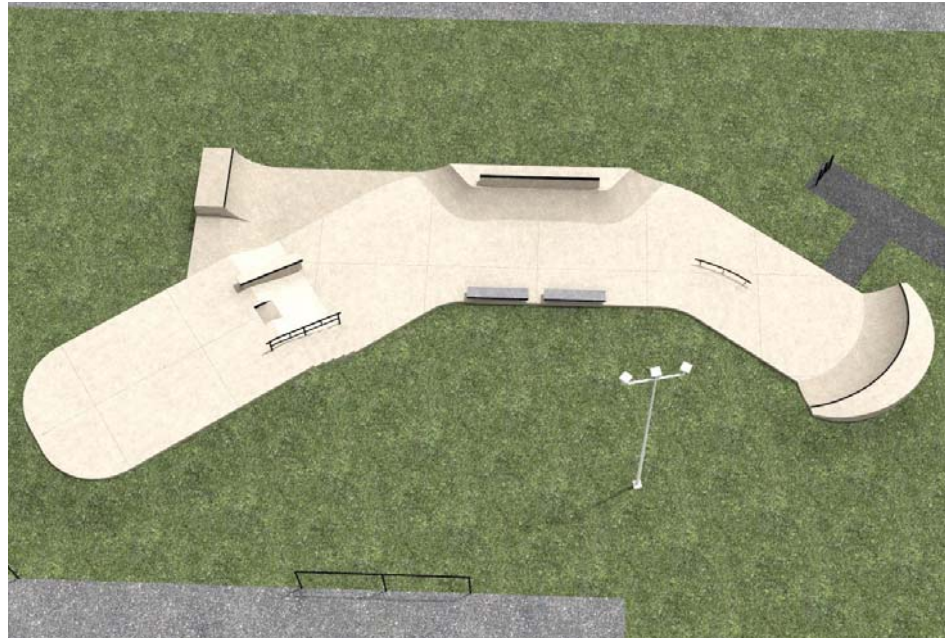
Frank Wallace  
Building Official, City of  
Madisonville, (206) 628-9133  
fwallace@madisonvillegov.com

## MADISONVILLE SKATEPARK Seattle, WA



The City of Madisonville had a limited project funds of \$100,000 for their skatepark so a phased design was developed. However, at the time of final design development, Grindline identified scope that the Town could perform using its own forces including striping the site, placement of subbase, installing a catch basin and running drain line for the skatepark as well as complete landscape restoration. The City also donated site rentals such as a dumpster, roller and late compactor. This allowed Grindline to "double" the budget for the skatepark and include a skateable retaining wall along the perimeter of the property. The final value of the skatepark budget was increased to \$214,000 allowing the full design plus more to be constructed.





**G** grindline was selected to design and construct two neighborhood skatepots for the City of Newark. Through a series of community meetings Grindline worked with the skaters of Newark to implement two complimentary skatepots, one in Handloff park and the other in Phillips Park. Both sites were located in existing multi-use parks, making integration a key component of the design process. As Grindline worked through the design process the local community was actively raising additional funds. Grindline designed phase two's for both projects contingent on the community's fundraising. An old piece of train track was discovered at the Phillips park during site clearing and Grindline was able to refurbish it and include it in the park as a feature. Our flexibility with both in-house design and construction allowed for easy changes to the overall design depending on the final outcome of the community fundraising efforts. Both skatepots were completed on schedule and budget and have been getting rave reviews from the local community.

## NEWARK SKATESPOTS Newark, DE

### OWNER

City of Newark, DE

### GRINDLINE'S SCOPE

Prime Consultant and Contractor

### DESIGN

January - April 2013

### CONSTRUCTION

May - September 2013

### BUDGET

Design & Construction: \$150,000

### SIZE

2,500 SQ FT

### PROJECT TEAM

Matt Fluegge  
*Project Manager*

Micah Shapiro  
*Lead Designer*

Eddie Lawrence  
*Site Superintendent*

KCI Technologies  
*Civil Engineering*

### CONTACT

Joe Spadafino  
*Recreation Superintendent*  
Newark Parks & Rec Dept  
(302) 366-7060  
spadafino@newark.de.us



## PAST EXPERIENCE



**OWNER**  
Town of Marshfield, MA

**GRINDLINE'S SCOPE**  
Designer & Prime Contractor

**DESIGN**  
October 2014 - March 2015

**CONSTRUCTION**  
September 2015 - April 2016

**BUDGET**  
Design: \$19,600  
Construction: \$380,000

**SIZE**  
8,500 SQ FT

**PROJECT TEAM**  
Matt Fluegge  
Project Manager

Micah Shapiro  
Lead Designer

Eddie Lawrence  
Site Superintendent

KCI Technologies  
Civil Engineering

**CONTACT**  
Doug Russell  
(781) 974-9417  
D\_G\_Russell@hotmail.com

Chris J. Cunio  
(617) 670-8514  
CCunio@mgmlaw.com

# UNCLE BUD'S SKATEPARK Marshfield, MA



The original Marshfield Skate Park, commonly known as “Uncle Buds Skate Park” was completed in 2005 and had reached the end of its lifespan due to weatherization and wear & tear. In 2013, a group called Friends of Uncle Buds Skatepark set out to improve the skatepark and came up with a plan for a multi-use skate plaza in Marshfield Center. Grindline’s proposal illustrated stakeholders objectives and the project was awarded to our firm. Blending the diverse wish lists of multi-generations of skate enthusiasts resulted in a design meeting the needs of the entire community. Careful consideration was taken with design knowing funding was limited and being raised by the community. Through accurate and careful cost estimating the community could direct where they wanted the dollars spent. Construction was completed on schedule in April 2016 and the park has opened to rave reviews.





In 2010, the skaters of Herndon and Grindline collaborated to create a design that would suite the skaters and the community alike. The design encompasses street features such as banks, stairs and a variation of different sized ledges. With consideration for the transitional skaters, the design also incorporates a flow bowl the has been praised for exceptional flow. Herndon's first skatepark has exceeded expectations and proves to be a valuable asset to Northern Virginia.

## HERNDON SKATEPARK

Herndon, VA

### OWNER

Town of Herndon, VA

### GRINDLINE'S SCOPE

Prime Consultant &  
Construction Administration

### DESIGN

February 2010

### CONSTRUCTION

July 2010

### BUDGET

Design: \$24,400  
Construction: \$175,000

### SIZE

4,200 SQ FT

### PROJECT TEAM

Micah Shapiro  
*Lead Designer*

Matt Fluegge  
*Construction Administrator*

### CONTACT

Cindy Roeder  
*Project Manager*  
Town of Herndon  
(703) 435- 6800 x2123  
cindy.roeder@herndon-va.gov



## PAST EXPERIENCE



**OWNER**  
Town of Bingen, WA

**GRINDLINE'S SCOPE**  
Designer &  
General Contractor

**PHASE 1**  
Design  
June 2010  
Construction  
October – November 2010

**PHASE 2**  
Design  
August 2013  
Construction  
October 2013 – January 2014

**BUDGET**  
Design: \$24,400  
Construction: \$175,000

**SIZE**  
Phase 1: 6,000 SQ FT  
Phase 2: 3,500 SQ FT

**PROJECT TEAM**  
Matt Fluegge  
Project Manager

Micah Shapiro  
Lead Designer

David Palmer  
Site Superintendent

Mackay & Sposito  
Landscape Architecture  
Civil Engineering

**CONTACT**  
Jan Brending  
Project Manager  
(509) 493-2122

# BINGEN SKATEPARK

Bingen, WA



In December 2009 Grindline was contracted by the City of Bingen to design and construct a skatepark in City Park. Through a series of community meetings, Grindline presented and refined concepts until a preferred concept was achieved. Grindline used the natural slope of the site to position the bowl elements so that they could tie in easily with existing drainage. A large tree was preserved at the site and the skatepark was designed around it to create a racetrack that skaters could loop around continuously. Construction was completed on budget and schedule and the skatepark has been a welcome addition to the City of Bingen's recreational facilities.





# BURLINGTON SKATEPARK

Burlington, VT

## OWNER

City of Burlington, VT

## GRINDLINE'S SCOPE

Skatepark Consultant

## DESIGN

June – December 2010

## CONSTRUCTION

2016

## BUDGET

Design: \$45,000

Construction: \$576,000

## SIZE

21,250 SQ FT

## CONTACT

Kirsten Merriman Shapiro  
Community &  
Economic Development Office  
City of Burlington  
kmerriman@ci.burlington.vt.us  
802-865-7284

## PROJECT TEAM

Matt Fluegge  
*Project Manager*

Micah Shapiro  
*Lead Designer*

TCE Engineering  
*Civil Engineering*

The Burlington Skate Park Advisory Committee (SPAC) worked with Burlington's Community Economic Development Organization along with the Parks Department to create a new 20,000 sq ft concrete skate park as part of the larger redevelopment of the Moran Plant. The design features 20,000 sq/ft of skateable concrete which will appeal to skaters of all ages and abilities. SPAC asked Grindline to create a design that includes several signature features that will be completely unique to the Burlington Skate Park, a large street section with plenty of stairs, ledges and rails, and a flow bowl with depths of 6-12 ft complete with sections of pool coping and tile. In order to tie the skatepark in with the local community, Grindline created a skateable sail sculpture to reflect the maritime history of Burlington being located on Lake Champlain, as well as a manual pad shaped like the state of Vermont.

The skatepark went out to bid in August 2014 as part of a larger waterfront renovation project and was awarded at the engineer's estimate Grindline set for the project. During construction Grindline provided Construction oversight to ensure that the project was constructed to plan, schedule and budget. The park opened in Fall 2016 to rave reviews and has been a hit with local skateboarders as well as users from around the greater New England area.



## ■ PAST EXPERIENCE



### OWNER/LOCATION

City of Stamford, CT

### GRINDLINE'S SCOPE

Skatepark Design &  
General Contractor

### DESIGN

February - April 2007

### CONSTRUCTION

April - August 2007

### BUDGET

Design: \$20,000  
Construction: 295,000

### SIZE

10,000 SQ FT

### PROJECT TEAM

Matt Fluegge  
*Project Manager*

Micah Shapiro  
*Lead Designer*

Eddie Lawrence  
*Site Superintendent*

## SCALZI SKATEPARK Stamford, CT



Our fluency in all aspects of skatepark design and construction, particularly the intricacies of public work projects, allows us the flexibility to meet demanding schedules. In Stamford, Grindline needed to apply an accelerated design schedule in order to meet a construction completion date coinciding with the end of the school year. Grindline travelled to Stamford to present the preliminary conceptual design to the client and community and then revised and presented a final concept based on the client and community comments in a 24-hour turnaround. We then leveraged our in house design capabilities to complete and submit construction documents within the following week. Other challenges with project included integrating the skatepark into a fully functional existing park and coordinating construction so as not to affect current park uses.



# PROJECT DESCRIPTION

## PHILOSOPHY

Our principal design philosophy is based on our recognition that every community and project site is unique – requiring a skatepark design tailored to its location. To do so, our approach is based on four fundamentals:

- Community Involvement & Public Participation
- Timeless Designs that appeal to all ages and skill levels
- Integration & Context
- Efficient Engineering, Sustainable Design and Budget Management

## KICKOFF

Our Design process begins with a sequence of preliminary meetings establishing the specific goals, communication plan and expectations of the project. Collecting this information up front is essential to an efficient and creative design. Grindline's approach has a collaborative focus - in order to determine the best direction for a community Skatepark gathering stakeholder input is key. Stakeholders include active and passive skatepark users, community members, City Staff and other relevant interest groups. The "Kick Off" meeting with the Client and Design-Build Team is targeted on finalizing project objectives including scope, schedule and budget. Our team reviews all existing site information to determine if additional site information is needed.

## PUBLIC MEETINGS

Through a series public meetings, we will engage park users and the surrounding community throughout the design journey with a professional, organized and fun attitude. In between public meetings, we will conduct a meeting with City Staff to seek final input on the design elements and amenities to be included with the skatepark. These public input sessions will allow us to educate the community about the design process, establish open lines of communication and determine the ultimate vision for the skatepark. If a member of the community cannot attend an open house, we encourage them to contact us through email or our online forum that we can provide for this project.

In order to address community members' varied ideas and ideals about skatepark design, our working sessions are highly interactive. In addition to vetting important issues through meaningful discussion, we encourage other types 'hands on' involvement such as writing, sketching, and real time modeling of park ideas/elements alongside our team within the meetings. Our goal is to find consensus among different stakeholders and bring them together by identifying commonalities among them and using those to drive the skatepark design.

## PUBLIC INVOLVEMENT

Grindline's communication plan will use "brick & mortar" channels, like skateshops and local schools, as well as social media such as Instagram and facebook to help incorporate the diverse interests and cultures of the community. By "sharing" information, posting concepts, and collecting feedback on a facebook page created for the project, we will utilize our reach to promote the project. With over 47,000 facebook followers, Grindline has a massive network of skateboarders and BMX riders from around the world. Grindline will use this resource to connect with the local community, to collect input, and to organize meetings with stakeholders and end users.

## SITE ANALYSIS

In order to properly site the skatepark and associated amenities we would start with a thorough site analysis looking at the following items:

- **Existing site conditions** - Portions of the site have some fill areas, however, the site is stable. There is an approximately 24" RCP drain line on the north end of the designated site. Designs are to take this constraint as well as other existing features into consideration. The project area is within the protected shoreland associated with the Androscoggin River, but based on our preliminary calculations, the existing lot has an impervious cover of approximately 16 percent, which will increase to 18 percent following the construction of the skate park. As such, the project will only require a basic filing to conform to the NHDES Shoreland Water Quality Protection Act. Our Subconsultant, VHB, will prepare a Stormwater Technical Memorandum for the project for submission to the NHDES during the State permitting process.
- **Existing and future adjacent uses** – The skatepark will need to integrate with any existing and future adjacencies. We will place the skatepark onsite so there is buffer between the skatepark and existing sidewalk. We will create a connection to the sidewalk that runs along the south side of the park to provide access.
- **External Circulation** - We will want look at how will users get to the skatepark via car, bike, foot, etc. and determine if any improvements need to be included in the current and future phases of the project to allow safe access to the skatepark.
- **Internal Circulation** - This involves looking at proper placement of amenities as well as traffic patterns and circulation through the park. For all projects, we scrutinize the location and placement of the proposed skate features to ensure a smooth flow through the skatepark for end users and avoiding potential collision routes or blind spots. We will also make sure that there is a safe way for spectators to enjoy the facility through properly locating the entrance to the facility and amenities such as viewing/ resting areas.

## PROJECT SITE



## CONCEPTUAL DESIGN

Conceptual Designs illustrate our skatepark philosophy to key stakeholders and the community in interactive, full color presentations of the custom skate features and facilities included in the project. 3D models allow us to clearly and effectively communicate our skatepark concepts to the client and community as well as assist in the development of accurate costs estimates and material take-offs. The end result is a design produced from the ideas and recommendations of ALL stakeholders involved with the project. We utilize our skatepark construction experience by doing a thorough analysis of the site, local material availability and labor costs to produce a preliminary cost estimate. This is refined throughout the design process to value engineer the design and maximize the project budget.



## COST ESTIMATING

Our extensive hands on knowledge of actual skatepark construction allows us to provide more precise cost estimates than our competition. We have constructed projects all over the US and internationally and have an intimate understanding of the large variance in material pricing and prevailing wage labor costs in different regions of the United States. As a full service design/build contractor exclusively engaged in the art and science of skatepark development, we have the ability to estimate budgets and value engineer our designs as we progress through the process. Our expansive resume of projects throughout the United States has given us the skillset to tailor designs that are unique to each project and this gives us the intimate understanding of the large variance in material pricing and prevailing wage labor costs throughout the United States.

## DESIGNING FOR DIFFERENT SKILL LEVELS

Grindline's designs offer a ladder of progression for skaters to incrementally develop their skills and advance their sport. The skatepark is more than a sum of all its individual elements, it is the overall experience of the park that brings end users back - day after day, week after week.

### BEGINNER

Small and low street elements are among the most important to a balanced skatepark formula. These features can be can be equally enjoyed by skaters off all skill levels.

### INTERMEDIATE

Intermediate level street elements and mellow transitional features are key to successful skatepark planning. These features are accessible to the majority of skateboarders, and therefore are in higher demand. For skateboarders working towards advanced street skills, including various stair sets and sizes provide "step by step" development elements.

### ADVANCED

Grindline is renowned for including tighter transitions and higher speeds and elevations for seasoned skateboarders who prefer larger transitions, bowls and vert elements. With endless flow, an advanced bowl is known to attract professional skateboarders on a weekly basis. For skateboarders with advanced street skills as well as those who strive for them, we can accommodate various stair sets and sizes that will allow for a "step by step" progression.



# CONSTRUCTION DOCUMENTS

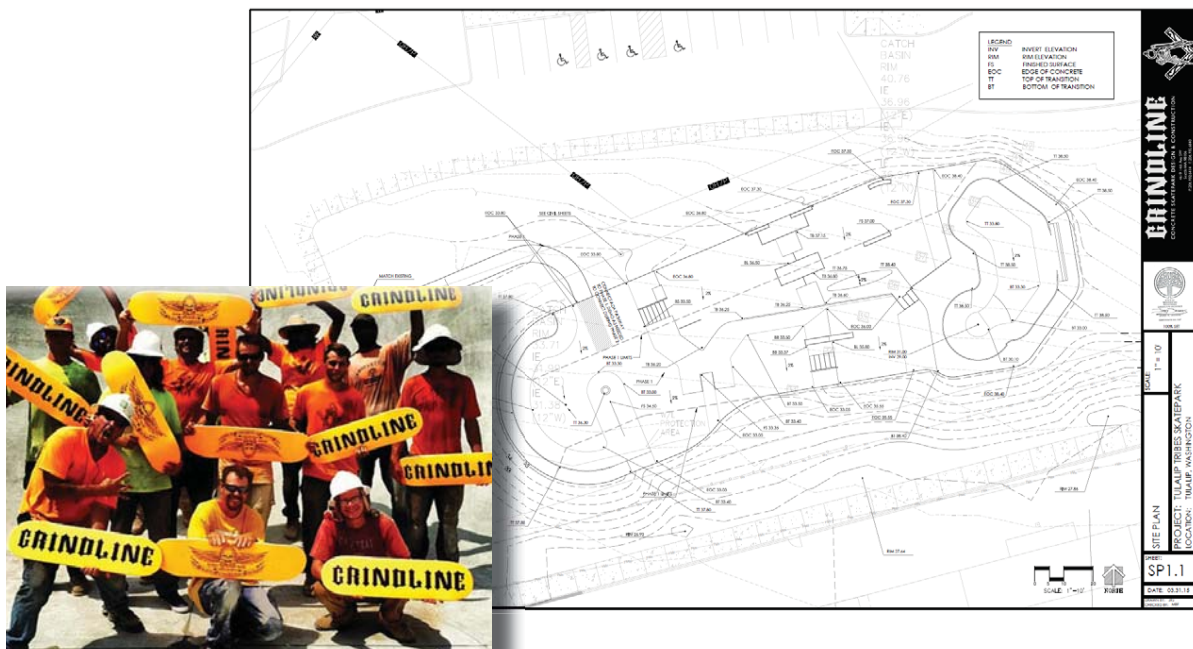
Upon approval on the final design, Grindline creates in-house construction documents. The development of construction documents and technical specifications provide the City and Design-Build Team an opportunity to check adherence to local and state building codes and engineering requirements. Grindline's experience with the Public Works design process in over forty states makes us versatile in formatting project technical specifications to match the needs and requirements of the project Owner. We are well versed with ACI, ASTM, CSI, as well as state organizational formats. We are also well versed with ASTM Section F2334 – Standard for Above Ground Public Use Skatepark Facilities, ASTM F2480 - 06 Standard Guide for In-ground Concrete Skateparks, as well as Skaters for Public Skateparks Public Skatepark Development Guide, the industry's most frequently used reference publications.

## CONSTRUCTION

Our sites are secured with a construction fence and necessary erosion control and environmental protection techniques are employed during the entire construction phase as required. Construction starts with surveying the site, setting elevation markers and string lines, and cutting and placing grading forms. Excavation of the site is then followed by the installation of all drainage structures. Next, we perform rough grading, cutting and installing of concrete forms, tying the reinforcing steel, welding and placement of steel coping and edging, cutting and placing the remainder of the formwork lumber, shooting the shotcrete, steel-troweling the skating surface, stripping the forms, then pouring concrete around the flat areas of the park, and then finally back-filling and completing the final grading. Because Grindline self performs the majority of the work, we are able to maintain strong QA/QC controls with frequent inspections by our own staff. Grindline will provide weekly written progress reports, as well as review and produce any change orders and clarification drawings as needed.

### Construction Management & Administration

Grindline schedules and attends pre-construction meetings and regular site meetings, provides weekly written progress reports, as well as reviews and produces any change orders and clarification drawings as needed. We provide all materials and compaction testing and special inspections as required.





## Berlin, NH Skatepark Design/Build Schedule

ID	Task Name	Duration	Start	Finish	Resource Names	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	Oct
1	Proposals due	0 days	Fri 10/13/17	Fri 10/13/17	Grindline Design/Build Team	8/15/2229	5/12/1926	3/10/172431	7/14/2128	4/11/1825	1/8/152229	6/13/2027	3/10/1724	1/8/152229	5/12/1926	2/9/162330					
2	Project Award	0 days	Mon 10/23/17	Mon 10/23/17	Owner																
3	Kick Off Meeting	0.33 days	Mon 11/6/17	Mon 11/6/17	Grindline Design/Build Team, Owner																
4	Site Visit	0.33 days	Mon 11/6/17	Mon 11/6/17	Grindline Design/Build Team, Owner																
5	Community Meeting #1	0.34 days	Mon 11/6/17	Mon 11/6/17	Grindline Design/Build Team, Owner																
6	Design Review Meeting	1 day	Tue 11/7/17	Tue 11/7/17	Grindline Design/Build Team																
7	Project Startup Report	3 days	Wed 11/8/17	Fri 11/10/17	Grindline Design/Build Team																
8	Revise Concept	16 days	Mon 11/13/17	Mon 12/4/17	Grindline Design/Build Team																
9	Design Review Meeting	1 day	Tue 12/5/17	Tue 12/5/17	Owner, Grindline Design/Build Team																
10	Create Final Concept	7 days	Wed 12/6/17	Thu 12/14/17	Grindline Design/Build Team																
11	Submit Final Concept	0 days	Thu 12/14/17	Thu 12/14/17	Grindline Design/Build Team																
12	Final Concept Review	14 days	Fri 12/15/17	Wed 1/3/18	Owner																
13	Final Design Concept Approved	0 days	Wed 1/3/18	Wed 1/3/18	Owner																
14	Develop 50% Construction Documents	14 days	Thu 1/4/18	Tue 1/23/18	Grindline Design/Build Team																
15	50% Construction Document Submittal	0 days	Tue 1/23/18	Tue 1/23/18	Grindline Design/Build Team																
16	Review 50% Construction Document Submittal	7 days	Wed 1/24/18	Thu 2/1/18	Owner																
17	Develop 100% Construction Documents	7 days	Fri 2/2/18	Mon 2/12/18	Grindline Design/Build Team																
18	100% Construction Document Submittal	0 days	Mon 2/12/18	Mon 2/12/18	Grindline Design/Build Team																
19	Review 100% Construction Document Submittal	7 days	Tue 2/13/18	Wed 2/21/18	Owner																
20	Final Acceptance of Design	0 days	Wed 2/21/18	Wed 2/21/18	Owner																
21	Skatepark Construction	60 days	Mon 6/4/18	Fri 8/24/18	Grindline Design/Build Team																
22	Substantial Completion	7 days	Mon 8/27/18	Tue 9/4/18	Owner, Grindline Design/Build Team																
23	Final Acceptance	0 days	Tue 9/4/18	Tue 9/4/18	Owner																





**CITY OF BERLIN**  
**Berlin Skateboard Park Design and Construction**

Item	Labor	Quantity	Unit	Rate	Cost	Totals
<b>TASKS</b>						
<b>1</b>	Project Start Up:					
	Principal	2	hrs	\$125.00	\$250.00	<b>\$1,750.00</b>
	Lead Design	12	hrs	\$125.00	\$1,500.00	
<b>2</b>	Conceptual Design:					
	Principal	2	hrs	\$125.00	\$250.00	<b>\$1,900.00</b>
	Lead Design	12	hrs	\$125.00	\$1,500.00	
	Design Associate	2	hrs	\$75.00	\$150.00	
<b>3</b>	Final Design:					
	Principal	2	hrs	\$125.00	\$250.00	<b>\$1,700.00</b>
	Lead Design	8	hrs	\$125.00	\$1,000.00	
	Design Associate	6	hrs	\$75.00	\$450.00	
<b>4</b>	Construction Documents:					
	Principal	6	hrs	\$125.00	\$750.00	<b>\$9,100.00</b>
	Lead Design	2	hrs	\$125.00	\$250.00	
	Design Associate	24	hrs	\$75.00	\$1,800.00	
	Civil Engineering	1	ls		\$6,300.00	
<b>5</b>	Construction:					
	Skatepark Allowance					<b>\$109,650.00</b>
	City "Soft Match" Services					<b>\$25,000.00</b>
	Expenses (Travel, Printing)					<b>\$900.00</b>
<hr/>						
Design/Build Total						<b>\$150,000.00</b>

## TESTIMONIALS

"When I return to Seattle (most every summer), out of all the epic parks in King County alone, Delridge Skatepark constantly occupies my mind during the flight. In the few years of its existence I've witnessed neighborhood kids with zero skate experience grow into confident "skate park rippers". This is due to the knowledgeable way the park is designed from mild to challenging with twists, details and dimensions Grindline applies with its skate-parks inherently. That being said, for older dudes like myself, it has lines and options that I can't get enough of..like free lunch at your favorite restaurant!"

**- Sam Hitz**

*Old Guard, Creature Skateboards*

"Grindline is the best Skatepark Design/Build Company in the Business."

**- Jake Phelps**

*Editor of Thrasher Skateboard Magazine*

"The park is huge, really well - rounded and made for all skill levels. It has all of the elements."

**- Tony Hawk**

*on the Birdhouse Tour  
visiting Pitcher Park Memorial Skatepark  
(Whirl Magazine)*

"Many thanks to Grindline for building all the insane skateparks in the Northwest. I think they're making gifts for skateboarders. Their parks are monuments to the act and practice of skateboarding. So I greatly appreciate and admire their work".

**- Ben Krahn**

*Professional Skateboarder  
(Big Brother Skateboard Magazine interview)*

"Monk used to draw these skateparks on his folders in high school and everyone told him he'd only see these parks in heaven or in his dreams. And yet, here they are, for real and for all of us to enjoy."

**- Transworld Skateboarding Magazine**

"The Best Concrete Builders around. Don't have anyone else pour cement in your town."

**- Concrete Disciples.com**

"Ask 10 riders to rank the best skateparks in Washington and you're likely to get 10 different answers. But one common thread is likely to be Grindline Skateparks Inc."

**- Seattle Times,  
April 5th, 2004**



**Tony Hawk  
4th Ward Skatepark  
Atlanta, GA**





Micah,

I wanted to let you know how pleased the City of Newark is with the two skateparks that you constructed for us this summer, they are a hit! You did a great job in leading us through the design phase with the Newark Community and our committee. Your construction crew came in for one of the wettest summers on record and fought through the elements to complete two fantastic skate facilities. The Grindline staff worked with us very closely throughout the project and the construction crew kept us updated every day on what was completed and what was next on the schedule.

The final product is one that the City of Newark and the skate community is very proud of. Thanks for making it happen!

Joe Spadafino  
Recreation Superintendent  
Newark Parks and Recreation Dept.  
220 South Main Street  
Newark, DE 19711  
(302) 366-7060  
(302) 366-7169 fax  
[www.cityofnewarkde.us/parksrecreation](http://www.cityofnewarkde.us/parksrecreation)



Department of Parks & Recreation  
17 North Main Street • Medford • NJ • 08055 • 609 / 654-2608 x338  
FAX 609 / 654-6536

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March 25, 2014

**RE: GRINDLINE SKATEPARKS, INC. REFERENCE**

To Whom It May Concern:

It is with great pleasure that I write this Letter of Recommendation on behalf of GrindLine Skateparks. GrindLine was contracted by the Township of Medford in late 2011 for a design/build project for a new concrete skatepark, replacing a wooden component park that was originally opened in 2000.

This was a grant-funded project, so it was bid as a "Not to Exceed" construction project based upon a conceptual design developed from input from both skaters and bikers. Our facility, the Freedom Park Skatepark, was intended to be one of the first hybrid facilities in New Jersey to be utilized by both sports.

The staff at GrindLine submitted a proposal that most closely matched the requests of the potential users. It was evident that they understood the needs and wants of both bikers and skaters, and at the time their reputation and references were all very positive. They also fully complied with the NJ MEL/JIF requirements for both design and construction liability immunities.

Work commenced in the summer of 2012, and the new facility opened in November. State and federal construction regulations in Medford are sometimes quite extensive, as the great majority of the Township is situated within the Pinelands Natural Reserve. Despite these added regulatory requirements, GrindLine provided innovative and quality service to Medford. The workers were knowledgeable, courteous, and maintained and secured the site during construction on a daily basis. Despite the complexity of the design, the Park construction was completed in a timely manner and within budget allocations. We had no change orders, as GrindLine management was very amenable to field changes that are inevitably necessitated during the construction process.

As the Director of Parks and Recreation for Medford Township since 1996, and having built several multi-million dollar parks, I can state without hesitation that GrindLine was one of the best firms that we have been involved with. Matt Fluegge and his staff have proven to be most capable, industrious and determined skatepark builders, and according to the users, our new facility has been an "awesome" asset to the Township of Medford!

If you have any questions or require additional information, please do not hesitate to contact me c/o the above address.

Sincerely,

*Beth A Portocalis*

Beth A. Portocalis, CPRP, RA, CPSI  
Director of Parks & Recreation

[www.medfordtownship.com](http://www.medfordtownship.com)



*CITY OF STAMFORD*

MAYOR  
*EL P. MALLOY*  
DIRECTOR OF OPERATIONS  
*ALMIN BARNES*  
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ENGINEERING BUREAU

Tel: (203) 977-4180/Fax: (203) 977-4137  
Government Center, 888 Washington Blvd., Stamford, CT 06901

Grindline SkateParks Inc.  
4619 14<sup>th</sup> Ave. SW  
Seattle, WA 98106

To: Mark H., Matt F., James K. and Micah S.

From: Jeff B.

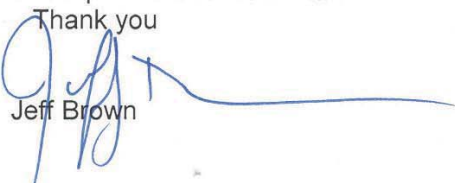
Re: Scalzi Skate Park Shirts

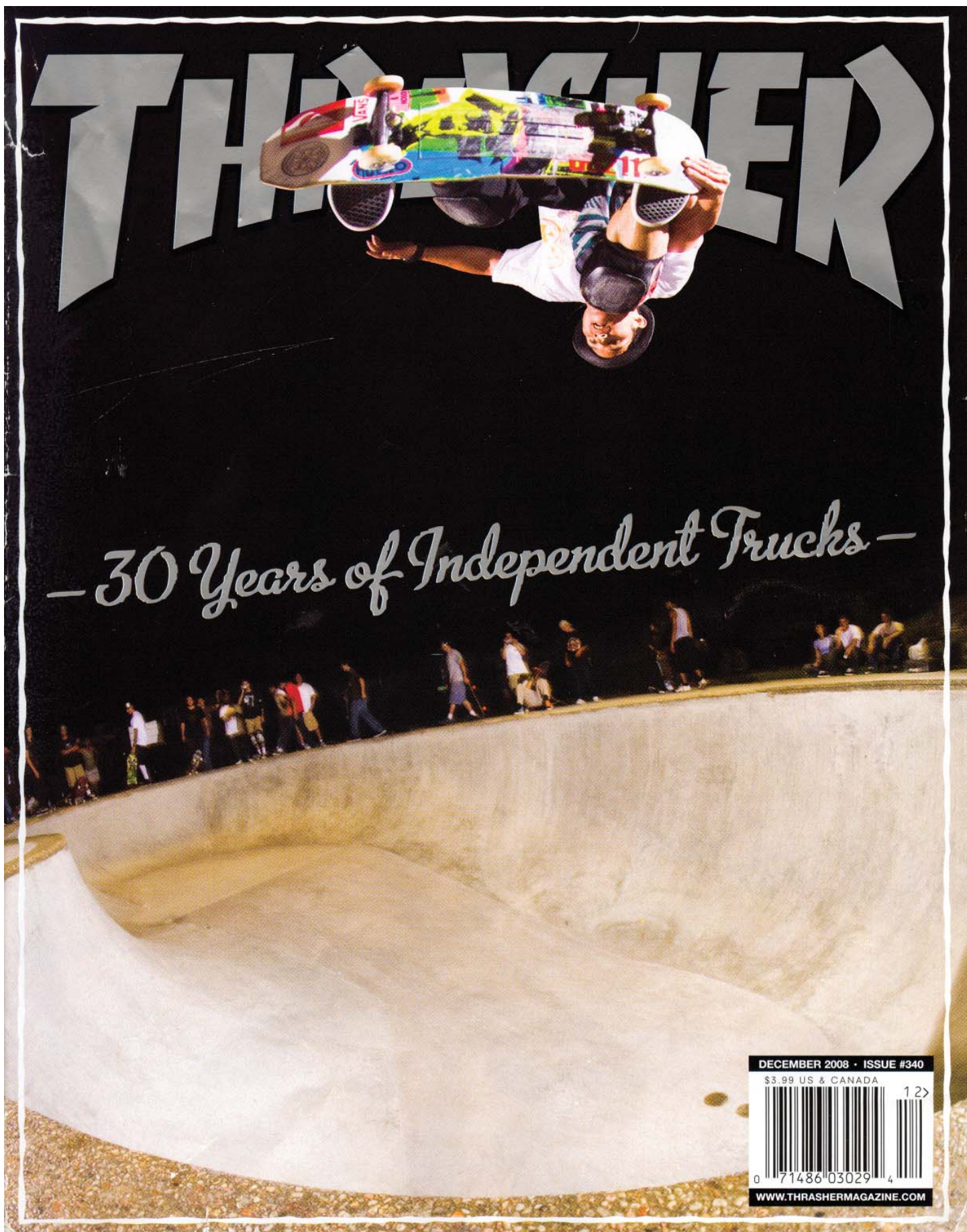
Gentlemen;

On behalf of the City of Stamford Engineering Bureau, Land Use Bureau and Parks Department we wish to present you with these custom made shirts as an expression of our gratitude for your efforts in making our Skate Park project such a success.

I am sure as word gets around the East Coast and New England area there will be many municipalities asking us about our facility, who designed and built it, how were they to work with etc. We will be able to tell them about our positive experiences; ahead of schedule, on budget and a pleasure to work with.

Thank you

  
Jeff Brown



*Skateboard Legend Christian Hosoi,  
Jamail Skatepark, Houston*