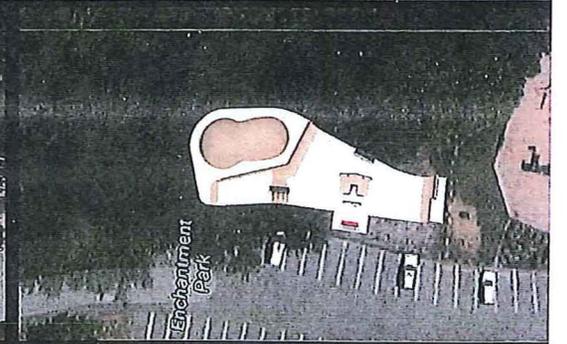


# GRINDLINE

CONCRETE SKATEPARK DESIGN & CONSTRUCTION



CITY OF LEAVENWORTH  
REQUEST FOR QUOTE  
DESIGN BUILD SKATEPARK



# GRINDLINE

CONCRETE SKATEPARK DESIGN & CONSTRUCTION

September 15, 2016

Joel Walinski  
Leavenworth City Hall  
700 Hwy. 2  
Leavenworth, WA 98826

## REQUEST FOR QUOTES: CITY OF LEAVENWORTH FOR A DESIGN & BUILD SKATE PARK

Dear Mr. Walinski,

Thank you for inviting Grindline Skateparks, Inc to submit a proposal to the City of Leavenworth for the design and build of your new state-of-the-art skatepark. Founded in 1990 and incorporated in 2002, Grindline has been creating efficient and progressive cast in place concrete skateparks on over 250 successful projects across the country and around the world. Grindline will lead this project as the Prime Consultant and General Contractor responsible for all aspects of the scope by utilizing our in house staff and construction field crews. Our team brings a combination of Washington construction experience and world class skatepark design that is unmatched in the industry.

As residents of the Pacific Northwest and lifetime members of the local skateboard community, we are always enthusiastic about the prospect of designing more skatepark facilities in our "backyard." Our job is to create exciting skateparks for our peers and enjoyable public spaces for our communities. This long standing connection will serve as a guarantee that Grindline will put 1000 percent heart and soul into creating the best, most creative, cost effective, and engaging design your community deserves. Our reputation, long term friendships, and commitment to active recreation will be evident in the success of this project.

With Grindline's involvement, this skatepark will become associated with the very best parks in the country – long before ground has even been broken. Within our submission you will find information about our team including previous project experience, references, our project understanding, and proposed approach. Collectively, we are enthusiastic about this project and are excited about the prospect of delivering a Skatepark that will enhance Leavenworth's Enchantment Park and serve as an active recreation destination for the youth and the families of your community.

Grindline has examined the proposed contract terms and has no exceptions or deviations from the proposed contract.

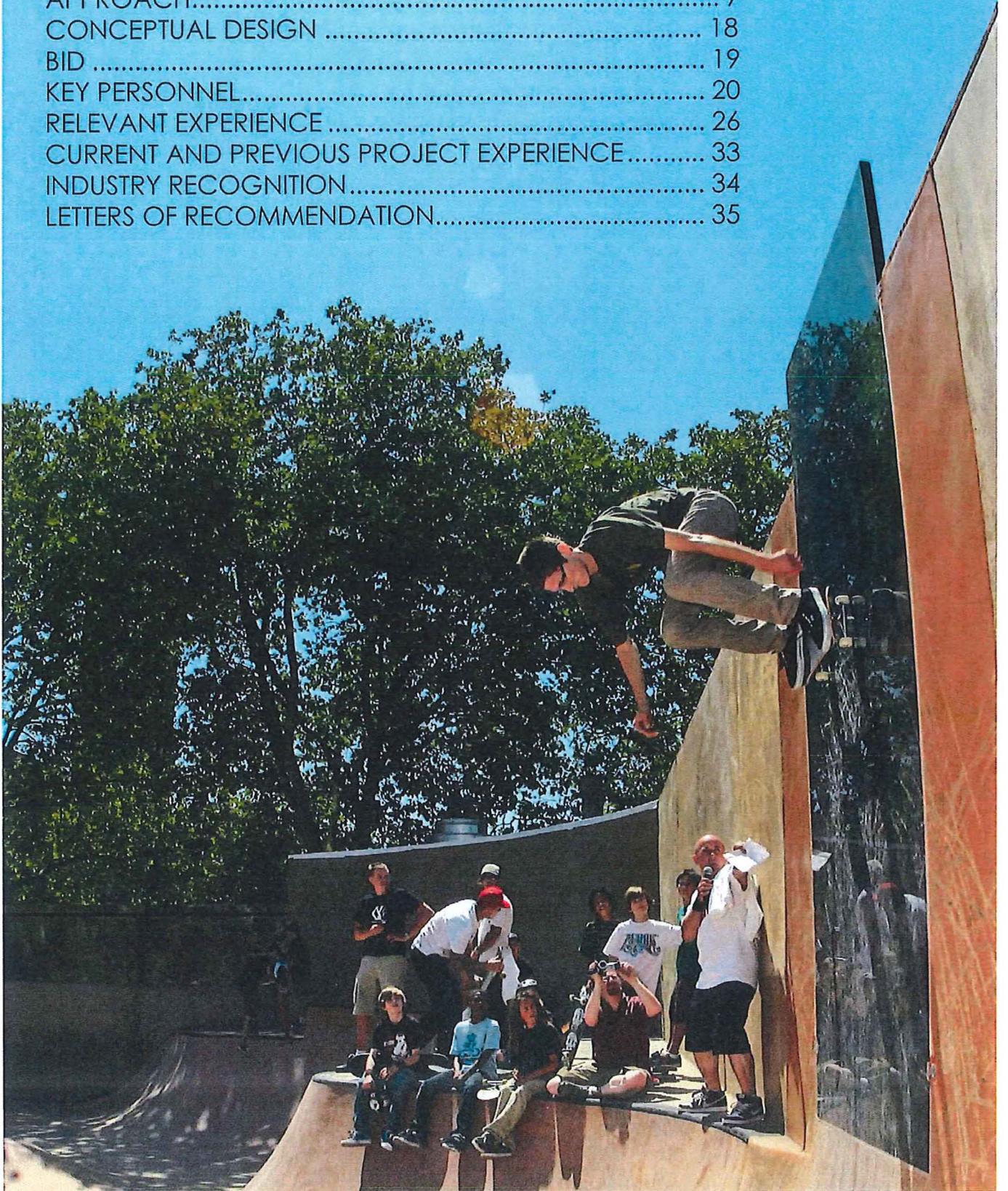
Respectively,



Micah Shapiro  
Lead Designer  
Grindline Skateparks  
(206) 932-6414  
micah@grindline.com

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## ABOUT US

Grindline 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**



## SERVICES

### PLANNING

#### Project Start Up

Our principal design philosophy is that every community and project site is unique, requiring a skatepark design tailored to its end user and appropriately blended with existing surroundings. Through the selection of custom materials, landscape detailing and the use of green spaces in and around the parks, skateparks are not only athletic facilities but are social gathering places for the entire community. A thorough site analysis takes place alongside a review of topographical surveys and geotechnical reports.

#### Site Planning

Our Design Team conducts site visits and public outreach to evaluate potential sites and site planning. Specific opportunities & constraints are discussed including:

- Connections to adjacent uses and planned perimeter improvements
- Proper drainage and stormwater management
- Safety awareness and Crime Prevention Through Environmental Design standard principles
- Opportunities to add historic/thematic elements unique the local community. Grindline has been on the forefront of developing techniques to incorporate color, texture and skate-able art into its projects – improving the skatepark experience for its users as well as its surrounding community.

#### Public Involvement

Grindline's design brief is best developed through engaging active park users and the surrounding community. We educate the community about the design process, establish open lines of communication and guide the ultimate vision for a skatepark. Public involvement is a key forum to address community members' varied ideas and ideals about skatepark design. Grindline gathers endorsements in a logical order and work to identify and focus on common goals to bridge gaps between stakeholder groups. Moreover, by researching local issues ahead of time, we strive to preempt any contentious issues that can arise from public misconceptions that often surround skateparks.



## Cost Control

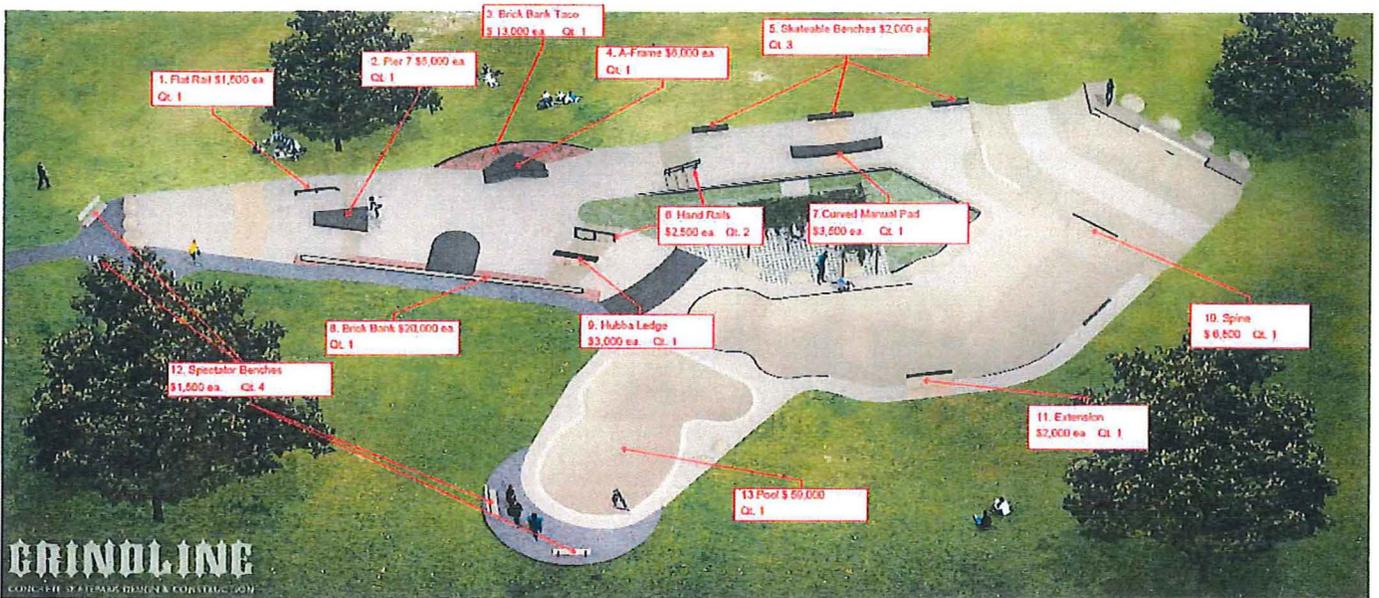
Grindline has worked with state funded projects, projects funded by private resources and a combination of both. We have structured budgets and contracts to encourage cash and in-kind donations from community supporters, local material suppliers and subcontractors. When funding presents a challenge, Grindline plays a key role in the mission to deliver a quality skatepark. Good planning and creative design can solve funding shortfalls. Grindline's approach to phasing bridges gaps between funding cycles. Proper phasing and allocation of the existing budget will help secure more funding – once the park is drawing active and passive users – local donations pick up. Skatepark foundation grants, community donors and federal, state and community grants also become easier to obtain.

Grindline has helped coordinate fundraising and in-kind donations for many clients in the following ways:

- We provide detailed material lists with quantities and product specifications to simplify the process for committees as they inventory donations.
- We assist with the "in kind" campaign by getting the word out to local businesses of what the project needs and why.
- We supply clients with sample donation forms so vendors can track the donation on their end while the client has a written inventory of the goods.

Grindline's Budgets are developed to preserve as much of the budget as possible for construction. We work diligently to keep engineering costs contained and by developing all construction documents in house, we have the unique ability to share resources between design, drafting and construction departments so information is shared across the entire team. This makes us very efficient and experienced in designing within a limited budget.





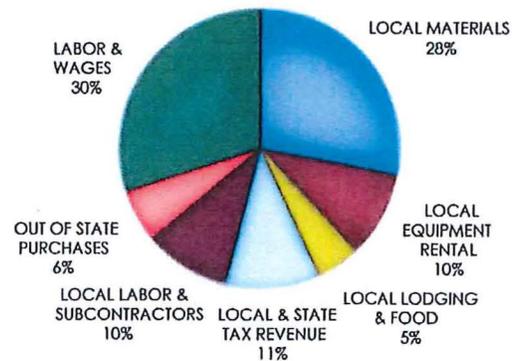
## DESIGN

### 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. 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.

### Local Procurement Services

Our unique position as the principal designer and prime contractor of our skatepark design-build firm allows us to offer the greatest amount of local procurement opportunities on public projects. We can take a proactive position on sourcing services, materials and labor to local vendors since we can allocate the budget and services under one Project Director. Grindline has measured and tracked the amount of money redistributed back into the local economies where our projects are built. From every dollar spent on a Grindline cast-in-place concrete skatepark, \$.64 re-enters the local economy through the purchase of local materials, food and lodging, state and local tax revenue and local equipment rental as well as through wages and jobs by hiring local labor and subcontractors.



### Construction Documents

Grindline creates all construction documents in-house and our Quality Assurance Director (also our founder) conducts a 90% Drawing Review to ensure construction challenges are raised before ground is broken. Our team's experience with the Public Works design process across the nation makes us versatile in formatting project technical specifications to match the needs and requirements of the project Owner.

## CONSTRUCTION

Since we specialize 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. Standard concrete contractors cannot replicate the level of expertise needed to construct custom skatepark design. As a full service design/build contractor exclusively engaged in skatepark development, our design experience provides us the ability to accurately control budgets and value engineer our projects as we progress through the construction schedule. Simply put, you just can't beat the creative possibilities of a custom, cast in place, concrete skatepark from Grindline.

### Construction Oversight

As an Owner's Representative, we offer bid assistance, conduct field inspections, review shop drawings and progress reporting as well as provide punch list approval and final acceptance recommendations. With us, your park will be built on time and on budget.

### Sustainable Design & Construction

As a contractor specializing in concrete construction, we are highly aware of the effects from the growing amount of hard scape on the environment. On every job, Grindline incorporates green construction techniques such as:

- Recycled concrete for sub base materials
- Fly ash in our concrete and shot-crete mixes
- On site storm water management
- Recycling of construction materials such as form work and site spoils

"Grindline builds the best skateparks on the planet!"  
Jake Phelps – Editor of

**THRASHER**  
MAGAZINE



## POST CONSTRUCTION

Our relationship with the client does not end when design and construction are complete. We continue to serve our clients and communities to ensure the skatepark project meets their full expectations.

### As Built Drawings

Upon final completion of construction, a complete set of certified As-Built Plans in hardcopy and digital format will be developed and delivered to the client.

### Grand Opening & Special Events

Grindline Skateparks provides Opening Ceremony & Special Events services. Services are tailored to event needs including attendance at ceremonies, professional skate team demos, skateboarding lessons for beginners, product give away, and Grindline The Band live performances. All Grand Opening events are coordinated with the local community and promoted through local and Grindline communication channels.



### Warranty

Grindline will provide an unconditional 1 year written warranty on all building materials and workmanship for one (1) year from the date the park was substantially complete. If, within one year after the date of Substantial Completion of the Work or designated portion thereof any of the Work is found to be not in accordance with the requirements of the Contract Documents, the Contractor shall correct it promptly after receipt of written notice from the Owner to do so unless the Owner has previously given the Contractor a written acceptance of such condition.

### Operations & Maintenance

Grindline provides a comprehensive Operations & Maintenance Manual with a preventative maintenance schedule and instructions as a reference for the minor up keep recommended for skatepark longevity. We offer yearly site visit inspections as well as a one year walk through to ensure resolution of any potential issues. Site visits include a walkthrough with photography, inspection of the skatepark for potential safety, wear and tear issues and a comprehensive written report detailing our findings. Maintenance programs, yearly reviews, and training sessions provided to the Client are quite valuable when it comes to upkeep and the need for self performed repair of normal wear & tear.



# APPROACH

## 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 identifying 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.

Grindline's design brief is developed by engaging active park users and the surrounding community. We educate the community about the design process, establish open lines of communication and guide the ultimate vision for a skatepark. Public involvement is a key forum to address community members' varied ideas and ideals about skatepark design. Grindline gathers endorsements in a logical order and works to keep focus on common goals that bridge stakeholder groups. Moreover, by researching local issues ahead of time, we strive to preempt any contentious issues that can arise from public misconceptions that often surround skateparks.

## Site Analysis & Selection

Through the selection of custom materials, landscape detailing and the use of green spaces in and around the parks, skateparks are not only athletic facilities but are social gathering places for the entire community. A thorough site analysis takes place alongside a review of topographical surveys and geotechnical reports.



## PUBLIC INVOLVEMENT

### Communications Plan

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.

### Public Meetings

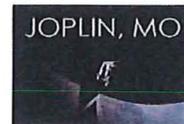
Through a series of public meetings, we will engage park users and the surrounding community throughout the design journey with a professional, organized and fun attitude. The first meeting will be to solicit input from the community regarding design of the skatepark and the second would be to present the skatepark design to the public. In between these meetings, we would 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. We work through milestones in a logical order and highlight common goals between stakeholder groups. Moreover, by addressing questions at the beginning of the project, we can correct any misconceptions that sometimes surround skateparks.

### SOCIAL MEDIA OUTREACH



With over 43,000 Facebook followers, Grindline has a massive support group of skateboarders and BMX riders from around the world. Grindline will use this resource to effectively connect with the local community, to collect input and to organize meetings with the stakeholders and end users. The perfect skatepark is different for every city. Social media is one of many tools we will use to better understand the perfect skatepark for Joplin.



## 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. 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.



## DESIGN DEVELOPMENT & CONSTRUCTION DOCUMENTS

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.

### Designing for Progression

A successful skatepark is designed for visitors of all ability levels offering a ladder of progression for skaters to develop their skills. The skate terrain varies by park and blends street-style and transitional elements to put the utmost priority on the "skateability" of the park. The skatepark should serve as both an active and passive destination for local residents.

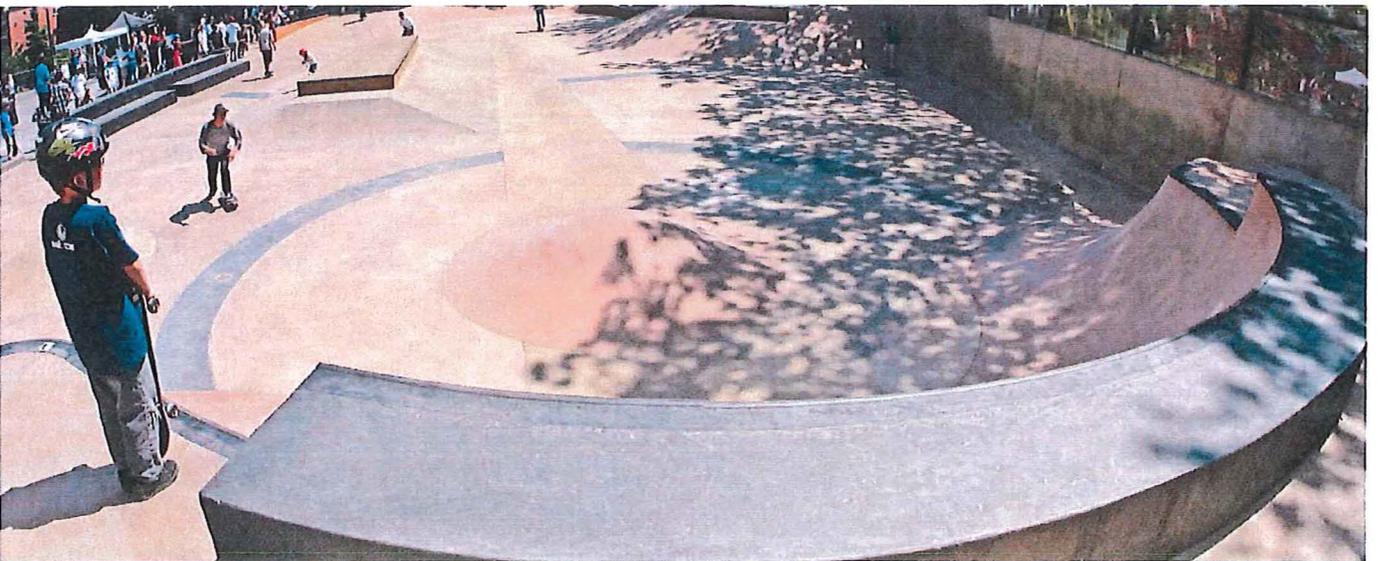
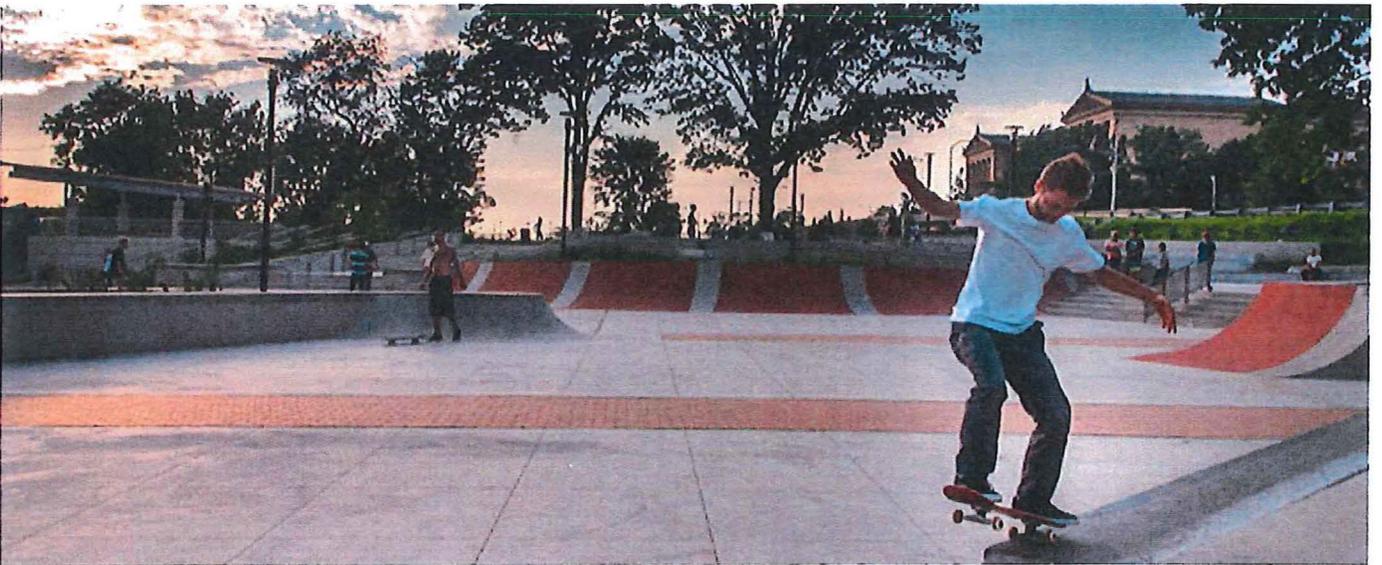
#### Beginner

Small and low street elements are among the most important to a balanced skatepark formula. These features can be equally enjoyed by skaters of 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. Half of skateboarding is about overcoming fears and hesitations. A confident skateboarder will successfully land a new trick much quicker. Providing progressive elements builds that assurance.



## 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 less challenging "step by step" progression. As you can image, half of skateboarding is about defeating your fears and hesitations. If a skateboarder is confident, he or she will successfully land a new trick much quicker. This type of variety is one of the many tools we use in our designs.





## Local Identity

### Urban Environment

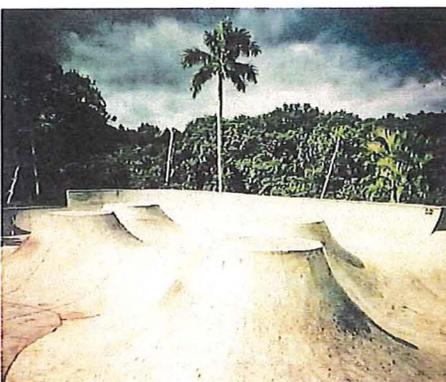
A Skatepark creates a unique urban landscape, weaving together skatable and non-skatable terrain. When the terrain is balanced, it creates a public venue that's dynamic and challenging for skaters, yet contains safe, designated viewing areas for pedestrians and spectators, thus blurring the line between a traditional, segregated skatepark and an urban plaza. A good urban skatepark is an integrated space, optimized for skating, yet integrates infrastructure, architecture, landscape, and art.

### Historical Re-use

Paine's Park in Philadelphia features recycled granite from both Love Park and City Hall, both of which were legendary skate spots in the late 90's and early 2000's. As the park is supposed to be the legal replacement for skater's tired of getting kick out of Love Park, we brought an existing skate spot back to life for the skateboarders of Philadelphia.

### Regional Context

Burlington's new skatepark features a skateable sail sculpture to tie in with Burlington's rich sailing history on adjacent Lake Champlain. It also features a manual pad that is shaped like the state of Vermont for a regional tie in.

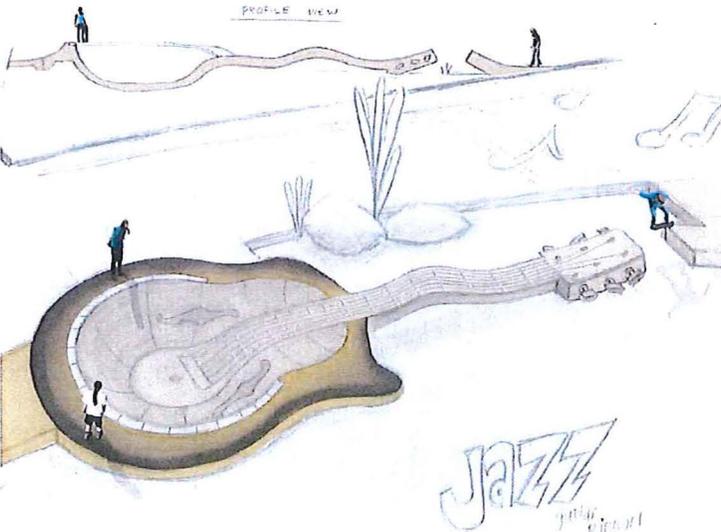


### Natural Connections

The community of Hana, HI wanted the skatepark to reflect how important surfing is in the community and the volcanic nature of the Hawaiian Islands. Grindline came up with an organic flowing design with multiple volcanos centrally located. The organic flow reflects the local nature of surfing, while paying homage to the volcanic nature of the Hawaiian islands.

## Skateable Art

Public Art has become an important piece in parks planning and bringing a unique sculptural signature feature into a skatepark can merge the visual aesthetic of public art with features that end users love to ride. We create skateable art that reflect the historical/cultural/geographical significance of Santa Fe!



## 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.

## 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.

Set Includes (50% & 100% Construction Documents Submission to include):

1. Site Plan & Details
2. Grading, Drainage, Erosion Control Plans & Details
3. Skatepark Materials Plan
4. Skatepark Vertical Controls
5. Skatepark Horizontal Controls
6. Skatepark Jointing Plan
7. Skatepark Sections
8. Skatepark Details
9. Technical Specifications
10. Final cost estimate and quantity of materials estimate
11. Permits required for construction



## Specifications

All of our concrete is specified at a minimum of 4000 psi (although our standard mix typically breaks at around 5500 psi at 28 days) and fully reinforced with #3 Rebar. Concrete is carefully placed, cured, and finished meeting or exceeding ACI requirements. All grindable edges are treated with steel edging to withstand the constant beating taken from skateboarders. Having a resume of 200+ completed skateparks, Grindline has come across just every type of soil and water table situation that can be imagined, including the most undesirable ones.

## 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 as 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 meeting and regular site meetings, provide weekly written progress reports, as well as review and produce any change orders and clarification drawings as needed. We provide all materials and compaction testing and special inspections as required.

### Safety

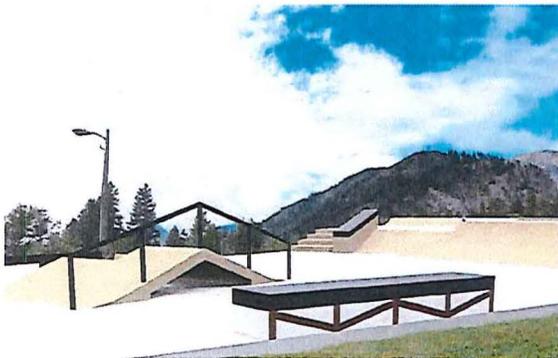
Grindline Skateparks is a national leader in the Skatepark industry. We are known for the high quality projects we build, for the client service we provide, and for the superior manpower and subcontractors we employ. Foremost in our company is that we are known for providing a safe work environment. Safety is what is going to get each one of us home at night and allow us to pursue this wonderful career in skatepark construction. Our safety ratings for the last three years are:

- Average experience modification rate is = .87
- Average total recordable injury/illness rate = 2.9
- Average lost work rate = 0
- Grindline has not had any safety citations or assessed penalties in the past 3 years



Our concept for the Leavenworth Skatepark features smaller street and transitional elements to appeal to beginner and intermediate users as well as a bowl to appeal to more advanced users. The goal is to provide a facility that features "a ladder of progression". The features will allow a users to incrementally develop their skills on the smaller elements but still remain challenged by the more advanced features as they become more proficient. Having the separated bowl allows a park of this size accomodate more users at once as opposed to a park that all flows together. The ledges in the skatepark could feature a bavarian theme to tie the park in with City's overall theme.

Grindline recommends placing the skatepark at the northern site. It is more suitable for a skatepark and it will allow for more funding to be spent on actual skate features instead of site preparation.



## LEAVENWORTH SKATEPARK CONCEPT

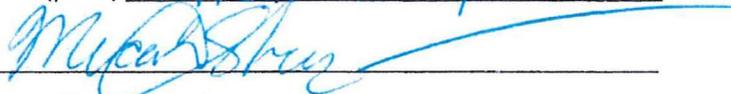
- Steel coping anchors shall never be placed within 2" of surface of concrete to avoid cracking and rust broadcast.
- ALL concrete shall have a 1/8" radius tooled edge in any instance where it comes in contact with steel edging.
- Vertical 1/4" steel plate is excepted from above requirement.

Basic Jobsite Standards and Requirements:

- Site should be secured with fencing.
- Site must manage water retention.
- Site must remain clean, orderly and free of trash or debris at all times.
- Blowing debris must be contained at all times.
- Contractor shall have a dumpster or containment system on site at all times.
- Building debris must be cleaned and removed from site daily.
- All trash including food containers may not be visible at any time.
- Skate Park shall include drainage drains and applicable plumbing to properly drain Skate Park.
- Contractor shall back-fill and compact around finished Skate Park with clean fill dirt.

For this project, all contractor(s) and subcontractor(s) must pay the local general prevailing wages. This includes the rate for overtime work and legal holidays. Laborers or employees must be paid at or above the prevailing local wages. The minimum rate will be specified by the Washington State Department of Labor and industries website:

(<http://www.lni.wa.gov/TradesLicensing/PrevWage/WageRates/>)

- Amount (Including tax (8.4%)) \$ 175,000
- Company Name Grindline Skateparks, Inc.
- Authorized Representative (print) Micah Shapiro
- Authorized Signature 
- Dated this 14 day of September, 2016

## SCOPE ASSUMPTIONS AND EXCLUSIONS

Our concept and quote is based off of the following assumption and scope exclusions

### Assumptions:

- No geotech report or topographical survey will be required for the project.
- Plans will be stamped by our in-house licensed Landscape Architect (engineer stamping excluded).
- Current soils are free draining and allow on site infiltration (if storm tie in is not feasible).
- Material testing and site inspections performed by the Owner

### Exclusions:

- Large tree removal
- Amenities beyond what is displayed in the proposed concept
- Irrigation/ landscaping improvements
- Lighting
- Fencing
- Parking lot improvements
- Permit fees
- Park signage

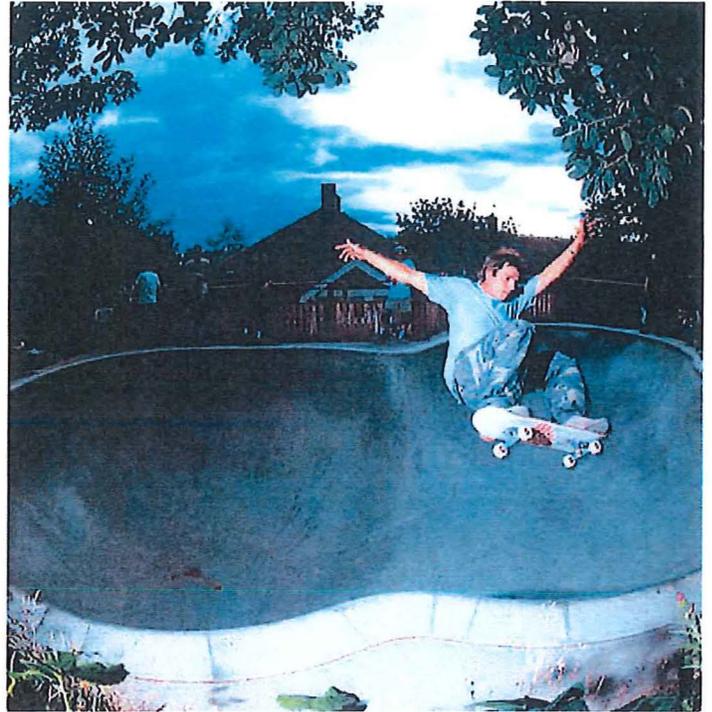
Grindline is available to begin this project immediately and if the City desires to pursue an aggressive schedule, Grindline can have construction complete by the end of 2016.

## KEY PERSONNEL

Grindline has assembled a professional design/build team – the level of talent and expertise is unmatched by any other company. This is a close-knit, collaborative and hands-on group produces superior skateparks.

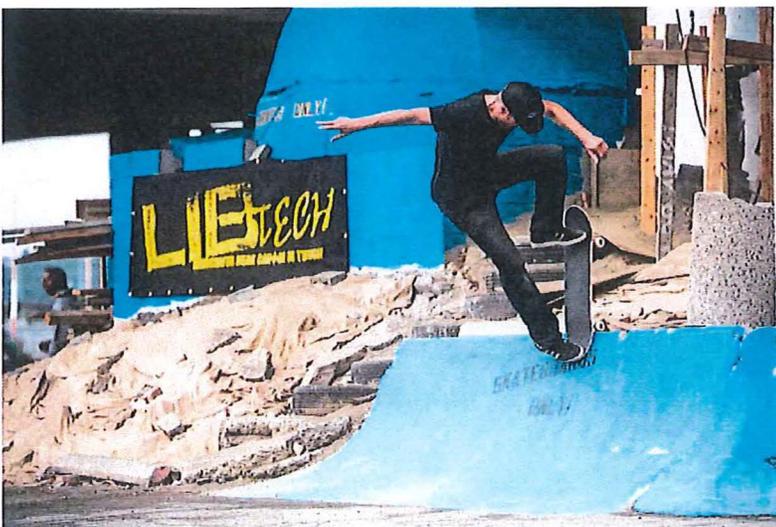
### **Mark "Monk" Hubbard, Founder & Chief Executive Officer**

Mark is the founder of Grindline who is respected and trusted by his entire staff. Mark is hands-on involved in the design and construction of the Nations most famous skateparks by ensuring the projects we deliver are the top quality, ever evolving, legendary skateparks Grindline has become synonymous with. Mark designs and oversees designs that are submitted to clients. His design style favors "organic flow" – gently undulating walls and cascading transitions that engage a dialogue with the surrounding environment.



### **Matt Fluegge, Chief Operations Officer**

As Grindline's Senior Principal and Chief Operations Officer, Matt oversees all of Grindline's construction and design projects. He is responsible for developing project scope and budgets, generating accurate cost estimates, overseeing preparation of project documents, communicating with clients, and project scheduling. Matt has extensive experience participating on interdisciplinary design teams, working with architects, engineers, surveyors, and artists.



### **Micah Shapiro, Lead Designer**

Micah has 30 years of skateboarding and 10 years of skateboard industry experience, both as a team manager and a designer of professional contest courses. Micah's design solutions are rooted in the arts and sciences but cutting-edge in approach – translating the latest trends, demographics, and skate styles, into quality skate terrain.

### **James Klinedinst, Project Manager**

James works closely with the design and construction crews to bring projects in on schedule and on budget, with the

quality of craftsmanship that Grindline is famous for. He is a visually oriented problem solver who specializes in finding solutions to site dilemmas by working with Architects, Engineers and Project Managers. James coordinates with the client and design team to ensure a seamless transition into construction as well as offering prompt responses to any concern that may arise during project.

### **Rob Owen, Site Superintendent**

Rob spent his formative years in Milwaukee, growing up skating the legendary Turf Skatepark. This taste for concrete skate facilities manifested itself when he moved to Seattle in 1996, with Rob being a member of a core group responsible with the construction of the West Seattle Bowls, a private backyard pool which currently resides in Rob's backyard. After working on many of the most famous skateparks being built during the late 90's, Rob became a founding member of Grindline Skatepark in 2002.

### **Jimmy Jeghers, Professional Landscape Architect, Graphic Designer**

As a skater and artist, Jimmy holds a deep understanding for visual environments and aesthetic landscapes. With a strong background in Landscape Architecture and Multimedia, Jimmy brings a creative power-up to the Grindline Design Team. Wearing many hats within the company, Jimmy has 7 years experience as Grindline's In-House AutoCAD Technician and Graphic Designer. On a daily basis, he's generating world class skatepark construction documents and coordinating submittals with other licensed professionals.

### **Emily Giaquinta, Chief Financial Officer**

Emily heads our finance department and provides operational support on all projects. Her diverse knowledge of interstate commerce is essential for a seamless start up of every project. As our Contract Administrator, Emily ensures that all contract obligations are fulfilled and she maintains a high level of communication with clients for the duration of their project.

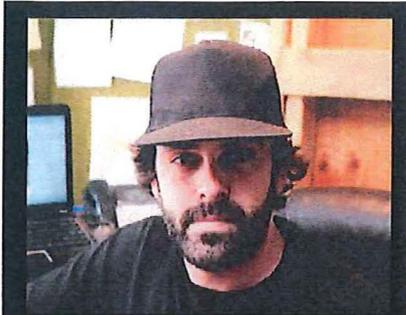


DAVE "SHAGGY" PALMER

# MATT FLUEGGE

Principal, Chief Operations Officer

**GRINDLINE**  
CONCRETE SKATEPARK DESIGN & CONSTRUCTION



### 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 in 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.

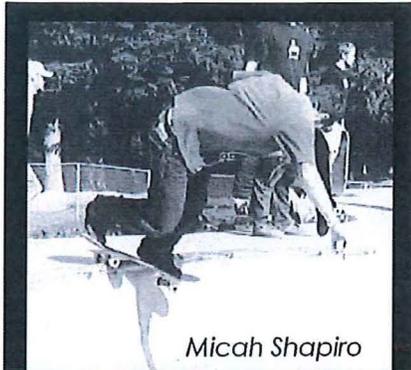
**Judkins Park Skatepark, Seattle, WA** – Matt Served as Principal Project Manager for both design and construction of the Judkins Skatepark project in Seattle WA. Mr. Fluegge worked with an in house Seattle Parks Landscape Architect and Project Manager throughout the design and construction to ensure 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 Park Skatepark

**MICAH SHAPIRO**  
Principal, Lead Designer

**GRINDLINE**  
CONCRETE SKATEPARK DESIGN & CONSTRUCTION



*Micah Shapiro*

**Education:**

Associate of Arts,  
Green River  
Community College  
AutoCad, Rhino, Microsoft  
Project, Project Management

**Professional Experience:**

2005 - Present:  
Lead Designer,  
Grindline Skateparks

2005 - Present:  
Community Liason, 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.

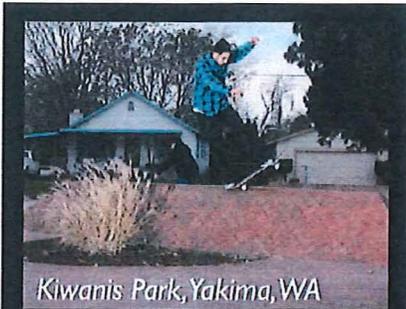
**Spring Park, Houston, TX** – Mr. Shapiro served as the Lead Designer for this project, which is the largest skatepark in North America. With 78,000 sq ft of skateable concrete, expectations were high for this project. There was also large turnout at the community meetings with differences of opinions 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.



**ROB OWEN**  
Site Superintendant

**GRINDLINE**  
CONCRETE SKATEPARK DESIGN & CONSTRUCTION



Kiwanis Park, Yakima, WA

Years Employed by  
Grindline: 12

**Professional Experience:**

28 years skateboarding  
18 years concrete skatepark  
construction. Foreman on  
over 50 Grindline skateparks



Amarillo Fullpipe, Amarillo, TX



Kiwanis Park, Yakima, WA



St. Helena Skatepark



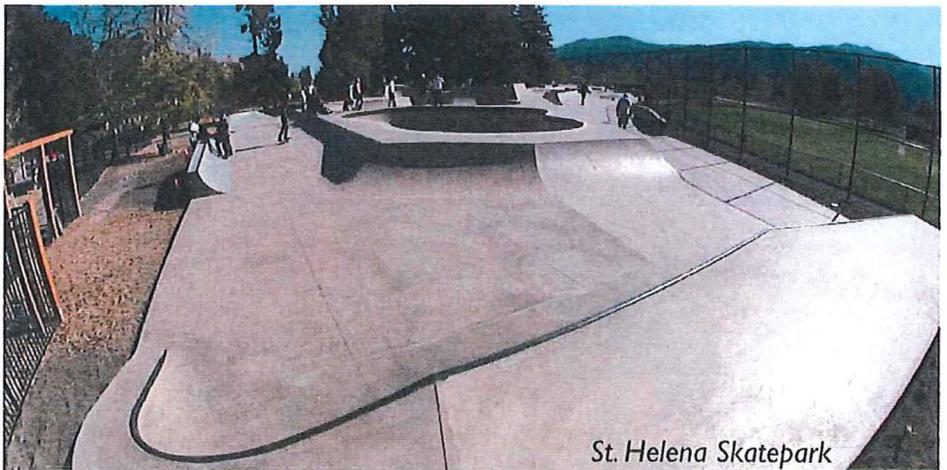
Rob spent his formative years in Milwaukee, growing up skating the legendary Turf Skatepark. This taste for concrete skate facilities manifested itself when he moved to Seattle in 1996, with Rob being a member of a core group responsible with the construction of the West Seattle Bowls, a private backyard pool which currently resides in Rob's backyard. After working on many of the most famous skateparks being built during the late 90's, Rob became a founding member of Grindline Skatepark in 2002. Rob combines his quarter century of skateboarding with 18 years of construction experience to come up with creative techniques and solution to modern skateparks. Whether it's unique over vertical structures or artistic uses of color and textures, Rob is constantly pushing the art and science of skateparks design and construction.

**Key Projects:**

**John Sliff Park Skatepark, Amarillo, TX** – Mr. Owen pioneered the construction of hemispherical cradles, and in 2005 he had an idea for a funneled fullpipe with a cradle at the end. Amarillo was looking for something unique to put them on the map in the skatepark world and the funneled fullpipe cradle concept fit the bill. Mr. Owen was able to visualize and construct this one of a kind feature while remaining on schedule and budget.

**Kiwanis Skatepark, Yakima, WA** – For this project, Mr. Owen developed techniques to use broadcast color and stamping cost effectively within our skateparks which give the feel and look of brick but are much more durable and cheaper to construct. The design featured skatepaths that weaved around and through many mature trees onsite. Mr. Owen completed the park on schedule and budget, and prevented any harm to the trees during construction.

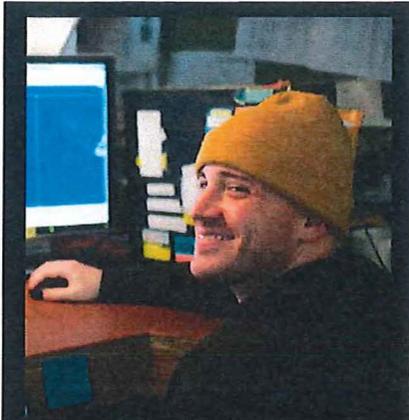
**St. Helena Skatepark, St. Helena, Ca** – Rob completed this 17,000 sq ft park in 2010, and it has been a hit with skaters throughout Northern California and beyond. After the design was complete the site had to be changed due to archeological discoveries. Because of high water table levels at the new site the bowls needed to be elevated, and grindline had to modify the park to fit the new site. Mr. Owen came up with an idea of flowy paths of street elements that circumnavigate around the central bowls. The skatepark features colored concrete throughout and thoughtful placement of stamped brick banks.



St. Helena Skatepark

# JIMMY JEGHERS PLA

Professional Landscape Architect



### Education:

Bachelor of Landscape Architecture, University of Washington.

### Professional Experience:

2008 - 2014: CAD Technician & Design Associate, Grindline Skateparks

2014 - Present: Professional Landscape Architect, Grindline Skateparks

### Licenses:

Landscape Architect #1387 Washington State

As a skater/ Landscape Architect, Jimmy holds a unique understanding for skateable public spaces. His strong background in art and mixed media makes him a strong asset to the aesthetic side of the Grindline Design Team. Jimmy and Micah are responsible for communicating with our clients, skateboarders and stakeholders during the social outreach process. Jimmy updates Grindline's Facebook, Instagram and other social media pages daily, creating the most effective cohesiveness between the design team, client and end users.

During the Construction Documentation Phase, Jimmy is also responsible for the coordination of design submittals through the Grindline Team, other design professionals and sub-consultants. With intensive consideration to the communication of all parties, Grindline has among the most accurate and legible and comprehensive construction documents in the industry.

### Key Projects:

**Skatepark System for Bryan, TX** – As part of this multi-skatepark system, Jimmy is currently working with the stakeholders and skaters of Bryan to better understand what their "perfect skatepark" is. As with all Grindline projects, understanding the local skatepark demographic is very important to the design process. Through methods of site analysis and community outreach, Jimmy and the Grindline Team strive to obtain a larger perspective on anything we find relative to the process. This extensive over analysis allows us to deliver the most successful project to each and every community we work with.

**Cleveland Flats Skatepark, Cleveland, OH** – This project had many geotechnical and land ownership issues in the beginning stages. Upon receiving the geotechnical report, the original site was deemed unsuitable due to its proximity to the river. With attentive teamwork, Grindline, local artists and civil engineers were able to facilitate a new site within the same park. We created on the spot solutions that carried the project successfully through permitting and construction.

**San Francisco's Hilltop "The Dish" Renovation, San Francisco, CA** – As part of revitalizing one of America's original Skateparks, we wanted to make sure our modern renovation exceeded expectations. In doing so, Jimmy created an extensive communications plan that involved a series of realistic conceptual renderings, reviews and dialog between the community and design team via meetings and social media discussions. As the project nears completion, the skaters and community are very satisfied with the design and anxiously awaiting construction.



Conceptual Rendering - Ponderosa Park - Anaheim, CA

## RELEVANT PROJECT EXPERIENCE

# KENMORE SKATEPARK

**OWNER:**

CITY OF KENMORE, WA

**GRINDLINE'S SCOPE:**

SKATEPARK DESIGNER &  
PRIME CONTRACTOR

**SCHEDULE:**

DESIGN: NOVEMBER 2014 -  
MARCH 2015  
CONSTRUCTION:  
JUNE - NOVEMBER 2015

**BUDGET:**

DESIGN: \$12,500  
CONSTRUCTION: \$285,000

**SIZE:**

5,600 SQ. FT.

**CONTACTS:**

SCOTT ROSENSTOCK, PLA,  
ASLA, LEED BD+C, CID  
HEWITT ARCHITECTS  
(206) 834-3823  
SROSENSTOCK@HEWITTSEATTLE.COM

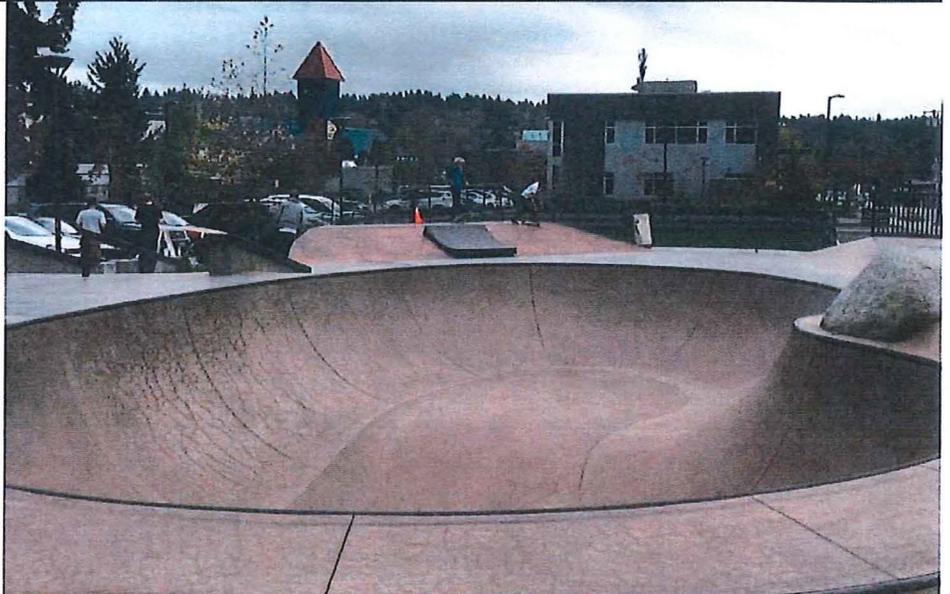
MARC CONNELLY  
CITY OF KENMORE  
PARKS PROJECT MANAGER  
(425) 398-8900  
MCONNELLY@KENMOREWA.GOV

**PROJECT TEAM:**

MATT FLUEGGE  
PROJECT MANAGER

MICAH SHAPIRO  
LEAD DESIGNER

DAVID PALMER  
SITE SUPERINTENDENT



### PROJECT SUMMARY:

The City of Kenmore had a previous prefabricated concrete skatepark fall into a state of disrepair that has to be closed down. After identifying a preferred location for a new skatepark, Grindline teamed up with Hewitt Architects to design the new skatepark within the City's new master plan. The result is an urban skatepark in the center of the city's commerce area and adjacent to City Hall.

At 5,600 square feet the skatepark offers something for everyone. A kidney bowl with depths of 4 and 6 feet, a brick stamped bank, real granite boulders, curved transitions and street obstacles are combined to make this neighborhood skatepark the buzz of the Kenmore community.



# LAKE TYE SKATEPARK

**OWNER:**  
CITY OF MONROE, WA

**GRINDLINE'S SCOPE:**  
PRIME CONSULTANT  
SKATEPARK DESIGN

**SCHEDULE:**  
JULY 2015 - JANUARY 2016

**BUDGET:** \$16,340

**SIZE:** 12,000 SQ FT

**CONTACTS:**  
JAMMI GUION  
PUBLIC WORKS DESIGN &  
CONSTRUCTION DIVISION  
CITY OF MONROE  
JGUION@MONROEWA.GOV  
(360) 863-4514

MIKE FARRELL, DIRECTOR  
MONROE PARKS &  
RECREATION  
MFARRELL@MONROEWA.GOV  
(360)863-4557

**PROJECT TEAM:**  
MATT FLUEGGE  
PROJECT MANAGER

MICAH SHAPIRO  
LEAD DESIGNER

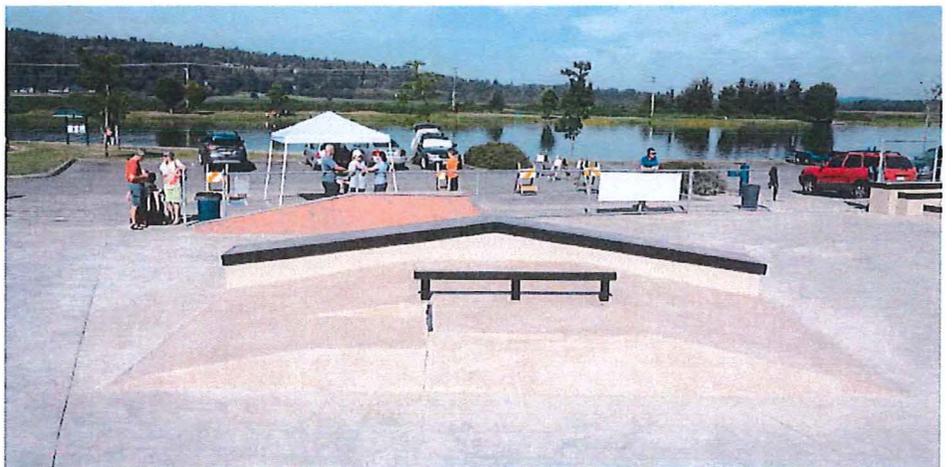
MACKAY & SPOSITO  
CIVIL ENGINEERING



## PROJECT SUMMARY:

The City of Monroe's Lake Tye Skate Park Improvements were partially funded through matching funds in the amount of \$120,000 from the State Recreation Conservation Office's Washington Wildlife and Recreation Program Grant. The total project cost is estimated at \$270,000.

The City's planned redevelopment of Lake Tye's recreation areas will expand the existing skatepark by adding a 12,000 skate plaza as well as a wake board park operated by a private vendor. Upon completion, the Lake Tye Board & Blade Park will offer opportunities for skateboarders, wake boarders, in-line skaters and scooter-riders to enjoy the park.



# BUCKLEY SKATEPARK

**OWNER:**  
CITY OF BUCKLEY, WA

**GRINDLINE'S SCOPE:**  
PRIME CONSULTANT &  
CONTRACTOR

**SCHEDULE:**  
DESIGN:  
JUNE - DECEMBER 2015  
CONSTRUCTION:  
MARCH - JUNE 2016

**BUDGET:** \$161,850

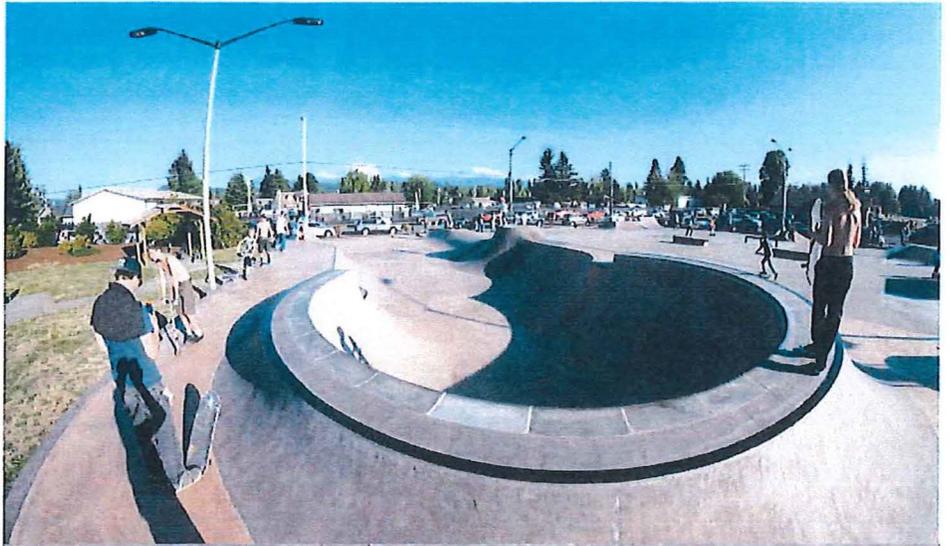
**SIZE:** 10,000 SQ FT

**CONTACTS:**  
ELLEN BOYD  
RECREATION SERVICES  
DIRECTOR  
CITY OF BUCKLEY  
EBOYD@CITYOFBUCKLEY.COM  
(360) 761-7814

**PROJECT TEAM:**  
MATT FLUEGGE  
PROJECT MANAGER

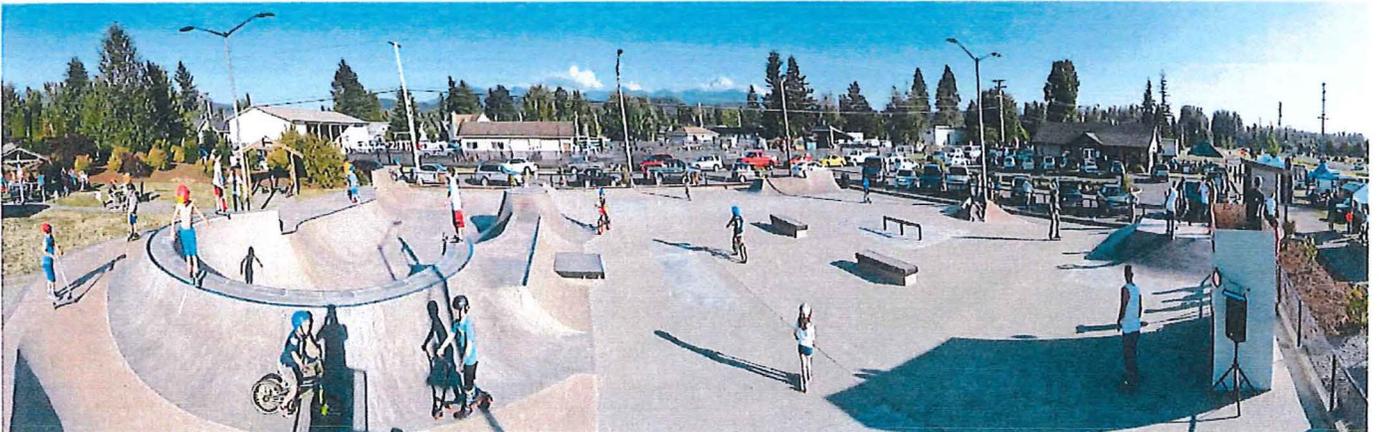
MICAH SHAPIRO  
LEAD DESIGNER

SAGE BOLYARD  
SITE SUPERINTENDENT



## PROJECT SUMMARY:

The original Buckley Skatepark, which consisted of wood and metal ramps on a concrete slab, had reached the end of its lifespan due to weatherization and wear & tear. Grindline was contracted to provide design and construction services to renovate the skatepark. After analyzing the existing site conditions, it was determined that the existing slab was in good shape but all the ramps needed to be replaced. In order to meet the City's budget, our design utilized a large portion of the existing slab, and then cut away a portion to provide for the bowl feature. Other parts of the slab were cut away to provide locations for street features. The City of Buckley has a rich logging history, so the elements in the skatepark were designed to resemble stumps and logs to celebrate this. Large antique saw blades were donated by the City and were embedded in the concrete as well. Construction was completed on budget and schedule in June 2016.



# DEBRA BARTO MEMORIAL PARK SKATEPARK

**OWNER:**  
CITY OF TULALIP, WA

**GRINDLINE'S SCOPE:**  
SKATEPARK DESIGNER &  
PRIME CONTRACTOR

**SCHEDULE:**  
CONSTRUCTION:

**BUDGET:**  
CONSTRUCTION: \$

**SIZE:** SQ FT

**CONTACT:**  
LACEY GUZMAN  
THE TULALIP TRIBES  
(360) 716-4832  
LGUZMAN@  
TULALIPTRIBES-NSN.GOV

**PROJECT TEAM:**  
MATT FLUEGGE  
CHIEF OPERATING OFFICER

MICAH SHAPIRO  
LEAD DESIGNER

ROB OWEN  
FIELD SUPERINTENDANT



## PROJECT SUMMARY:

The City of Kenmore had a previous prefabricated concrete skatepark fall into a state of disrepair that has to be closed down. After identifying a preferred location for a new skatepark, Grindline teamed up with Hewitt Architects to design the new skatepark within the City's new master plan. The result is an urban skatepark in the center of the city's commerce area and adjacent to City Hall.

At 5,600 square feet the skatepark offers something for everyone. A kidney bowl with depths of 4 and 6 feet, a brick stamped bank, real granite boulders, curved transitions and street obstacles are combined to make this neighborhood skatepark the buzz of the Kenmore community.



# TAHELAH SKATEPARK

**OWNER:**  
NEWLAND COMMUNITY  
DEVELOPMENT –  
PIERCE COUNTY, WA

**GRINDLINE'S SCOPE:**  
SKATEPARK DESIGNER &  
PRIME CONTRACTOR

**SCHEDULE:**  
DESIGN – SPRING 2012  
CONSTRUCTION –  
SUMMER 2012

**BUDGET:**  
\$105,000

**SIZE:**  
3,000 SQ FT

**CONTACTS:**  
TAMMY M. BRAUN  
PROJECT COORDINATOR  
NEWLAND COMMUNITIES  
(253) 275-3361

**PROJECT TEAM:**  
JAMES KLINEDINST  
PROJECT MANAGER

MICAH SHAPIRO  
LEAD DESIGNER

MARK HUBBARD  
SITE SUPERINTENDENT



## PROJECT SUMMARY:

In 2012 Grindline was contacted by a local developer to design 2 neighborhood skatespots that would amenities as part of a 10,000 unit planned housing development. The skatespots were integrated with the the other amenities and tied into the walking trails and other recreation facilities located in the development. Grindline had to coordinate construction with all the other construction going on simultaneously, but was still able to complete the project on budget and schedule through careful coordination and planning.



# BINGEN SKATEPARK

**OWNER:**

City OF BINGEN, WA

**GRINDLINE'S SCOPE:**

DESIGNER & GENERAL  
CONTRACTOR

**SCHEDULE:**

PHASE 1 DESIGN: JUNE 2010

PHASE 1 CONSTRUCTION:

OCTOBER – NOVEMBER 2010

PHASE 2 DESIGN:

AUGUST 2013

PHASE 2 CONSTRUCTION:

OCTOBER 2013 –

JANUARY 2014

**BUDGET:**

PHASE 1 – DESIGN: \$18,500

PHASE 1 –

CONSTRUCTION: \$156,000

PHASE 2 – DESIGN: \$13,375

PHASE 2 –

CONSTRUCTION: \$176,000

**SIZE:**

PHASE 1 – 6,000 SQ FT

PHASE 2 – 3,500 SQ FT

**CONTACT:**

JAN BRENDING

(509) 493-2122

PROJECT MANAGER

**PROJECT TEAM:**

MATT FLUEGGE

PROJECT MANAGER

MICAH SHAPIRO

LEAD DESIGNER

DAVID PALMER

SITE SUPERINTENDANT

MACKAY & SPOSITO

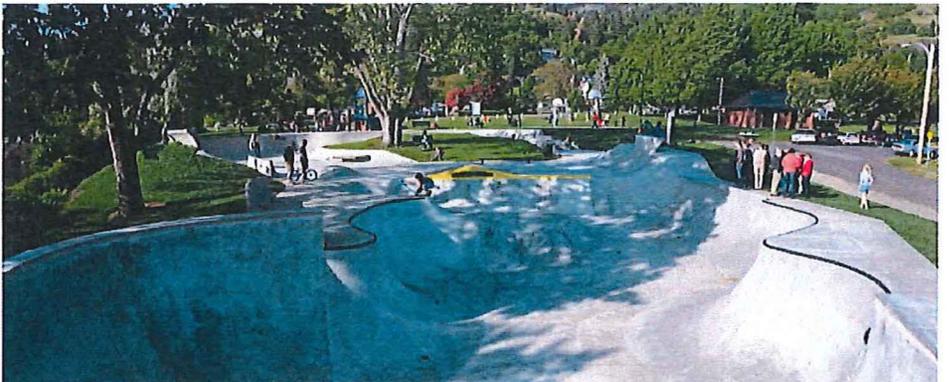
LANDSCAPE ARCHITECTURE

CIVIL ENGINEERING



## PROJECT SUMMARY:

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.



# NORPOINT SKATEPARK

**OWNER:**  
CITY OF TACOMA, WA

**GRINDLINE'S SCOPE:**  
SKATEPARK DESIGNER &  
SUBCONTRACTOR

**SCHEDULE:**  
DESIGN: SPRING 2009  
CONSTRUCTION: JUNE 2010

**BUDGET:**  
DESIGN – \$10,500  
CONSTRUCTION – \$135,000

**SIZE:**  
4,500 SQ FT

**CONTACT:**  
KRISTI EVANS  
PROJECT MANAGER  
TACOMA METROPARKS  
(253)305-1054

**PROJECT TEAM:**  
MATT FLUEGGE  
PROJECT MANAGER

MICAH SHAPIRO  
LEAD DESIGNER

MIKE SWIM  
SITE SUPERINTENDANT



## PROJECT SUMMARY:

In 2009, Grindline was hired to design a small skatespot within a larger park improvement plan for the City of Tacoma. As requested by the client, the skatespot was designed to match the aesthetics of these future improvements. To enhance the experience of the end user, high quality materials such as river rock and brick were incorporated into the materials scheme. This project is another example of why integrating the needs of skaters and non-skaters is so important. Norpoint offers a quality skatepot that not only skates well, but retains a timeless, attractive appearance that will be appreciated in the years to come.



## PREVIOUS AND CURRENT SKATEPARK PROJECT EXPERIENCE

### (2016)

Monroe, WA (Build)  
 Buckley, WA (Design/Build)  
 San Francisco, CA (Build)  
 Palisade, CO (Design/Build)  
 Darrington, WA (Design)  
 Lake Stevens, WA (Design)  
 Chico, CA (Design)  
 Colfax, CA (Design)  
 Ashdod, Israel (Build)  
 Star, ID (Build)  
 Union Gap, WA (Design/Build)  
 Coeur D' Alene, ID (Design)

### (2015)

Portage, WI (Design)  
 Snoqualmie, WA (Design)  
 Boise, ID (Design/Build)  
 Marshfield, MA (Design/Build)  
 Montague, MA (Build)  
 Tuscaloosa, AL (Build)  
 Anaheim, CA (Design/Build)  
 New Hanover County, NC (Design)  
 McCook, NE (Design/Build)  
 Hopkinsville, KY (Design)  
 Amherst, NY (Design)  
 San Francisco, CA (Design)  
 Vista, CA (Design/Build)  
 Oakland, CA (Build)  
 Zelenople, PA (Design)

### (2014)

Baker, MT (Design/Build)  
 Tulalip Tribes, WA (Design/Build)  
 Marshfield, MA (Design)  
 Issaquah, WA (Design)  
 Louisville, KY (Build)  
 Cave Junction, OR (Design/Build)  
 Wilkeson, WA (Design/Build)  
 Monroe, WA (Design)  
 Middleton, ID (Design)  
 Newburgh, NY (Design)  
 Wilmington, DE (Design)

### (2013)

Philadelphia, PA (Design/Build)  
 Bingen, WA Phase II (Design/Build)  
 Carnegie, PA (Design/Build)  
 Skatercity Denmark (Build)  
 Spring, TX (Build)  
 Scappoose, OR (Design/Build)  
 Star, ID (Design)  
 Rockton, IL (Design)  
 Milford, CT (Design/Build)

### (2012)

Seattle, WA  
 -Juddkins Park (Design/Build)  
 - Roxhill Park (Build)  
 Medford, NJ (Design/Build)  
 South Kitsap, WA (Build)  
 Cleveland, OH (Build)  
 Tehaleh, WA (Design/Build)  
 Sante Fe, NM (Build)  
 Lahaina, HI (Build)  
 College Park, MD (Build)  
 Seatac, WA (Design)  
 Hana, HI (Design/Build)  
 El Paso, TX (Build)  
 Redlake, MN (Design/Build)

Westpoint, MS (Design/Build)  
 Copenhagen, Denmark (Build)  
 Pine Ridge, SD (Design/Build)

### (2011)

Atlanta, GA  
 - 4th Ward (Build)  
 Ithaca, NY (Design)  
 Herzelia, Israel (Build)  
 Kfar Saba, Israel (Build)  
 San Marcos Phase 2 (Build)  
 San Antonio, TX (Design/Build)  
 Parkersburg, WV (Design/Build)  
 Tacoma, WA  
 - Kandle Park (Build)  
 Auburn, WA - (Design/Build)

### (2010)

Vashon, WA (Design)  
 Villa Park, IL (Design)  
 Delridge Seattle, WA (Build)  
 Copenhagen, Denmark (Build)  
 Aurora, CO (Build)  
 Tacoma, WA  
 - Norpoint (Build)  
 Norfolk, VA (Build)  
 Cleveland, OH (Design)  
 College Park, MD (Design)  
 Seattle, WA  
 - Jefferson Park (Design)  
 Bingen, WA (Design)  
 Herndon, VA (Design)  
 Lewiston, ID (Design/Build)  
 Bethlehem, PA (Construction)  
 Houston, TX  
 - Spring Park (Design)  
 Portland, OR  
 - Steel Bridge (Design)

### (2009)

San Jacinto, CA (Design)  
 Muckleshoot Tribal  
 Skatepark (Design)  
 College Station, TX (Design)  
 Portland, OR  
 - Steel Bridge (Design)  
 Aurora, CO (Design)  
 Imperial Beach, CA (Design)  
 Yonkers, NY (Design)  
 Edwards, CO (Design/Build)  
 San Diego, CA  
 - Campland (Design/Build)  
 Wilmington, OH (Design)  
 St. Helena, CA (Construction)  
 Tacoma, WA  
 - Norpoint (Design)  
 Colerain, OH (Design)  
 Seattle, WA  
 - Delridge (Design)  
 - Seattle Center (Build)  
 Winter Park, CO  
 - Phase 2 (Design)

### (2008)

Oceanside, CA (Build)  
 Kelso, WA (Design)  
 Lawrence, IN (Design)  
 Fayetteville, WV (Design/Build)  
 Bakersfield, CA (Build)  
 Yakima, WA (Build)

Bainbridge, GA (Design)  
 Bellevue, WA  
 - Highlands (Build)  
 Forks, WA (Design/Build)  
 Tualatin Hills, OR (Design/Build)  
 Myrtle Creek, OR (Design/Build)  
 Canadagua, NY (Design)  
 Erie, PA (Design)  
 Galveston, TX (Build)

### (2007)

Tacoma, WA  
 - Stewart Heights (Design)  
 Silver City, NM (Design/Build)  
 Nantucket, MA (Design)  
 Boston, MA (Design)  
 Lahaina, HI (Design)  
 Mooresville, NC (Design)  
 Hendersonville, NC (Design)

Glennwood Springs, CO  
 (Design/Build)  
 Kremmling, CO (Design/Build)  
 Wheeling, WV (Design/Build)  
 Stamford, CT (Design/Build)  
 Silka, AK (Design/Build)  
 Vancouver, WA (Build)  
 Houston, TX (Build)  
 Tuba City, AZ (Build)  
 Phoenix, AZ (Design)  
 Everett, WA (Design)  
 Amarillo II, TX (Design/Build)  
 Farmington Hills, MI (Design)  
 Bellefontaine, OH (Design)  
 Idaho Falls, ID (Design/Build)  
 St. Helena, CA (Design)  
 Oceanside, CA (Design)  
 Wichita Falls, TX (Design/Build)

### (2006)

Lakeway, TX (Design/Build)  
 Kettle Falls, WA (Design/Build)  
 Grove City, OH (Design/Build)  
 Weed, CA (Design/Build)  
 Hudson, MA (Design)  
 Jackson, WY (Design/Build)  
 Winter Park, CO (Design/Build)  
 Ridgeway, CO (Design/Build)  
 Galveston, TX (Design)  
 Round Rock, TX (Design/Build)  
 Coos Bay, OR (Design)  
 Corpus Christie, TX (Design/Build)  
 Irigon, OR (Design/Build)  
 San Marcos, TX (Design/Build)

### (2005)

San Francisco, CA (Design)  
 Houston, TX (Design)  
 Battleground, WA (Design)  
 Currituck, NC (Design/Build)  
 Yakima, WA (Design)  
 Oxford, MS (Design/Build)  
 Austin, TX (Design/Build)  
 Prosser, WA (Design)  
 Tyler, TX (Design/Build)  
 Duvall, WA (Design)  
 Missoula, MT (Design)

Atlantic Beach, FL (Design/Build)  
 Athens, GA (Design/Build)  
 Prairie Village, KS (Design/Build)  
 Shawnee, KS (Design/Build)  
 San Angelo, TX (Design/Build)  
 Amarillo, TX (Design/Build)  
 Fairplay, CO (Design/Build)  
 Aztec, NM (Design/Build)  
 Telluride, CO (Design)  
 Jonesboro, AR (Design/Build)

### (2004)

Portage, MI (Design/Build)  
 Kokomo, IN (Design)  
 Arlington, WA (Design/Build)  
 Leavenworth, WA (Build)  
 Spokane Valley, WA (Design/Build)  
 Whiting, IN (Design/Build)  
 Carnation, WA (Build)  
 Milton, WA (Design/Build)  
 Bellevue, WA  
 - Highlands (Design)  
 - Lakemont (Design)  
 Bellingham, WA (Design)  
 Longview, WA (Design/Build)  
 Clarkston, WA (Design)  
 YMCA of Mukilteo, WA (Build)  
 Dillon, MT (Design)  
 McKinleyville, CA (Design)  
 Carnation, WA (Design)  
 Vancouver, WA (Design)  
 Anchorage, AK (Design)

### (2003)

Great Falls, MT (Design/Build)  
 Carbondale, CO (Design/Build)  
 Athens, OH (Design/Build)  
 Spokane, WA (Build)  
 Cody, WY (Design/Build)  
 Sandpoint, ID (Design)  
 Kent, WA (Design)  
 Nags Head, NC (Design/Build)  
 - YMCA  
 Trinidad, CO (Design/Build)  
 Edina TriCity, MN (Design/Build)  
 - YMCA

### (2002)

West Linn, OR (Design/Build)  
 Orcas Island, WA (Design/Build)  
 Seattle, WA  
 - Ballard Skatepark (Design/Build)  
 Okinawa, Japan (Design)  
 Port Angeles, WA (Design)  
 Leavenworth, WA (Design)

### (2001)

Butter Bowl, Seattle (Design/Build)  
 Bainbridge Island, WA (Design/Build)  
 Sumner, WA (Design/Build)  
 Baker City, OR (Design)  
 Monroe, WA (Design)

## INDUSTRY RECOGNITION AND LETTERS OF RECOMMENDATION

"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 skateparks 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 Hiltz, 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."

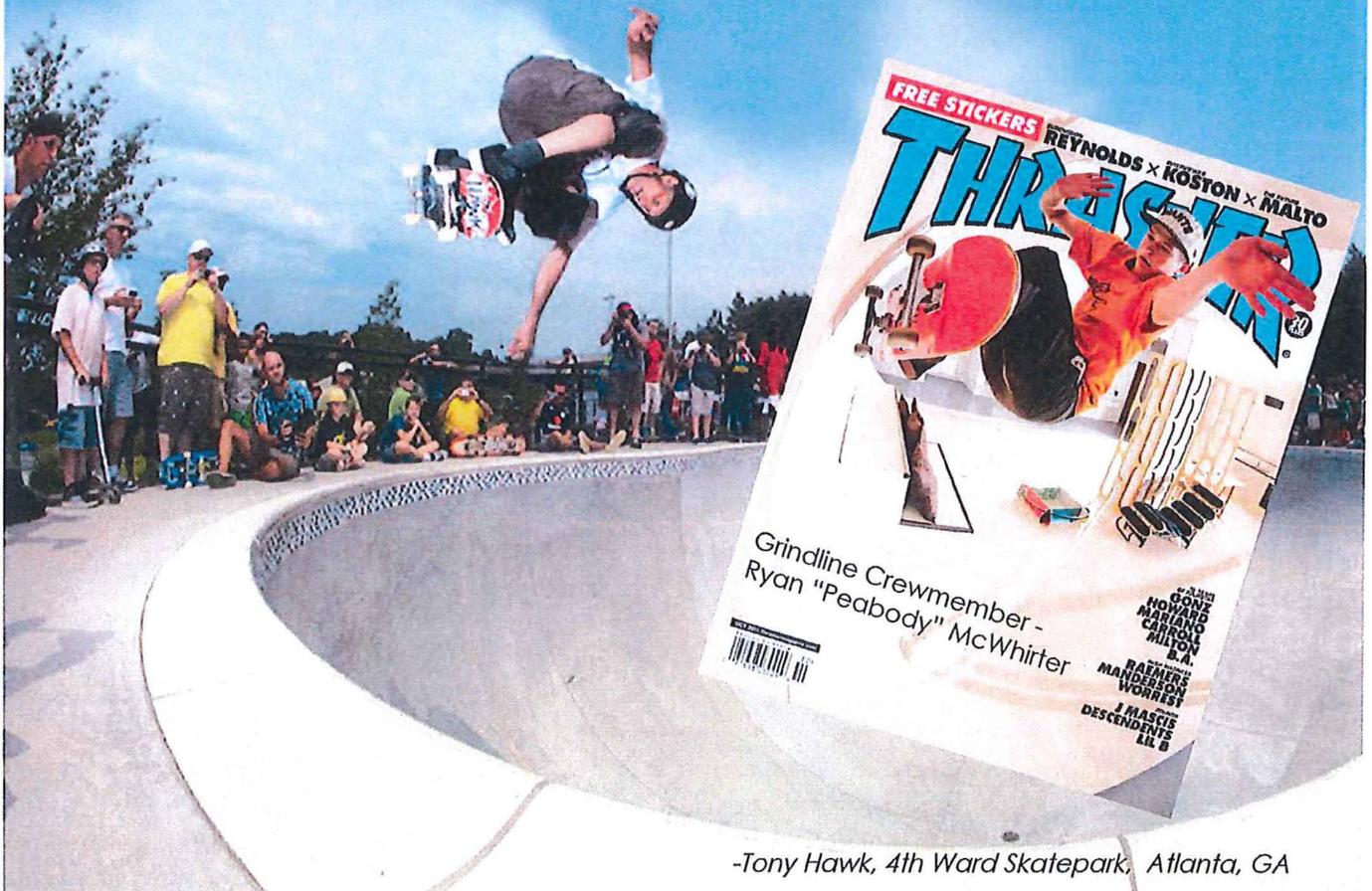
- **Transworld Skateboarding Magazine**

"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 article April 5th, 2004: Seattle Firm Grindline is a leader in building skateparks**



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



PORT GAMBLE S'KLALLAM TRIBE

31912 Little Boston Road NE ° Kingston, Washington 98346

January 27, 2014

To Whom It May Concern:

I am the Planning Director for the Port Gamble S'Klallam Tribe in Washington State. Part of my job is to act as the owner's representative for the tribe on construction projects for tribal facilities.

During 2013 I worked with the team at Grindline Skateparks of Seattle, Washington on a project for the tribe involving construction of a new skate park. The construction component of the project was funded with a grant through the "Be the Change" initiative of the Sheckler Foundation.

Grindline was involved in the project in two ways. First as a donor, contributing thousands of dollars worth of time and materials resulting in a complete plans, specifications, and estimate package for the skate park. Second as the construction contractor, with a contract between the tribe and Grindline and funding from the Sheckler Foundation.

Grindline's team was awesome. Michah Shapiro produced a design that the kids find interesting and exciting and that fits the site and the budget. Matt Fluegge and Emily Giaquinta were responsive, reasonable and easy to work with on contract issues and payments. And Rob Owen and his construction crew are extremely hard-working master craftsmen and craftswomen.

Grindline was a pleasure to work with. They are true professionals. The skate park is beautiful. It is a work of art in design and execution. I HIGHLY recommend them for any skate park project. Call me at 360-297-6354 if you have any questions.

Sincerely,

Joe Sparr,  
Planning Director



**City of Seattle**  
Seattle Parks and Recreation

November 27, 2012

Hello,

This letter is a recommendation for Grindline Skateparks. I have had the pleasure of working with Grindline on four projects for the City of Seattle over the last five years.

- Delridge Skatepark: design and construction, completed in 2011
- Judkins Skatepark: design and construction to be completed in December 2012
- Benefit Skatedot.: design with phase 1 construction, phase 2 pending funding
- Roxhill Skatepark: Construction to be completed in January 2013

Grindline has also completed construction for the Jefferson Skatepark with another Parks project manager. The team at Grindline has been extremely professional and easy to work with on every phase of a project.

During design they have worked with in-house Parks landscape architects. In the past they have also completed designs with landscape architects they partner with. Either way, they have worked through any challenges presented, making sure that projects are designed within scope and budget.

The design team is always able to communicate well at public meetings. They are prepared with presentations and communicative with the audience about incorporating ideas. They are also able to bridge the gap between styles requested by the skating community.

The construction leads for Grindline are some of the best I have worked with. Public Works projects are heavy on paperwork; all submittals, invoicing and other documentation have always been organized and delivered on time. Any issues that arise during construction are brought to the attention of the project manager right away and are addressed efficiently and in the most cost effective manner. Their crews are highly skilled and have delivered quality work on all of our projects.

Each element of work completed by Grindline has gone very smoothly and I highly recommend them for any project. Please contact me at (206) 233-2785 if you would like to ask any specific questions.

Sincerely,

Kelly Davidson  
Project Manager, City of Seattle



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)



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)

Sturgeon Bay Skatepark Initiative  
Door County Community Foundation  
P.O. Box 802  
Sturgeon Bay, WI 54235



September 20, 2014

To Whom it May Concern,

This letter is being written in recommendation of Grindline Designs. The Sturgeon Bay Skatepark Initiative began working with Grindline in 2012 after carefully reviewing options for potential skatepark designers. We knew that a great skatepark begins with a great design and wanted to hire the best design firm available. We researched our options by contacting parks we admired and talking with skaters around the country. We wanted a company that could not only design a great park, but one that also had a reputation for professionalism and was easy to work with. We narrowed our search to three firms and conducted phone interviews of the three. In January of 2012, we signed a contract with Grindline and have not regretted that decision for one moment.

In February of 2012, Micah Shapiro, Grindline's lead designer, visited Sturgeon Bay to tour our park site. He met with key constituents in the afternoon and conducted a community meeting that evening which was attended by approximately fifty people. Micah did a great job of laying the groundwork for the project and addressing the concerns of a community that had never had a skatepark. He asked participants, kids and adults, to voice their wishes for what the park should include. One of the most exciting things to come out of that meeting was the inclusion of a "cloverleaf" bowl to mimic one once part of The Turf Skatepark in Milwaukee, WI. Just weeks after Micah visited, we received our park plan. We held one or two more Skype sessions for minor tweaking.

Our group spent the next 2½ years raising the funds needed to build the park. During that time, Grindline was responsive and helpful, quickly answering any questions we had. When Dreamland Skateparks was selected as low bidder (through the closed bid process) to build our park, Grindline continued in a consulting role. We were so impressed with the entire Grindline organization and staff that we hired them to act as construction administrators.

Our skatepark opened on September 7, 2014 to rave reviews. The park is busier than we ever expected and we have had skaters visiting from all over the Midwest and beyond. An email we received from a long-time skater said, "I am hearing the park being called the 'best in the state', with comments like 'all the hype is real!'"

We can't say enough positive things about Grindline Designs. We feel that they listened carefully to our wishes and, when necessary, made wise suggestions for changes so that we received a top-notch, unique skatepark we can be proud of. We whole-heartedly recommend Grindline and would be more than happy to provide additional comments or talk in person with any group considering a Grindline-designed park.

Sincerely,

Laurel Hauser and Matt Dixner Young  
Co-chairs, Sturgeon Bay Skatepark Initiative  
matt.young.auto@sbcglobal.net