**To consider the plan of action to upgrade the skatepark provision for the young people**

**Background**

The existing skatepark was installed at Spital Park 23 years ago after consultation with the young people of Castle Donington. Over the last few years, it has been re-painted and re-surfaced on a number of occasions. The style and types of equipment were those that were popular 23 years ago. The skatepark is still well used, but it has come to its life in terms of financial viability and design options.

**Business Plan**

The Parish Council has included the upgrade/replacement of the skatepark within its Business Plan for several years with it being funded from the Section 106 money received from the new developments.

**Current position**

The existing location of the skatepark is within the carpark at Spital Park playing field. It is now compromising the carpark capacity for other activities and events.

Information gathering in respect of potential different suppliers and designs for a new skatepark have been researched and investigated.

Initial discussion with the College school council has been started. The young people are keen to be involved and through collaboration will ensure a sense of pride in any new facility.

The cost of a new skatepark will necessitate the need to go out to tender through the Government Contracts Finders website as per financial regulations.

Section 106 funding is in place towards the cost of such a project as per the Business Plan. However, the cost of skateparks has risen since the Covid Pandemic and there is a need to re-consider a ballpark figure to be able to go out to tender.

Grant funding maybe possible to increase the available pot of funding. This will need the support of the young people for any applications.

**Next steps**

* Agree scope, location[[1]](#endnote-1) and tender process[[2]](#endnote-2)
* Agree ballpark figure to scheme.
* Agree closing date for tender.

1. Site plan. [↑](#endnote-ref-1)
2. Draft tender document. [↑](#endnote-ref-2)