



Grindline was selected as the Design/Build firm to renovate the Rhodes Park Skatepark. The existing skatepark consisted of metal ramps on a large slab located under Interstate 84 in downtown Boise. The goal was to create a facility that would provide for the needs of local end users as well as serve as a world class regional attraction. Funding was provided by the Albertson's Foundation, a local non-profit organization, as well as the Boise Skateboard Association, the advocacy group that got the project off the ground. The design needed to balance the challenges of being located under a major transportation artery and working around numerous underground utilities onsite with the criteria of being a world class facility. Grindline collaborated with all stakeholders to come up with a unique design that met the needs of local users and will be a regional attraction for skateboard tourism. Rhodes Park opened in April 2016 and is already a popular venue for X Games competition.

# Boise, ID Rhodes Park Skatepark

## OWNER

City of Boise, ID

## GRINDLINE'S SCOPE

Skatepark Designer & Contractor

## DESIGN

February - July 2015

## CONSTRUCTION

August 2015 - May 2016

## BUDGET

Design: \$75,432

Construction: \$1,130,000

## SIZE

35,000 SQ FT

## PROJECT TEAM

Matt Fluegge

Project Manager

Micah Shapiro

Lead Designer

Dave Palmer

Site Superintendent

## CONTACT

Ken Fisher

Owner Rep.

208-867-3652

[kjfisher@cablone.net](mailto:kjfisher@cablone.net)

Josh Davis

Boise Skateboard Association

208-869-2487

[jmilesd@gmail.com](mailto:jmilesd@gmail.com)

