



In Spring 2013 Grindline was contracted by the City of Star to create a conceptual design for a skatepark that was to be incorporated into the Hunter Creek Sports Complex. The concept and associated cost estimate was to be used for grant applications and other fundraising activities. Through a series of community meetings and online forums, Grindline presented and refined concepts until a preferred concept was achieved. Design aesthetics include incorporating the city logo and unique color patterns throughout the park. The concept was approved by city council December 2013, and the community began an active fundraising campaign to acquire the construction funds. Once the funding was secured in spring of 2016 Grindline returned to Star to construct the skatepark. The project was completed in November 2016 and has opened to rave reviews.

Star Idaho Skatepark

OWNER
City of Star, ID

GRINDLINE'S SCOPE
Skatepark Designer
& Contractor

DESIGN
June - December 2013

CONSTRUCTION
June - November 2016

BUDGET
Design: \$34,220
Construction: \$397,880

SIZE
16,000 SQ FT

PROJECT TEAM
Matt Fluegge
Senior Project Manager

Dave Palmer
Site Foreman

Eddie Lawrence
Site Superintendent

Mackay & Sposito
Civil Engineering
Landscape Architecture

PROJECT TEAM
Tom Erlebach
Star Skatepark Committee
Chairperson
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