

Programs Not Recommended for Schematic Design

PROGRAM EVALUATION SUMMARY

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Ecological, Interpretive + Educational

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PROGRAM EVALUATION SUMMARY

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Category: SPORTS + RECREATIONAL

PROGRAM EVALUATION SUMMARY

Cable Ski



Description

Cable skiing allows people to water-ski and wakeboard without a boat. It works like a chair lift at a mountain ski area. A horizontal cable, suspended on 40' tall towers, powered by an electric motor, pulls water-skiers and wakeboarders around a lake.








Courses typically have two straight sections, incorporating a Slalom and Ramp course, on which competitions are held. The speed that the cable travels is the same as the boat speed in Tournament Water-skiing, with a top speed of about 60 mph. The rules are the same as tournament water skiing. All skiers begin from a dock. Beginners can ski off an Astroturf pad onto the lake, making an easier transition onto the water.

The sport was first invented in 1962 in Germany, and has since grown in popularity with the growth of skateboarding and the invention of wakeboarding. The newest derivative is wake skating, where participants are not attached to their board and are pulled by the cable through a course of floating obstacles similar to the features at a skate park.


Evaluator Comments

This requires too much dedicated space and is aesthetically unappealing. This program does reduce fuel use of multiple boats on the lake for water skiers. This program meets or is neutral on all environmental goal statements. Otherwise this is visually disruptive feature of a park that is meant to be beautiful.

Evaluation

Design Value	
Health Value	
Cultural Value	
Community Service Value	
Recreation Value	
Education Value	
Environmental Value	

Cumulative Value

Connection	
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PROGRAM EVALUATION SUMMARY

Paintball



Description

Paintball is a sport simulating warfare in which participants eliminate opponents from by hitting them with paintballs (spherical gelatin capsules containing primarily polyethylene glycol, other non-toxic and water-soluble substances, and dye) shot from a compressed-gas-powered gun, or “marker”. Paintball draws a wide array of players, and it is estimated that over 10 million people play annually in the United States.








Games can be played either indoors or outdoors and take various forms, of which some of the most popular are woodsball, scenario and speedball, also sometimes known as tourneyball under various circumstances. Rules for playing paintball vary widely, with most designed to ensure that participants enjoy the sport in a safe environment. The sport requires a significant amount of equipment.

A game of paintball usually involves two opposing teams seeking to eliminate all of the other team’s players or to complete an objective, such as retrieving a flag, eliminating a specific player, or other paintball variations. An average, non-professional game of paintball usually lasts around five minutes to half an hour.

Evaluator Comments

Possible revenue potential as an interim use in the park. Facilities provided by private entities at other sites may meet local demand. Popular way to encourage youth to attend park setting. Not compatible with the strong environmental mission of the park. Questionable to include war games in the park. This program provides no environmental benefit.

Evaluation

Design Value	
Health Value	
Cultural Value	
Community Service Value	
Recreation Value	
Education Value	
Environmental Value	

Cumulative Value

Some Connection	
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