

**Wiltshire Council**

**Chippenham Area Board**

**10 September 2013**

---

**Item 8 – Chippenham Skate Park Task Group Report**

**Patricia Bishop, Chippenham Resident**

**Question 8**

I would like to submit five brief questions in relation to the proposed skatepark in Monkton Park.

1) NWDC handed to yourselves a legacy requirement that any future skatepark in Monkton Park has to meet a 0dB increase in noise against background noise. How do you intend to guarantee that this target will be met?

2) The residents of Monkton Park commissioned Saunders Associates to critique the two noise reports supplied by yourselves. The critique was provided to your Environmental Health officer. This critique found the Mach Accoustics report to be "strewn with errors" and any skatepark be likely to give rise to significant disturbance when assessed under the CIEH guidelines. Have you taken this professional critique into consideration?

3) Given that your advisors recommend sinking a skatepark into the ground to reduce noise levels, have you taken into account that Monkton Park is a floodplain?

4) Why did the main body of Monkton Park suddenly become your preferred location when it was not on the original options list?

5) What is your view of the letter submitted by the Chippenham Civic Society which (amongst a number of issues) challenged the process used by yourselves in selecting Monkton Park.

**Response**

1) This proposal is being considered against criteria identified by Consultants working for Wiltshire Council, there is no legacy commitment from the former authority and it is for this authority to determine what the appropriate design criteria for noise are. The acoustic reports have both identified stringent standards and shown by calculation that the criteria can be met.

3) The STG took advice from independent contractors all of whom visited the site and were confident that they could design a suitable facility for the area.

Flooding issues will be addressed through the planning process.  
See *Skatepark report 2.3.2*