



**PRUNUSKE CHATHAM, INC.**

**EXHIBIT J**

Date: January 25, 2012  
To: Creekside Park CEQA Evaluation File  
From: Laura Saunders  
Subject: Noise Impacts from Skate Parks

To estimate anticipated noise from the proposed skate park, we used measurements from existing skate parks. Baseline Environmental provided noise measurements at the Sebastopol skate park. The measurement in Sebastopol also included vehicle noise from the adjacent street and sirens from the police station a block and a half away. Because vehicles and other city noises were louder than noises coming from the skate park, the average noise measurement doesn't represent the noise of skating. However, looking between noise peaks caused by vehicles and sirens, the skate park (at a distance of 70 feet) appears to generate sound levels ranging between 50 and 68 dBA. To evaluate this sound level, we also reviewed previous skate park sound studies. Results of the literature review are shown in Table 1 below.

**Table 1. Reference Skate Park Noise Levels**

Skate Park	Distance of Measurement	Leq (dBA)	Predicted 200-foot Leq <sup>1</sup>
Sebastopol Skate Park	72 feet	60 <sup>6</sup>	51
Derby Park <sup>2</sup>	120-130 feet	50	46
Santa Rosa Skate Park <sup>2</sup>	120-130 feet	46	42
Kingsbridge Skate Park, South Devon <sup>3</sup>	33 feet	68	52
Chowchilla Skate Park <sup>4</sup>	120 feet	59	55
Coaches Field, Oakland <sup>5</sup>	~200 feet	54	54

<sup>1</sup> Loudness equivalent calculated based upon the assumption that noise levels drop 6 dB for each doubling of distance.

<sup>2</sup> Measured by Wilson, Ihrig & Associates, Inc. Noise Assessment Proposed Skate Board Park Pinole Park, Pinole California, 16 June, 2009.

<sup>3</sup> Measured by Atkins Limited. Quay Skate Park, Kingsbridge, Noise Impact Assessment. 25<sup>th</sup> March 2009.

<sup>4</sup> City of Chowchilla. General Plan Update 2040 Draft Environmental Impact Report.

<sup>5</sup> City of Fremont. Initial Study Fremont Skate Park.

<sup>6</sup> Using the L50 to better represent the measured sound actually coming from skating.

Noise levels appear to depend on the number of users, ambient noise, and skating features. Noise from skating comes from rolling, jumps and slaps, and glides along railings. Rolling is the activity that generates fairly constant noise and tends to be quiet, particularly on smooth pavement. Jumps and slaps create louder episodic sounds. Glides create a loud grinding noise and are also episodic. Often the sound of conversation between skate park users is as loud as the skating although some authors have noted that, since skating is essentially a solitary activity, conversation from group gathering places such as the concession deck may actually be louder.