

RIDEspan®

ACTIVE RECREATION SYSTEMS

PUMP / FLOW / STREET / SKILLS / PARK

From a single
riding line to a
complete active-
recreation destination.



Five distinct pathways. One active-recreation project family.

Choose the project outcome first. The system follows the users, site and programme – not the supplier catalogue.



01

PUMP

Complete modular pump tracks.

Established pathway



02

FLOW

Compact modular flow & pump elements.

Development range



03

STREET

Skate / scooter / BMX street systems.

Initial range selected



04

SKILLS

BMX & MTB progression systems.

In development



05

PARK

Complete active recreation parks.

Project wrapper

Complete Modular Pump Tracks

Purpose-designed modular pump-track circuits for complete riding facilities.

Established pathway



Continuous modular riding circuit

Smooth, connected flow for all abilities.



Repeat laps, rhythm and cornering

Build skills through consistent, engaging lines.



Schools, councils, parks and community recreation

Ideal for public and private facilities.



Mixed wheeled participation

Bikes, skateboards, scooters and more (subject to exact system documentation).



Existing PUMP technical pathway remains separate from FLOW

Dedicated product pathway with its own design parameters and approvals.



RIDEspan FLOW

Modular Flow & Pump Elements

Compact rollers, transitions and linking modules configured into shorter riding lines and progression zones.

Development range



Compact footprints and shorter lines



Individual configurable modules



Useful for staged or constrained sites



FLOW ROLL • RISE • TURN • LINK • START • LOOP • CUSTOM



Exact construction, surface, anchoring and use approvals remain evidence-controlled



Skate / Scooter / BMX Street Systems

Modular quarter pipes, banks, boxes, ledges, rails and transition features organised around project outcomes.

Initial range selected



Quarter pipes and mini ramps

Versatile transition elements for all riding styles and skill levels.



Banks, kickers and transitions

Build flowing lines and progression zones.



Fun boxes, manual pads and ledges

Creative features that keep riders engaged.



Grind rails and combination street features

Classic and modern elements for technical riding.



Public-project technical evidence

Released model by model for straightforward planning and approvals.



Concept imagery and planning studies are indicative. Final geometry, materials, structural details, standards, foundations, warranty and use approvals are project specific.

RIDEspan SKILLS

BMX & MTB Progression Systems

A dedicated bike-progression pathway for rollers, turns, jumps, drops, balance and technical riding.



Bike-specific progression

Designed for BMX and MTB riding and skill development.



Beginner to intermediate

A clear progression pathway for building confidence and control.



Rollers, turns, jumps, drops & balance

A range of features to develop versatile riding skills.



Integrates with PUMP, FLOW and PARK

Can connect with other RIDEspan systems for complete riding destinations.



Use approvals required

Exact manufactured range must be qualified before specification.



The complete active-recreation project wrapper.

RIDESPAN PARK coordinates the selected riding systems with circulation, supervision, shade, seating, lighting, bike parking, hydration, amenities and future expansion.



START

Small-footprint introductory recreation.



STREET

Street-focused park.



FLOW

Flow-oriented park.



MIX

Multi-discipline recreation.



PROGRESSION

Beginner-to-advanced project.



CUSTOM

Site-specific destination.



RIDESPAN PARK COMPLETE ACTIVE RECREATION PARKS



TYPICAL LAYOUT

Street Area
Approx. 28m x 18m



- 1 Quarter Pipe
- 2 Bank Ramp
- 3 Fun Box
- 4 Grind Rail
- 5 Manual Pad
- 6 Mini Ramp
- 7 Seating / Shade

TYPICAL LAYOUT

Community Park
Approx. 60m x 40m



- 1 Street Zone
- 2 Flow / Pump Zone
- 3 Bike Skills Zone
- 4 Seating / Shade
- 5 Spectator Area
- 6 Amenities / Hydration
- 7 Connection Pathways
- 8 Future Expansion

FEATURED RIDESPAN PARK MODULES



GRIND RAIL



TABLETOP



DROP



BALANCE



MANUAL PAD



MINI RAMP

PUMP vs FLOW vs STREET vs SKILLS

The systems are deliberately separated because they solve different recreation briefs. PARK is used when several need to work together.

Decision	PUMP	FLOW	STREET	SKILLS
Core purpose	Complete continuous circuit	Compact riding lines	Street / transition riding	Bike-specific progression
Project role	Dedicated pump track	Staged or constrained site	Skate / scooter / BMX zone	BMX / MTB training zone
Configuration	Connected track system	Individual linked modules	Independent + combined features	Progression-led bike modules
Best fit	Repeat laps and rhythm	Compact / flexible recreation	Trick and street progression	Technique and skills progression
Current position	Established	Development	Initial range selected	In development



Move to PARK when the project includes multiple activity zones, several rider groups, public-realm infrastructure, staged expansion or a complete destination brief.



Start with the site and users. Then choose the system.

A useful first brief needs four key decisions — project type, primary activity, site character and project goal.

01



PROJECT TYPE

School · council · resort · development · complete park

02



PRIMARY ACTIVITY

Mixed wheeled · pump track · street · bike skills

03



SITE CHARACTER

Compact · flexible community scale · large destination

04



PROJECT GOAL

Progression · staged growth · dedicated activity · multi-activity



PLANNING RECOMMENDATION

Exact system construction, use suitability, foundations, clearances and applicable standards are confirmed during project review.

RIDEspan SYSTEMS

PUMP

Complete circuit for continuous flow.

FLOW

Compact / staged configurations.

STREET

Street / transition elements and lines.

SKILLS

Bike progression features.

PARK

Multi-system destination.



Built for the people who plan and procure the facility.

RIDEspan sector pages translate the same system family into the questions each buyer actually needs to answer.

01



SCHOOLS

Age groups · supervision · progression · shared use · staged growth

02



COUNCILS

Needs assessment · site fit · community outcomes · lifecycle · public realm

03



DEVELOPERS

Masterplanning · staged delivery · activation · connections · handover

04



RESORTS

Guest recreation · visual integration · progression · operations · exposure



RIDEspan project packages

Named packages give clients a clear starting point without pretending the equipment is a fixed certified kit.



01

RIDEspan START

Compact first-stage recreation



02

RIDEspan SCHOOL

Supervised school movement zone



03

RIDEspan COMMUNITY

Neighbourhood / community active recreation



04

RIDEspan DISTRICT

Multi-zone district recreation park



05

RIDEspan DESTINATION

Regional / resort recreation destination



06

RIDEspan CUSTOM

Site-specific or staged programme

The public page should never outrun the technical file.

RIDEspan separates what is verified, what is awaiting exact supplier evidence, and what must remain project-specific.

 SYSTEM DEFINITION Verified / public	 PRODUCT FAMILY Mixed status	 FRAME / STRUCTURE Awaiting exact evidence
 RIDING SURFACE Awaiting exact evidence	 OUTDOOR DURABILITY Awaiting exact evidence	 ANCHORING / FOUNDATIONS Project specific
 LOADS / STRUCTURAL Project specific	 STANDARDS Evidence controlled	 RIDER SUITABILITY Model specific
 MAINTENANCE / SPARES Final release required	 WARRANTY Final commercial release	 PACKING / FREIGHT Project specific

No EN 14974, structural-load, coastal-exposure, warranty or universal rider-use claim is released without exact supporting documentation for the offered system.

School / Local and Community concepts

Concept-planning studies only - not construction, engineering or final equipment drawings.

RIDEsPARK School / Local Indicative Layout



Approx. 24 m x 18 m
Total footprint (including margins)



KEY / LEGEND

- 1 **PUMP LOOP / RIDING LINE**
Modular pump / flow elements
Approx. 14 m x 10 m
- 2 **STREET FEATURE AREA**
Quarter pipes, banks, ledges,
rails and manual pad
Approx. 8 m x 10 m
- 3 **SPECTATOR / SEATING**
Seating area with clear views
of flow and street zones
- 4 **BIKE / SCOOTER PARKING**
Racks for bikes and scooters
- 5 **SHADE / SEATING**
Shade sail with seating
and resting area
- 6 **FUTURE EXPANSION ZONE**
Space for additional modules
or program elements
Approx. 8 m x 5 m

- Riding surface (asphalt / concrete)
- Surrounding concrete paving
- RIDEsPARK module (birch plywood)
- Turf / future expansion area
- Landscape planting / garden bed
- Mulch / gravel bed
- Site boundary (indicative)

0 2 4 6 8 10 m
SCALE 1:200 (A3)

RIDEsPARK Community Indicative Layout



Approx. 38 m x 26 m
Total footprint (including margins)



KEY / LEGEND

- 1 **PUMP LOOP / RIDING LINE**
Modular pump / flow elements
Approx. 24 m x 16 m
- 2 **STREET FEATURE AREA**
Quarter pipes, banks, ledges,
rails, manual pads, hubbas
Approx. 12 m x 14 m
- 3 **SPECTATOR / SEATING**
Seating area with clear views
of flow and street zones
- 4 **BIKE / SCOOTER PARKING**
Racks for bikes and scooters
- 5 **SHADE / SEATING**
Shade sail with seating
and resting area
- 6 **FUTURE EXPANSION ZONE**
Space for additional modules
or program elements
Approx. 12 m x 8 m

- Riding surface (asphalt / concrete)
- Surrounding concrete paving
- RIDEsPARK module (birch plywood)
- Turf / future expansion area
- Landscape planting / garden bed
- Mulch / gravel bed
- Site boundary (indicative)

0 5 10 15 20 m
SCALE 1:300 (A3)

SCHOOL / LOCAL

COMMUNITY

District and Destination concepts

As project scale increases, circulation, amenities, lighting, service access, progression and future expansion become more important.

RIDEsPARK District Indicative Layout

Indicative planning concept – not a construction drawing.



Approx. 58 m x 36 m
Total footprint (including margins)

KEY / LEGEND

- 1 **PUMP / FLOW CIRCUIT**
Modular pump track with rollers, berms, table tops and transitions.
- 2 **STREET FEATURE AREA**
Street style elements, ledges, rails, hubs, mini ramp, box.
- 3 **BEGINNER BIKE SKILLS**
Skills loop with banks, tabletop jumps and balance features.
- 4 **SHADED PLAZA**
Central gathering space with seating, trees and bike racks.
- 5 **SHADE STRUCTURE**
Shade sail with seating, garden beds and feature trees.
- 6 **BIKE / SCOOTER PARKING**
Short term racks near plaza.
- 7 **AMENITIES / HYDRATION ZONE**
Drinking fountain, seating, bins and lighting.
- 8 **SPECTATOR SEATING**
Viewing areas with seating and landscaping.
- 9 **LINKED PATHWAYS**
Connection to broader path network.
- 10 **FUTURE EXPANSION ZONE**
Space for additional modules or programme elements.

- Riding surface (asphalt / concrete)
- Feature paving
- Modular elements (timber / metal)
- Planting / landscape buffer
- Turf / future expansion area
- Mulch / garden bed
- Site boundary (indicative)

0 5 10 15 20 m
SCALE 1:400 (A3)

DISTRICT

RIDEsPARK Destination Indicative Layout

Indicative planning concept – not a construction drawing.



Approx. 80 m x 52 m
Total footprint (including margins)

KEY / LEGEND

- 1 **PUMP TRACK ZONE**
Larger modular pump track with rollers, berms and flow elements.
- 2 **FLOW ZONE**
Median flow circuit with turns, rollers and table tops.
- 3 **STREET PLAZA**
Scale / scooter / BMX elements including ledges, rails, banks and movement features.
- 4 **BIKE SKILLS PROGRESSION**
Jump lines, rollers, balance elements, obstacles, and drop features.
- 5 **SHADED HUB PLAZA**
Central gathering space with shade structure, seating and landscaping.
- 6 **LINKED PATHWAYS**
Integrated circulation paths and access routes.
- 7 **AMENITIES / HYDRATION**
Drinking fountain, bins, seating and lighting.
- 8 **BIKE / SCOOTER PARKING**
Racks and kickstands close to main entry.
- 9 **FUTURE EXPANSION ZONE**
Space for additional modules or programme elements, viewing areas.

- Riding surface (asphalt / concrete)
- Feature paving
- Modular elements (timber / metal)
- Planting / landscape buffer
- Turf / future expansion area
- Mulch / garden bed
- Site boundary (indicative)

0 10 20 30 40 50 m
SCALE 1:750 (A3)

DESTINATION

Plan what happens between the modules.

A successful recreation park is more than equipment placement. These eight layers should be resolved with the riding systems.

SCALABLE
SYSTEMS.
REAL
PLACES.



01

Activity core

Choose PUMP, FLOW, STREET and/or SKILLS around actual users.



02

Rider circulation

Entry, exit, waiting, crossings and transitions.



03

Progression

Separate introductory, intermediate and higher challenge.



04

Supervision

Plan spectator, teacher, parent and coach positions.



05

Public realm

Shade, seating, hydration, bike parking, bins and paths.



06

Lighting & services

Power, drainage, maintenance access and future amenities.



07

Expansion zone

Protect future modules and connection points.



08

Handover & lifecycle

Inspection, maintenance, spares and responsibility matrix.

SPECIFICATION & PLANNING CENTRE

Move from an idea to a controlled project brief.

The product schedule should be frozen only after the project envelope, evidence requirements and responsibility boundaries are understood.

01

Define project outcome

02

Select RIDEspan pathway

03

Fix planning envelope

04

Set evidence schedule

05

Separate supply / local works

06

Coordinate public realm

07

Freeze equipment schedule

08

Prepare handover

Minimum final project file: site description · selected pathway · users · site plan · progression zoning · civil/base responsibility · product schedule · evidence register · installation scope · maintenance · warranty/spares · logistics.

Answer the decision before selling the system.

Long-form guidance connects product discovery to real planning and procurement questions.



01

MODULAR vs CONCRETE SKATEPARKS

Permanence, staging, site works, repair, progression and lifecycle.



02

PUMP TRACK vs BIKE SKILLS PARK

Continuous riding and technical progression are different briefs.



03

HOW TO PLAN AN ACTIVE RECREATION PARK

Users, zoning, rider flow, progression, amenities and expansion.



04

STAGED ACTIVE RECREATION FOR COUNCILS

Build a useful first phase while protecting future growth.

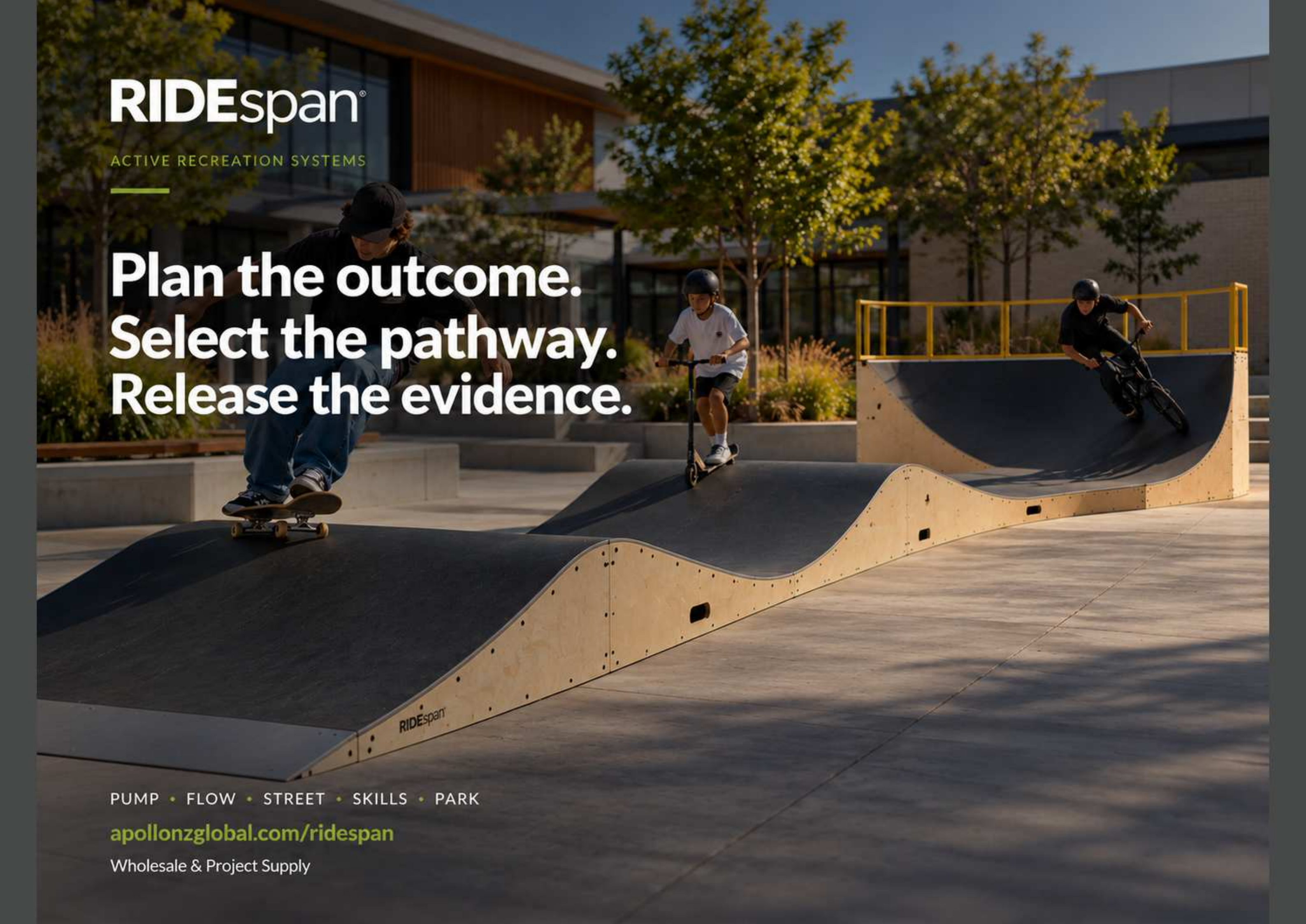


FIRST PROJECT BRIEF

What to send us.

- ☐ 01 Site location and available area
- ☐ 02 Primary users and expected age groups
- ☐ 03 Preferred riding activities
- ☐ 04 Existing surface / site condition
- ☐ 05 Desired progression level
- ☐ 06 Lighting, shade, seating and amenity needs
- ☐ 07 Future expansion or staged budget
- ☐ 08 Target programme and delivery region

START AT apollonzglobal.com/ridespan



RIDEspan®

ACTIVE RECREATION SYSTEMS

**Plan the outcome.
Select the pathway.
Release the evidence.**

PUMP • FLOW • STREET • SKILLS • PARK

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Wholesale & Project Supply