

DUCKWE

DUCKBREWE 6

COMMUNITY BUILD + EVENT CASE STUDY

Rolling Meadows | Christchurch | 2025-26

A permanent skate activation
relocated and rebuilt by a community
that refused to let it disappear.

\$8,000

INITIAL SEED ALLOCATION

100+

WHOLE-PROJECT
CONTRIBUTORS

Built for skating. Built to last. Built by people.



01 / WHAT DUCKBREWE IS

Skateboarding in the middle of the party.

Duckbrewe is the skate activation inside Rolling Meadows: serious skateboarding, live music and a New Year crowd occupying the same space rather than separate corners of an event.



Rolling Meadows at the new Christchurch site - festival scale surrounding the skate activation.



At its core, Duckbrewe combines Street and Ramp competition, MCs, judging and prize-givings with the bars, stages and crowd of a major New Year festival. The result is a skate event with the visibility and atmosphere of a much larger live show.

The crossover is natural because the same people genuinely inhabit both worlds. At DB4, UK skater Dogger won Men's Ramp and then DJed the neighbouring stage. Other competitors are DJs, musicians and committed drum-and-bass heads; some top skaters have even arrived primarily for the festival and ended up joining the session.

The same pathway works from the other direction too: Duckewe's smaller Christchurch activations feed the scene, with riders like Phoebe Chatterton progressing from grom-level events to a Duckbrewe prize-giving stage in 2025.

For sponsors, Duckbrewe offers grassroots skate credibility inside a large, highly visible live-event environment.

Estimated Rolling Meadows attendance at the new site: ~8,000.

WHY THE CROSSOVER WORKS

**The skate crowd is part of the festival crowd.
The music is part of the culture. Neither feels bolted on.**

02 / THE CHALLENGE

Move the thing. Keep the event alive.

After four years at Boneline, Rolling Meadows relocated closer to Christchurch. The skate setup had been built to stay - now it had to move.



BONELINE: DISMANTLE + SALVAGE



NEW SITE: SAND + TREES

Duckbrewe had spent years turning its North Canterbury home into permanent skate infrastructure. When the festival moved, the easy option was to leave that chapter behind. The harder option was to strip the useful structure, transport it south and redesign it for a completely new site.

The 2025 relocation began with an \$8,000 Rolling Meadows seed allocation - far less cash than the original permanent build had required. The response from the skate community was simple: the event was not ending because the numbers looked difficult. People, skills, materials, vehicles and time would have to close the gap.

\$8,000

INITIAL SEED ALLOCATION

\$214,300

DOCUMENTED SHARED OUTPUT

100+

COMPLETE PROJECT CONTRIBUTORS

1,172

CONTRIBUTED PROJECT HOURS

THE PROJECT IN ONE LINE

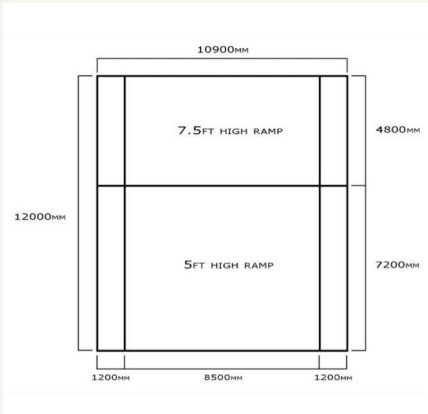
Relocate and redesign permanent skate infrastructure from an \$8,000 starting allocation - without losing the community or the event around it.

Left: Boneline during dismantling. Right: the cleared Christchurch-edge site at the start of the rebuild.

03 / COMMUNITY BUILD

The largest input was people

The rebuild was delivered through a long chain of working days rather than one contractor package: dismantle, transport, set-out, posts, concrete, bearers, joists, transitions, coping, surfacing, platforms, cladding, art and finishing.



Approved ramp plan for the new site



Set-out square with John Shaw



Concrete pour: deep sand, heavy barrows, big crew

77

MAIN FOUNDATION POSTS
DRIVEN INTO THE GROUND

28

PLATFORM POSTS
IN DEEP CONCRETE FORMS

11 x 9m

BEARER ROWS
TIED SECURELY TO POSTS

8 x 12m

CENTRAL JOISTS
WITH PRE-BUILD TRANSITIONS EITHER SIDE

The new site was sand, not solid ground. Before any salvaged ramp structure could return, the crew first had to build a timber foundation closer in scale to a small house than a normal event obstacle. John Shaw provided LBP oversight and critical set-out; JW Fencing helped drive the post grid; different trades, skaters and volunteers arrived as each stage needed them.

The concrete pour captured the tone of the whole project. The delivery truck nearly disappeared into the sand, wheelbarrow tyres failed under the load and the crew ended up dragging and carrying concrete to the holes. Friends brought workmates; workmates brought family. The job kept moving because the next person kept turning up.



STRUCTURE

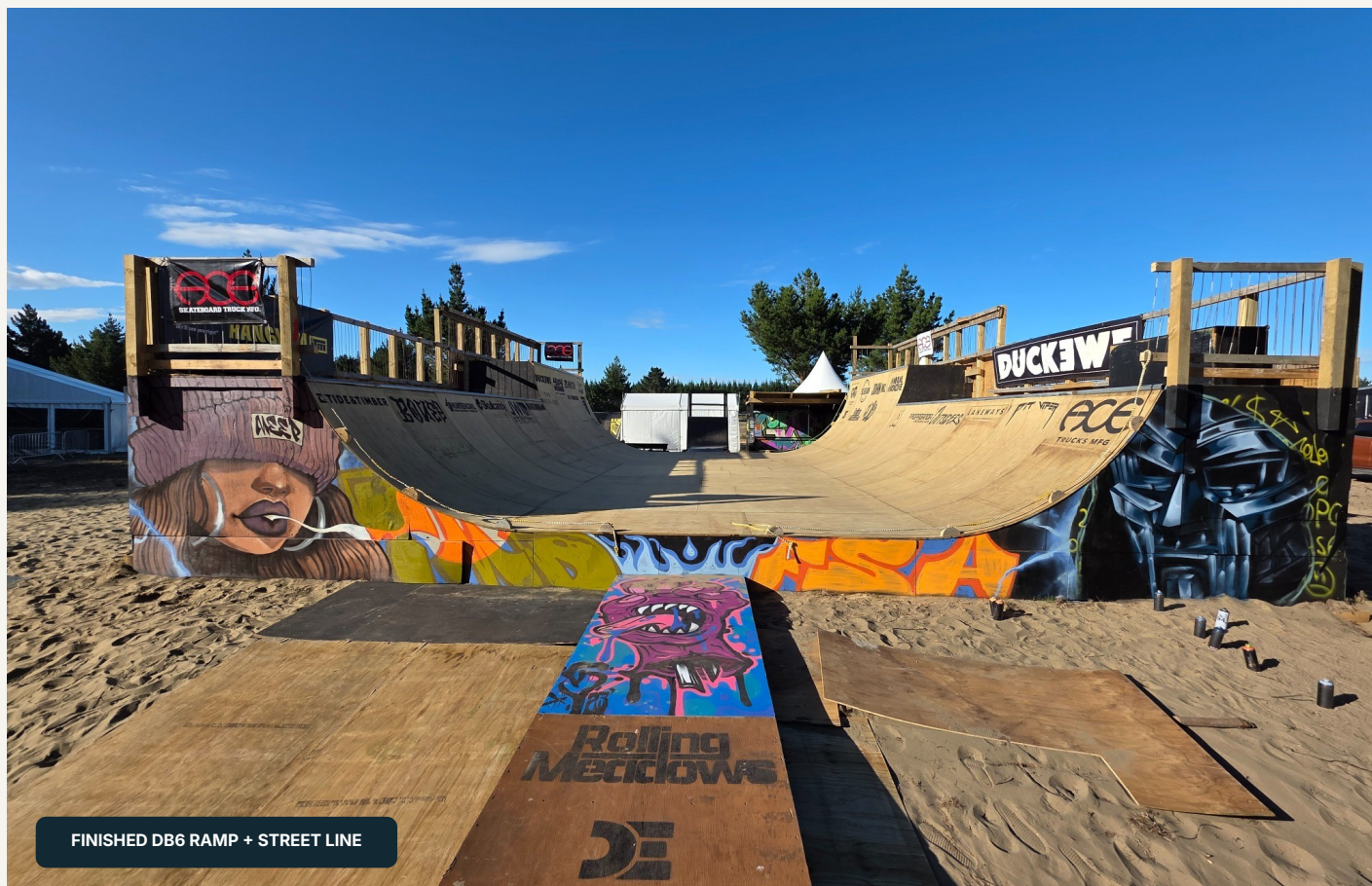


SURFACING

04 / WHAT WAS BUILT

Permanent infrastructure, redesigned for the new site

The Boneline structure was salvaged, but the new ramp was not a like-for-like rebuild. The geometry was reworked around a continuous flat bottom and a wider, line-oriented riding experience.



FINISHED DB6 RAMP + STREET LINE

12.0 m

RIDING WIDTH

5 ft

MAIN SECTION

7.5 ft

EXTENSION SECTION

8 ft

TRANSITION RADIUS

7.2m & 4.8m

COPING SPANS

The final main structure has a 10.9 m x 12.0 m footprint and ten-sheet riding width, supported on the new post-and-bearer foundation. Street elements run through and in front of the ramp, while platforms, handrails, storage, MC/judge space, seating and art turn it into a complete event zone rather than a standalone obstacle.

The original Boneline container ramp was a unique concept design with 12 m of continuous coping and a staggered drop-down floor that skated more like a bowl than a conventional mini ramp. It gave competitors an exciting challenge to master and looked amazing, but the rebuild was a chance to change the format. DB6 uses separate 5 ft and 7.5 ft coping heights over one continuous flat bottom, opening longer lines, bigger combos and stronger all-round skate performance - effectively levelling up from a four-sheet ramp beside a six-sheet ramp to ten sheets wide of open action.

DELIVERY + OVERSIGHT

John Shaw - LBP oversight
Ben Phillips - CPEng / BAT
Structures
Specialist trades + community build crew

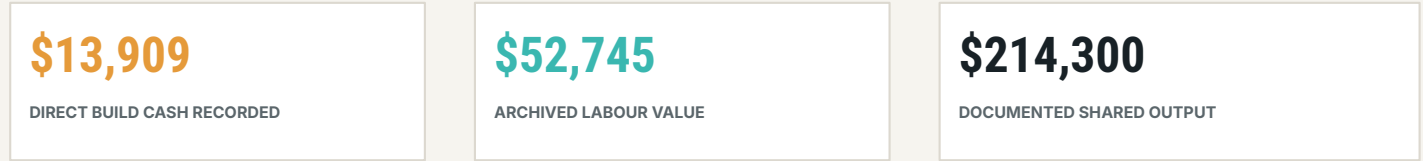
REUSE WAS PART OF THE DESIGN

Useful Boneline transition frames, timber and hardware were carried forward rather than discarded. DB6 became both a relocation and an upcycling project.

05 / SHARED PROJECT VALUE

What \$13,909 in build cash unlocked

Cash paid for only one part of DB6. The reconciled project record also captures labour, reused infrastructure, donated and discounted material, vehicles, professional expertise, festival support, access and prizes.



RECONCILED VALUE RECORD

Festival access / project tickets*	\$84,370	Direct build cash	\$13,909
Contributed labour	\$52,745	DB6 prize pool	\$11,544
Tools, vehicles + equipment	\$21,985	Rangiora ITM in-kind timber	\$8,709
Reused legacy timber + infrastructure	\$21,030		

*143 festival tickets at \$590 RRP across crew, builders, athletes and project participants.

WHAT THE \$214,300 FIGURE MEANS

It is not revenue, profit, ROI or a sale value for the finished ramp. It is the documented shared output produced when the project combined its cash spend with contributed labour, reused assets, donated and discounted materials, equipment, professional expertise, festival support, tickets and prizes.



Material support



Reused Boneline stock



Contributed labour

06 / FESTIVAL DELIVERY

Back to the reason it exists

Once the build was finished, the project had to become an event again - skate, BMX, music, art, prizes and a place people actually wanted to spend time.


38

MALE SKATE COMPETITORS

8

FEMALE SKATE COMPETITORS

11

BMX COMPETITORS

\$11,544

DB6 PRIZE POOL

Duckbrewe 6 ran 29-31 December 2025 inside Rolling Meadows. The rebuilt ramp supported skate and BMX competition, a street line through the venue, MCs and judges, artist-painted infrastructure, nearby music and bar activations, and a crowd that had already followed the event through five previous editions.

THE PAYOFF

A permanent asset doing what it was built for: serious skating, a loud crowd and a good time.

Duckbrewe did not land at DB6 by accident. It began as a one-day brewery skate jam, moved into Rolling Meadows, grew into the permanent Boneline setup, added concrete street infrastructure and then survived a full relocation. The 2025 rebuild mattered because it protected that history while giving the next edition a stronger base to work from.



DB1 / Two Thumb



DB2 / Rolling Meadows



DB3 / Boneline begins



DB4 / Full stride



DB5 / Concrete expansion

07 / CULTURE AROUND THE COMPETITION

The bits that make it Duckbrewe.

The competition gives Duckbrewe its structure. The people around it - MCs, artists, side events and the wider crew - give it its character.



THE VOICES OF DUCKBREWE

George Read and Captain Johnny Routledge have been part of the sound of Duckbrewe from the beginning. They run heats and prize-givings, keep the crowd engaged and give the skate zone the loose, local personality that has become part of the event itself.



ART + PLACE

Local street artists have painted the walls, ramps and supporting structures throughout Duckbrewe's history. The work changes with the event and gives the skate area a visual identity that comes from the same culture as the people skating it.

WHEN THE HEATS STOP Push-up challenges, limbo comps, basketball, BMX, best trick and whatever else the day throws up keep the zone loose between heats - the warm-up before late-night DJ sets and the descent into festival chaos.



Basketball at Duckbrewe - side events keep the skate zone moving between heats.



BMX JOINS THE MIX

Matt Mercer, Jono and Scott were joined by others from the BMX scene during the build, adding valuable skills, resources and hours. DB6 gave that crew a demo, a mini-comp and a place at the table, with natural crossover through riders like Stu Roper and the weekly Washington Way skatepark crowd.

THE TAKEAWAY

The comp gives Duckbrewe a structure. The voices, art, music and side quests make it unmistakably Duckbrewe.

08 / TRACK RECORD

Six editions. A proven platform.

Duckbrewe has grown by building on what worked, keeping useful infrastructure in circulation and bringing new people into the same network.

6

EDITIONS COMPLETED

22

CORE ADULT/OPEN CHAMPIONSHIP EVENTS

\$53,500

CASH + PRODUCT PRIZES ACROSS SIX EDITIONS



CORE PODIUMS / 1ST - 2ND - 3RD

YEAR	MEN STREET	WOMEN STREET	MEN RAMP	WOMEN RAMP
DB1	-	-	Bowman Hansen / Stefan Robin / Rok Kupljen	Poppy Milroy / Krysta Ashwell / Gracey George
DB2	Matt Markland / Bowman Hansen / Pauly Kauri	Krysta Ashwell / Poppy Milroy / -	Bowman Hansen / Tom Mitchell / Matt Markland	Krysta Ashwell / Amber Clyde / Mikaela
DB3	Pauly Kauri / Josh Bamford / Tim Cunneen	Krysta Ashwell / Sophie Tasker / Rose Jenkins	Tim Cunneen / Josh Bamford / Jacob Houghton	Krysta Ashwell / Rose Jenkins / Rachel Shirley
DB4	Josh Stewart / Martin Novoa / Josh Bamford	Krysta Ashwell / Poppy Milroy / Elly Townshend	Rob Smith / Josh Bamford / Tim Cunneen	Krysta Ashwell / Rose Jenkins / Anna Tempero
DB5	Josh Stewart / James Kingston / Corbynn Williams	Rose Jenkins / Elly Townshend / Krysta Ashwell	Corbynn Williams / Josh Bamford / Niwa Warner*	Poppy Milroy / Rose Jenkins / Krysta Ashwell
DB6	Pauly Kauri / Josh Bamford / Sam Novak	Rachel Shirley / Rose Jenkins / Elly Townshend	Jack Woodrow / Tim Cunneen / Willy Bartlett	Rose Jenkins / Rachel Shirley / Elly Townshend

*DB5 Men's Ramp was recorded as a joint first-place result.

SELECTED 2025 PARTNERS + SUPPORTERS

HOST / BUILD / INFRASTRUCTURE

Rolling Meadows / SUB180
Rangiora ITM / Tyanhaus
Hunter Civil / BAT Structures
JW Fencing / Peninsula Build & Maintain
Two Thumb Brewing Co. / Cheapskates
The Tree Guys / 4x4 Mowing

SKATE / PRIZE / COMMUNITY

Outsiders Skate / Propaganda
Tide & Timber / ACE / Bones
Collab Distribution / Skullcandy
Pit Viper / CUBA / The Coff Shop
Disciple of Discipline / OD Tattoos
Laneway Tattoos / MNTN

ART / MEDIA / CULTURE

Manual Magazine / Full Steam Ahead
DTR Crew / Drows / Ikarus
Dcypher / Smeagol / Kophie
Siete / Expres / Sewer
Tom Peden / Intuitive Flare
Dranium Zanium

WHAT RECURRING SUPPORT HAS DONE

Rolling Meadows provided the platform and seed funding; Rangiora ITM repeatedly reduced material costs; tradespeople kept the structure safe; artists brought the space to life; photographers captured the action; and prize sponsors put product directly into riders' hands.

09 / LOCAL SKATEBOARDING

The flagship, not the whole story.

Duckbrewe is the jewel in the crown, but Duckewe's grassroots skate work happens across Christchurch throughout the year.



Early Tyanhaus under-18 activity.



Post-festival Whānau Day at the new site.

Across Christchurch, Duckewe runs and supports smaller skate activations through the year - including Evil Brewe, grom divisions, community events, sponsored jams and other opportunities that bring younger riders into the same scene long before they are old enough for the 18+ festival.

That pathway has existed from early Tyanhaus under-18 sessions through local town events and post-festival Whānau Days. Riders can start at a grom comp, become part of the crew and, over time, progress into the same wider skate community that feeds Duckbrewe.

The permanent Rolling Meadows ramp gives that wider programme a flagship destination: somewhere capable of hosting a national-level field and attracting travelling skaters, while the year-round grassroots activity keeps the base underneath it growing.



Duckbrewe crew, competitors, volunteers and supporters at the ramp.

From first competitions in town to a national-level New Year event, the aim is to give Canterbury skaters somewhere to start, somewhere to progress and something worth progressing towards.

BUILD ON WHAT IS ALREADY THERE.

The biggest infrastructure job is done. Sponsor support for the next edition can go further into the event itself.

PARTNERSHIP CAN SUPPORT

01

COMPETITION

Cash purse, product prizes, rider support and judging / MC delivery.

02

INFRASTRUCTURE

Street features, maintenance materials, tools, trades and practical support.

03

CREATIVE + MEDIA

Art commissions, photography, video, content, signage and onsite activation.

Support can be cash, product, material, trade, service or a tailored activation. The point is the same: put useful resources directly into a proven skate event and the community that keeps it moving.

WHY IT IS WORTH BACKING

Six completed editions. Permanent infrastructure. A documented community build. A national competition history. A partner network that has already proven it can deliver.