



# CHERRYWOOD

CHERRYWOOD AMENITY SPACE GUIDANCE DOCUMENT 2017

**September 2017**

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## Disclaimer

### Disclaimer

Any measurements taken from these maps should be confirmed with Dún Laoghaire-Rathdown County Council.

# SECTION A

# 1. Background & Context

## 1.1 Introduction

These guidelines on the design of Amenity Spaces for Cherrywood are written to complement the requirements of the Cherrywood Planning Scheme (CPS) - April 2014. They are written to guide and inform the design of amenity spaces associated with proposed residential development, and reflect requirements under the CPS to achieve appropriate and sustainable solutions.

This section describes the background, vision and landscape context of open space in Cherrywood. A Green Infrastructure – led approach then expands on the design quality that needs to be achieved, as described in the following section of the Planning Scheme.



Figure 2 - Cherrywood Planning Scheme

Location	Area	Quantity	Description
Pocket Park	Lehaunstown Lane (3nr)	qualitative	3 small parks (circa 0.2ha) associated with adjacent residential areas.
Pocket Park	Tuffa Springs	qualitative	Public open space associated with Tuffa Springs.
Neighbourhood Plaza	Lehaunstown Village Green	circa 0.2ha	Small, formal open space associated with Lehaunstown Village centre.
Neighbourhood Plaza	Tully Village Green	circa 0.2ha	Small, formal open space associated with Tully Village centre.
Neighbourhood Plaza	By Luas tunnel	qualitative	Small civic open space over Luas tunnel.
Play Facilities		qualitative	Located throughout the Plan Area.

Figure 1 - Amenity Open Space, Class 2 table

### 5.4.4 Communal Open Space, Class 2

To require that communal open space requirements within residential areas comply with a Cherrywood Amenity Space guidance document to be prepared by the Development Agency post – adoption of the Planning Scheme. This Cherrywood specific document will focus on qualitative provision. Requirements for access to recreation facilities will be based on the projected size and density of individual development plots and their proximity to planned open space. Qualitative provision will comprise communal facilities such as community gardens, play-spaces for young children (the Sustainable Urban Housing: Design Standards for New Apartments recommend play space sizes of 85m<sup>2</sup> - 400m<sup>2</sup>), outdoor exercise provision, seating and high-quality landscaping. This will result in a smaller land-take for communal Class 2 open space than that required by the current Dún Laoghaire-Rathdown County Development Plan 2010-2016, but a better quality of overall recreational provision and more opportunities for the local community to socialise.

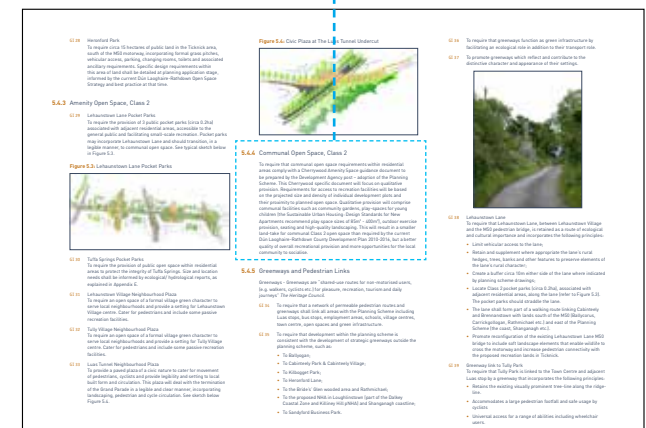


Figure 3 – Extract from the Cherrywood Planning Scheme

Cherrywood has a unique location and character. Its elevated position affords views out to the Irish Sea and back to the foothills of the Dublin Mountains. In topographical terms it has a high point at the ancient site of Tully Church and is bounded by the valleys of Druid's Glen, Bride's Glen and the Cherrywood/Loughlinstown river valley. It has a rich history reflected in archaeological and cultural artefacts and in natural heritage. It is well connected with transport infrastructure, lying between the M50 and the N11, and bisected by the Luas tram system. Cherrywood also has the potential to be well connected to the surrounding local network of green infrastructure via its development of amenity spaces. This amenity space guidance document has been influenced by such characteristics.

The Cherrywood Planning Scheme is laid out in a series of chapters, all of which are relevant in some way to supporting the way amenity space will be developed. This document should be read in the context of these chapters:

#### **Chapter 1. Introduction, Context, Strategy and Purpose.**

- Describes the context and vision

#### **Chapter 2. Proposed Development in Scheme**

- Describes the form of the development including views and linkages

#### **Chapter 3. Cultural and Built Heritage**

- Describes the heritage and conservation objectives

#### **Chapter 4. Physical Infrastructure**

- Describes drainage and transport corridor strategies

#### **Chapter 5. Green Infrastructure and Biodiversity**

- Describes the inventory of green spaces and objectives

#### **Chapter 6. Development Areas**

- Describes the development of neighbourhood areas and objectives

#### **Chapter 7. Sequencing and Phasing of Development**

- Describes the delivery of open space in the overall scheme.

## **1.2 How to use these Guidelines**

These guidelines complement the background information of the CPS, described Section 1.1. The designers and applicants should familiarise themselves with the CPS and refer to it, along with other relevant documents in order to facilitate easy cross referencing with this document.

These guidelines are divided into two sections:

#### **Section A**

This section deals with the background and context of open space at Cherrywood and the principles and qualities required in the design for amenity spaces.

#### **Section B**

This section deals with specific development parcels and gives a checklist for each which is cross referenced to the themes in Section A. The designer and applicant should use this checklist to ensure that all criteria have been considered, and demonstrate how the design of amenity space responds to those themes to achieve a high quality, usable and sustainable space, with a good sense of character and place. The response will not necessarily be the sole remit of the Landscape Architect, but a collaboration of the design team, and applicant in dialogue with the Planning Authority.

Other documents that are relevant and specific to Cherrywood in the design of amenity spaces are:

- DLR Development Plan 2016 – 2022
- DLR Green Infrastructure Strategy
- Cherrywood Biodiversity Plan
- DLR Open Space Strategy
- DLR Play Policy
- Building for Everyone (3rd Edit)
- Design Manual for Urban Roads and Streets (DMURS)

- Part M Building Regulations [2010]
- Cherrywood Access and Movement Strategy
- Cherrywood Urban Form Design Framework (UFDf)
- Sustainable Urban Housing Design Standard for New Apartments (December 2015)
- Guidelines for the Planning Authorities on Sustainable Residential Development in Urban Areas [Cities, Towns and Villages], issued by the Department of Environment, Heritage and Local Government [2009]
- Urban Design Manual – A Best Practice Guide [2009]
- BRE Report 'Site layout planning for daylight and sunlight; a guide to good practice [2009]
- DLR Age Friendly Strategy 2016-2020

*Where reference is made to the current County Development Plan or any Guidelines, it means the document that is current at the date of the decision of a planning application.*

# 2. Vision

The Cherrywood Planning Scheme should be referred to for the specific objectives relating to open space and amenity, however there are four overarching themes that have been formulated in the Planning Scheme to support the vision for Cherrywood. These are:

- i. That Cherrywood will be **unique**.
- ii. That services and facilities will be available **locally**.
- iii. That life in Cherrywood will be **inclusive**.
- iv. That development will respond positively to **environmental opportunities**.

This new guidance on the planning and development of amenity spaces, written specifically for Cherrywood, will also follow these four themes as set out below.

## **Unique**

The existing landscape is topographically distinctive and rich in archaeological and cultural artefacts and in natural heritage and biodiversity. Identifying, conserving and enhancing these elements in the neighbourhoods will retain a sense of place. By combining the existing landscape qualities with new uses, the design solutions for the amenity space should develop a strong identifiable character and a unique genius loci.

## **Local**

As part of the services and facilities, amenity spaces will be located in proximity to the user. They should also be connected to the green infrastructure network to bring larger open spaces and natural areas in to closer access to residential areas, schools and workplaces.

## **Inclusive**

Amenity spaces must be designed to be universally accessible. This means that the places can be used by everyone as far as possible, regardless of age or disability. The designs for amenity spaces should go further than this to become inclusive spaces, where everyone feels welcome.

## **Environment**

The distinct qualities of the Cherrywood landscapes offer a lot of opportunities for the amenity spaces to be connected into the local environment. Design schemes can engage with wind mitigation, views and aspects, drainage including Sustainable Urban Drainage Systems (SuDS\*), and biodiversity at a strategic level, to cultural and natural artefacts such as existing trees, hedgerows and gates, and level changes at a detailed level.

*\*DLR County Council uses the acronym SuDS to refer to Sustainable Drainage Systems, compared with SUDS which refers to Sustainable Urban Drainage Systems.*



# 3. What is Amenity Space

Amenity space is the open space that provides a standard of accommodation associated with urban developments. It is typically multifunctional, and the more overlapping uses and connectivity it has, the more successful it is. Amenity space has a significant role in the characterisation of a place, in being social space it contributes to the making of communities. It gives a setting to built form, contributes to SuDS and provides for recreation. It also provides space for biodiversity. The more it is connected to other spaces, the more successful it is. As such, the management of all these uses requires careful consideration.

“Open space is an essential part of the urban heritage, a strong element in the architectural and aesthetic form of a town, plays an important educational role, is ecologically significant, is important for health, social interaction and in fostering community development and is supportive of economic objectives and activities.”

Council of Europe, Committee of Ministers to Member States. Recommendation No. R (86) 11 on Urban Open Space’, adopted 12 Sept. 1986

## 3.1. Amenity Space in Cherrywood

Amenity Space in Cherrywood shall be multifunctional and be capable of accommodating layers of use whilst protecting and enhancing existing landscape characteristics. These spaces shall be designed utilising a combination of the requirements of the objectives as set out in the CPS and the application of the Guidance as contained in this report.

### 3.1.1 Hierarchy of Amenity Space

The DLR Development Plan 2016-2022 defines the hierarchy of amenity spaces in the County:

Greenway Network, Regional Parks, District Parks, Local Parks, Amenity Spaces, Civic Spaces

### 3.1.2 Open Space Strategy

The Open Space Strategy defines the hierarchy of amenity spaces by dividing them into Class 1 (Parks) and Class 2 (Open Spaces).

#### **Class 1**

Flagship Parks, Major Parks, Local Parks

#### **Class 2**

Amenity Open Spaces, Civic Spaces

### 3.1.3 Home-zone

A further amenity space is a ‘Home-zone’, defined as follows:

‘A type of Shared Surface Street in a residential area which may also include items of street furniture that would normally be used within areas of open spaces.’ - Design Manual for Urban Roads and Streets.

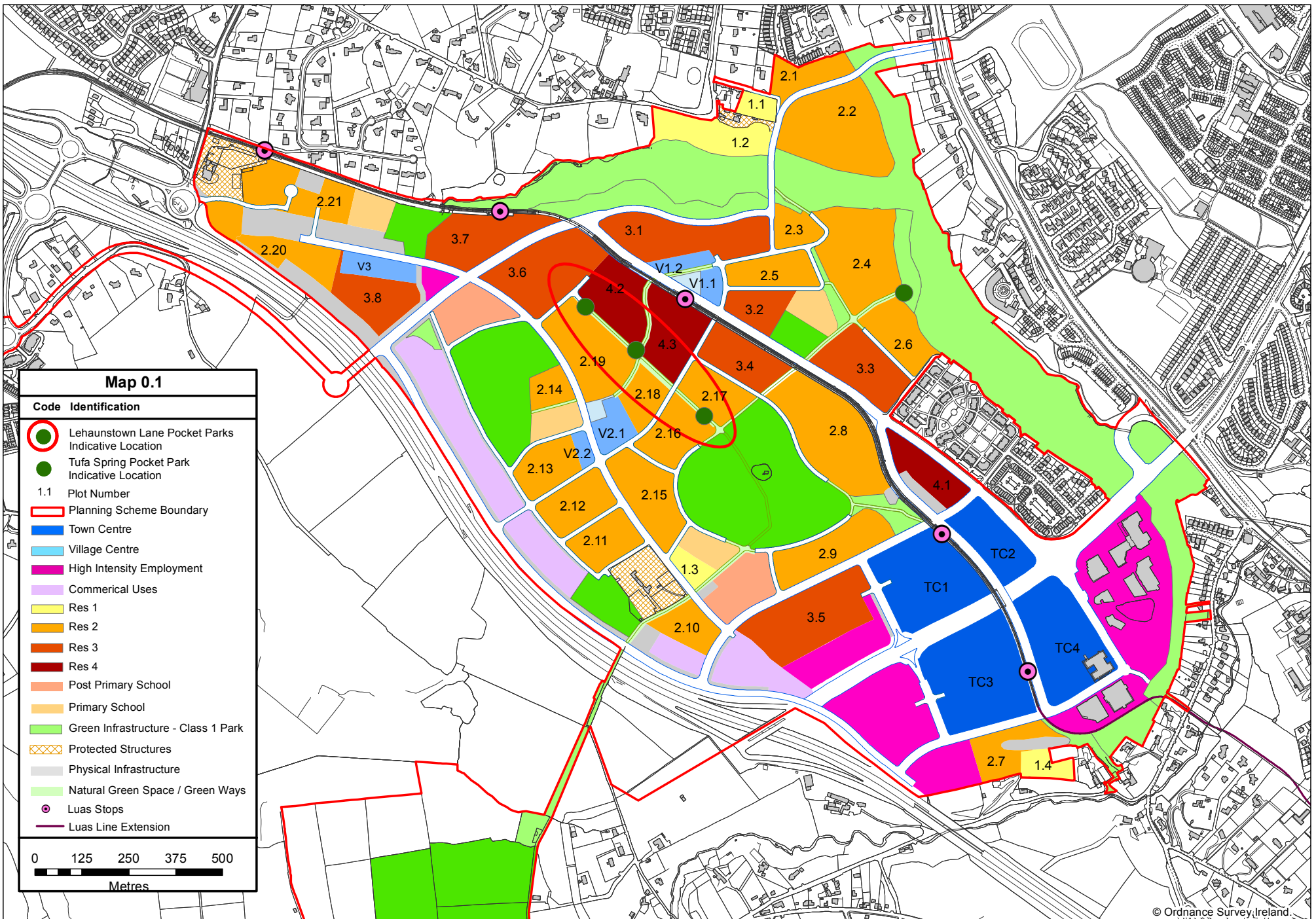
Shared surfaces are a relatively new concept in Ireland, with little supporting design guidance. However, the National Disability Authority commissioned research by Trinity Haus in ‘Shared Space, Shared Surfaces and Home-zones from a Universal Design Approach for the Urban Environment in Ireland’ which does give advice for the design approach in relation to people with visual impairment. Home-zones shall be designed to include Pocket Parks which shall be appropriately located along the street and within the residential amenity to provide greater opportunities for all user needs.

### 3.1.4 Natural Green Spaces

Natural green spaces include River Valleys, Linear Parks and Woodlands, these areas are not subject to these guidelines however the connection of Amenity Spaces within the plan area would interact with these spaces.

### 3.1.5 Other Open Spaces

Other open space categories include Outdoor Sports and Recreation Facilities; Private Sports Grounds; Cemeteries and Burial Grounds. However these are not the subject of these guidelines



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# 4. Amenity Space Guidance

The design and management of successful amenity spaces needs to take into account the landscape characteristics of the place; the diversity of the users; a range of programmed and spontaneous uses and an understanding of the ambitions and resources of the people responsible for the management of those spaces.

The following sections give guidance on each of these topics, which should be considered within the Cherrywood themes:

## 4.1 Stakeholders and Consultation

The homes have yet to be built and the residential population of Cherrywood has yet to arrive. The people who will directly use the amenity spaces therefore cannot be consulted before the spaces are designed and implemented, other than through the planning process. Hence the need for guidance documentation on the amenity space requirements. However the dialogue that is possible is that between local authority, developers and their design teams. The project teams should explore the constraints and design opportunities for each site. The gap in understanding the experiences of the user and their first hand experiences can be minimised by following the guidance, but ongoing engagement with the ultimate users will enable the spaces to be successful also be inherent flexibility in the design.

### Stakeholders:

- Local Authority Departments
- Statutory Bodies
- Developers
- Design teams
- Management companies
- User groups (children, adults, older people, diverse ethnicity, disability, special interest – i.e. heritage and natural heritage groups)

## 4.2 Proximity, access and connectivity

### 4.2.1 Green Infrastructure

Amenity spaces become more successful the more they are connected to other green space, making them part of the network of green infrastructure. This enables people to move between the spaces easily and comfortably, typically in a sustainable way – along footpaths and cycle tracks and green routes. Connectivity also benefits ecology and SuDS. The Cherrywood Planning Scheme contains a specific chapter on Green Infrastructure which is also supported by the Green Infrastructure Strategy for the county. Amenity spaces should also contribute to the green infrastructure by containing elements of natural and cultural heritage, health and well-being, ecology and SuDS connectivity.

### 4.2.2 Natural Green Space

Many of the residential areas are close to the Natural Greenspaces within Cherrywood areas of the Bride's Glen, Druid's Glen and the Cherrywood river valleys. These natural spaces are important areas for wildlife, and indeed act as buffers to the impact of development. Where circulation paths access the Natural Spaces, they provide passive amenity such as cycling, walking or jogging, and inevitably provide opportunities for exploration by adventurous children. However, they are not appropriate spaces for active recreation and cannot, as such, supplement those requirements close to residential areas.

## 4.2.3 Cherrywood Parks

The design for the flagship Tully Park (9ha), the major local park at Beckett Park (5ha), Ticknick (12.2ha), Lehaunstown, Priorsland Parks and Parade Green are designated as Class 1 Amenity Open Spaces within the CPS. The three pocket parks which are located along Lehaunstown Lane are Class 2 Amenity Open Spaces. These classes provide for the amenity and recreational needs of a number of surrounding neighbourhoods, and contain the following facilities: all weather pitch, grass pitches, tennis courts, MUGA, exercise trails, Clubhouses/ event areas, kiosk and toilets, seating, play areas and play grounds, cultural heritage and interpretation, natural heritage and open space and other diverse uses . .

Neighbourhoods closest to the parks benefit most from these facilities, and so their own local/communal amenity spaces can potentially be reduced where agreed if they are easily accessible. Those further away need to be well connected to make it easy for people to cycle and walk to them. Barriers such as steep topography, large and empty open spaces, wide or busy roads and Luas tracks need to be taken into consideration when considering accessibility and proximity.

## 4.3 Natural Heritage

### 4.3.1 Topography

The varying topography offers both an opportunity and constraint to the sites and their amenity spaces.

On sloping sites, level changes are typically pushed into the open spaces. This can potentially create striking landscape elements, but a lot of space can be used up in negotiating level changes in steps and ramps to achieve universal accessibility. Amenity space must not be used solely as a means of access to the site and its buildings.

On flatter sites there tends to be fewer challenges to accessibility, however level changes should be utilised in this instance to create visual interest and playfulness.

Level changes therefore should be incorporated in the landscape design at the concept and site planning stages and be used to maintain or create characterful spaces with dual functions of access and use.



**Figure 4 - A buffer zone of planting gives a sense of privacy to the local residents but does not affect passive supervision (Honey Park, Dun Laoghaire, Co Dublin).**

### 4.3.2 Views

The views out towards Dublin Bay and the Irish Sea, and those looking back towards the foothills of the Dublin Mountains, as well as the internal views to and from protected structures or groups of trees, give a strong sense of place to the individual sites within Cherrywood. The open nature of the lands at present allows for panoramic and local views but, apart from the protected views to and from Tully Church, some may become restricted as schemes are built. Nevertheless, in the planning of site layouts, maintaining views from proposed amenity spaces will retain a sense of the local identity. This suggests that in certain instances where views are possible, amenity spaces should be located towards the edges of development plots or oriented in such a way as to maintain views. The Cherrywood Planning Scheme Chapter 2, Section 2.11 Views and Prospects details specific objectives and lists views to be protected.



**Figure 5 - Image from Lehaunstown Lane looking across to the Luas station with part of Killiney Hill and Dublin Bay giving a strong sense of place. Note the cultural artefact of the stone gate pier in foreground**

### 4.3.3 Trees and Hedges

The masterplanning for Cherrywood has taken into account the trees and hedgerows required retention. The interface between new development and existing trees and hedgerows will at least become a buffer space when constraints for construction are taken into account. These buffer zones can form part of the amenity space if the space can be integrated into the site planning in a meaningful way. They should avoid becoming unusable and unsupervised zones.

Introducing secure boundaries along existing hedgerows can result in creating difficulties for maintaining the hedgerows and blocking the movements of wildlife. Boundary treatments need to be carefully considered from a functional and buildable perspective to ensure they harmonise with the existing vegetation.

Lehaunstown Lane in particular has long boundaries with the development sites which forms part of the Green Infrastructure network, and therefore connectivity with amenity spaces should be maintained.

Note that the Biodiversity Plan also contains recommendations for the management of trees and hedgerows to ensure their sustainability and to maximise their habitat potential.



**Figure 6 - The interface of Lehaunstown Lane with residential development is critical to capitalising on the rich resources of the banks and ditches with their mature trees and hedges without destroying their character. It implies residential amenity spaces could be located adjacent, and avoid difficult relationships with new boundary treatments such as garden walls and fences.**

### 4.3.4 Biodiversity

The Cherrywood Biodiversity Plan includes four underlying themes in its Biodiversity Strategy:

1. To retain and manage existing semi-natural habitats wherever possible. To integrate them into the layout, design and development of the SDZ so that ecosystem, habitat and species diversity, richness and abundance are maintained. That ecological corridors are permitted to function through and beyond the area.
2. To protect species that are protected by law or deemed to be endangered, rare or threatened.
3. Promote the restoration of disturbed areas following construction to replace lost biodiversity.
4. Promote the creation of new features in the landscape that allow for biodiversity gain.

The Biodiversity Plan records and locates habitats for flora and fauna, some of which are protected, and some of which can be supported and enhanced in the design of amenity spaces. The Plan identifies ecological corridors which coincide with some development sites. Whilst amenity spaces should be designed to include and retain existing biodiversity, there is a further opportunity to support and enhance the specific habitats of existing flora and fauna of each area.

The introduction of simple landscape elements such as ditches and stone walls, and the retention of natural elements will build on existing habitats recorded in the Biodiversity Plan.



**Figure 7 – Pocket park incorporating, damp tolerant planting in a swale, creating a new habitat (Malmö, Sweden)**

The Biodiversity Plan and the Phase 1 Hydrogeology Assessment in Appendix E of the CPS note the importance of the Tufa springs and the habitat they create. Once the construction techniques close to the springs have been designed to avoid disturbance of the groundwater, the local amenity spaces can support the springs by maintaining surface water percolation through to the groundwater that supplies them. The assessment recommends mitigation measures and further detailed investigation on a site specific basis.

#### 4.4 Cultural and Built Heritage – conservation, identity and continuity

Cherrywood and its environs are rich in cultural heritage. Amenity space has a role to play in providing the protection of artefacts and settings, and also for reinforcing the sense of place and identity for Cherrywood. Whilst some elements are visible and obvious – such as the Tully Church complex and other protected structures – others only exist in records or artefacts that are no longer on site. There are many spaces which are zones of archaeological potential, in this regard; the designer must assess all sites in

accordance with the requirements as set out in the CPS – Chapter 3.



**Figure 8 - Artefacts can provide design inspiration for enhancing a sense of place and cultural heritage. Extract from the Cherrywood Planning Scheme - Section 3.2.2**



**Figure 9 - View of Tully's High Cross located in Tully Park.**

The design of amenity spaces should take the opportunity to protect and reflect this heritage by:

- Locating amenity space to incorporate elements of historical interest
- Using design as a means of interpretation of the history of the place
- Using history and artefacts as design inspiration to reinforce the unique identity of the place.

Chapter 3 of the CPS describes the archaeology, protected structures and items of historical interest and objectives for their protection and interpretation. Appendix B of the CPS has further supporting detail including a full list of Place and Street names which derive from historical associations with the area.

Amenity spaces should aim to be cultural items in their own right; thoughtful and stimulating design should inspire and excite its users, generating the ability to make the heritage of the future.

#### 4.5 Microclimate and comfort

Amenity spaces should be planned to capitalise on favourable microclimates and endeavour to create comfortable spaces through design.

##### 4.5.1 Wind

The undulating and elevated topography of Cherrywood, at the foot of the Dublin Mountains, close to Dublin Bay and the Irish Sea means that there is a high degree of exposure to prevailing winds. The south and west facing shoulder of Tully Hill is exposed to the regular south westerly winds. The north and east facing land is therefore more sheltered apart from the chilled easterly winds that occasionally blow across the Irish Sea. The orientation of amenity spaces should avoid unnecessary exposure to the prevailing winds. Mitigation of the wind should be incorporated into the site planning and design elements for the amenity spaces. Consideration should also be given to the siting, massing and façades of buildings adjacent to amenity spaces to give shelter and minimise downdraft wind tunnels.

## 4.5.2 Aspect

The site planning of amenity spaces should aim to create bright open spaces and avoid prolonged dense shade. Shady spaces can be pleasant on hot summer days but are otherwise limited in their use, whereas bright spaces which are sheltered and warm can be used for multiple activities and for longer periods of time.

“Special care needs to be taken in the design of courtyards as often they can turn out to be sunless and unappealing.” (BRE Report ‘Site layout planning for daylight and sunlight; a guide to good practice). Unacceptable levels of sunlight within amenity spaces often result in unusable amenities. Studies must be undertaken at pre-application stage to demonstrate that proposed spaces achieve the standards as set out in the BRE Guidelines, and/or include off – setting proposals to compensate for any lack of sunlight access, the design of these spaces must consider the results of these studies by providing the usable amenity within the sunniest areas, avoidance of circulation routes and utilities in these spaces shall be considered at design stage.

Roof gardens in the form of Intensive Green Roofs can provide another variety of amenity however shall not be the only amenity available to users, these spaces shall complement ground level spaces however in some cases for example, within high density urban settings, these can contribute to achieving higher standards and variety of places.



Figure 10 - A choice of seating in sun and shade. Picture located at Honey Park Dún Laoghaire, Co. Dublin.

The selection and design of paving, façade, play structures, furniture and planting all have a role to play in enhancing the aspect of an amenity space. For instance, reflective surfaces can dazzle in a bright space unless they are mitigated by the dappled shade of a tree; conversely they can brighten a shady space.

## 4.5.3 Noise

The proximity of the M50, and its location to the south and west of Cherrywood means that traffic noise is easily carried across the site. Some of this noise is already mitigated by the M50 being cut, and this will be further mitigated by the introduction of commercial buildings and Green Corridors to much of the perimeter. Nevertheless, site planning for amenity spaces and the design and detail of buildings and landscape elements should also mitigate the traffic noise. As noted in the Chapter 2, section 2.13 of the CPS, all planning applications should include recommendations on noise mitigation and control measures to protect amenity.

On a local scale, the detailed design of courtyard spaces in particular should ensure that noise reverberation is mitigated. This can be achieved by the use of soft and sound absorbing materials, and the articulation and treatment of façades.

## 4.6 Amenity Space Type

The Natural Green Spaces and Class 1 Amenity Spaces defined in Chapter 5 Green Infrastructure of the CPS are subject to separate design guidance from this report.

Class 2 Amenity Spaces are subject to this guidance as follows:

### 4.6.1 Pocket Parks

There are 4 no. pocket parks required; 3 no. of which are to be located along Lehaunstown Lane (See Map 1 of this report) and associated with adjacent residential areas; and one to be located close to the Tufa Spring numbered 5, as written in Appendix A of the CPS.

Pocket parks along Lehaunstown Lane shall be associated with adjacent residential areas and supplement their amenity space [see Figure 5.3 of the CPS – Lehaunstown Lane Pocket Parks]. Their qualitative nature hangs on



Figure 11 - Lehaunstown Lane with the High Cross which will become part of Tully Park

the design ability to provide a high level of amenity in a small space. These spaces should constitute circa 0.2ha in combined total area. They need to be inclusive and playful spaces, catering for different ages, but not exclusively for any one group or residential area.

The **Tufa Spring Pocket Park** is intended as a public open space which provides public amenity whilst ensuring the protection of associated plant species and groundwater around the spring zone. The size of the space is qualitative, and dependant on further detailed study of the spring and the groundwater that supplies it. The Biodiversity Plan requires a zone around the spring to protect the ecology,



Figure 12 – Natural play incorporated into the pocket park (location of park: Hyde Park, UK)

and Figure 4 of the Hydrogeology Assessment also shows a zone to protect the groundwater.

The Tufa Spring Pocket Park should be predominantly green and permeable to maintain a clean surface water percolation to the groundwater, and incorporate an



Figure 13 – Location for children to play in natural environment

interpretation of the Tufa Spring system and resulting ecology. Its location should relate to the adjacent greenway and may relate to the adjoining Natural Green Space.

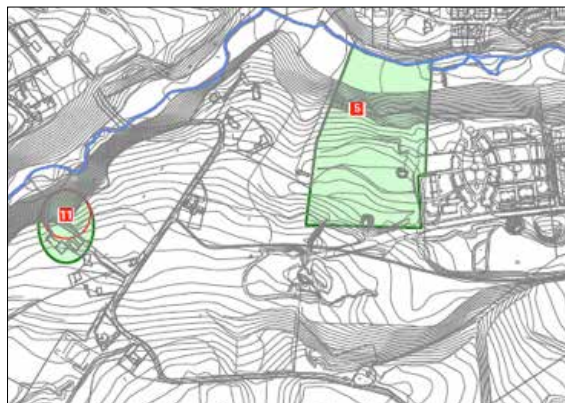


Figure 14 - Geological location of Tufa Springs

## 4.6.2 Neighbourhood plazas

There are 3 no. Neighbourhood Plazas which are a requirement of the CPS. Two of these are small formal open spaces associated with village centres at Lehaunstown and Tully and are circa 0.2ha in size each. The third is a civic space located over the Luas Tunnel at the end of Grand Parade.

The function of the village Neighbourhood Plazas is to provide a setting for the village centres and include some passive recreational facilities.

The plaza associated with the Luas is derived from a resolution of urban form and transport next to residential and Natural Green Space areas. The plazas will rely heavily on adjacent buildings for passive supervision, and will require a clear programme of functions to be submitted with all relevant planning applications.



Figure 15 - Seating area, Dún Laoghaire, Co. Dublin

## 4.6.3 Play facilities

Play facilities are noted in Chapter 5 Green Infrastructure of the CPS as being qualitative and to be 'located throughout the Plan Area'. In order to provide further guidance about this provision, a Play Map will be generated from each of the sites. The Planning Authority will provide a GIS base map to the designer. The designer will then overlay the location of play facilities and distances to them, for resubmission with the application.

The composite Play Map will therefore identify play provision for different ages across the Cherrywood SDZ. See Section 4.7.2



Figure 16 - Designed to incorporate natural play.

## 4.6.4 Community Garden

Community Gardens refer to the communal open spaces within residential areas. Communal open spaces are important as multifunctional spaces for providing immediate local amenity to residential areas, including:

- Opportunities to meet and socialise amongst neighbours, building a sense of community
- Opportunities for play, particularly for young children,
- However this should not exclude space for teenagers and older people
- Continuity with Green Infrastructure, providing space for natural and cultural heritage, for health and well-being and for SuDS.

These spaces are qualitative in the CPS; however the requirements for apartments are detailed within the 'Design Standards for New Apartments' published by the Department of Environment, Community and Local Government in December 2015. There are minimum criteria for the size of communal space and for the provision of play facilities for apartment schemes according to their size.

In this guidance the age ranges for children's play are 0-4; 5-11; and 12-17. Note the apartment guidance does not cater for older teenagers except within general communal space. The emphasis on quality rather than area means that the spaces within residential areas (regardless of whether they are apartments or houses) will need to accommodate layers of use and different users. Among these users are older teenagers who can sometimes be excluded as it is assumed they should be using sports areas. A further multifunctional space which will alleviate the pressure on communal spaces is the Home-zone.



**Figure 17 – Community gardens can enhance the quality of life of local residence**

#### 4.6.5 Home-zone

The introduction of amenity activities on a residential road transforms it into a 'street' and brings with it the social benefits of an additional community space. Home-zones can also facilitate biodiversity and SuDS – effectively becoming a green street linking into the network of green infrastructure.

'Home-zone' streets showing playful design with room for people, bikes and cars.



**Figure 18 - Home zone in the UK. Image from Home Zone Design Guidelines, 2002. Published by the Institute of Highway Incorporated Engineers**

Home-zone street in Malmo incorporating SuDS as channels and rainwater gardens. Note the use of natural stone and localised bike parking contributing to making a 'green street'



**Figure 19 - Home-zone street in Malmo incorporating SuDS**



**Figure 20 - Nature integrated into home zone area habitat. Location: Malmo, Sweden.**

### 4.7 Social

Successful amenity spaces are those that can provide for the cultural and social needs of a diverse community as well as incorporating natural and sustainable requirements. Spaces should therefore be designed to maximise the potential for social interaction.



**Figure 21 - Inclusive social area that incorporates Home-Zone into the design**

#### 4.7.1 Playful space

Playfulness in the design of amenity spaces allows for a flexibility in its use and therefore in the range of people who can use the amenity. There is a cultural need for designated playspaces, particularly for younger children, however these spaces can have the effect of excluding others. Consideration should be given therefore to design solutions which balance the needs of all the residents. Amenity should be designed in layers which encourages one space to incorporate multifunctional uses, structured play should not be the only option, 'Natural Play' in the form of Imaginative Play, Free Play, Child-led Play and Constructive Play should be encouraged and integrated into multi functional spaces.





**Figure 22 - Social amenity space for children to play (image location: Honey Park, Dún Laoghaire, Co. Dublin)**

## Natural Play

There are many benefits to Natural Play. Natural Play encourages positive physical and mental health and is critical to a child's development and for their enjoyment of childhood. Structured play (also known as Guided Play) generally refers to play experiences where the adult has influence, this consists in many cases of a child being brought to 'a location to play' for example 'a playground'. While this is acceptable and will be provided for within some Class 1 Parks, this should not be the only play opportunities provided for children in Cherrywood. Various opportunities and types of play should be explored to encourage multiple forms of play, for example Over 6's benefit from balance tasks, which encourage challenges and self-assessment of risk. Contact with Nature is educational and fun for children.



**Figure 23 - Playing in the natural ecosystem**

Opportunities for Imaginative Play, Free Play, Child-led Play and Constructive Play should be encouraged where children live. Proposals should explore options for Natural Play spaces and areas for Community and Social involvement and interaction for all generations. Natural Play consideration in the design of all Amenity Spaces should be demonstrated.

Playful spaces also reduce the reliance on play equipment, and can stimulate imaginative play. It is useful however to ensure that spaces are designed to communicate that people are allowed to play; formal and austere spaces tend to suggest that people should have fun elsewhere. Play should be incorporated into the multifunctional nature of spaces promoted in the CPS.

## 4.7.2 Play Map

Each planning application shall provide a 'Play Map' which demonstrates the proposed scheme's provision of and proximity to playspaces and playful spaces, for use by the different groups as identified on the legend below.

This Play Map shall identify playful spaces and play space with equipment, where appropriate, for all ages within or in close proximity to a residential area. A distance of circa 150m - 300m is given as a 'guide' for children aged 0-4 and 5 -11 respectively to travel from their homes by foot or bike to class 1 Open Spaces / equipped play spaces. The Play Map for each planning application shall identify the proximity of amenities for play to ensure that all age groups are catered for.

- 0-4 years
- 5-11 years
- 12-17 years
- Adult and Older people

Equipped children's play facilities will be provided for within Class 1 Open Spaces, and development sites close to these will benefit from their proximity. However, there may be roads, level changes and greater distances for others to negotiate. These barriers should be minimised to make access easy, and opportunities for play should be supplemented in local spaces.

LEGEND:	
<span style="color: green;">■</span> ACCESS FOR ALL	<span style="color: red;">★</span> PLAYSPACE FOR CHILDREN AGED 0-4 YEARS
<span style="color: red;">■</span> PRIVATE OR SEMI PRIVATE ACCESS	<span style="color: purple;">★</span> PLAYSPACE FOR CHILDREN AGED 5-11 YEARS
<span style="color: orange;">○</span> PLAYSPACE FOR CHILDREN AGED 0-4 YEARS	<span style="color: blue;">★</span> PLAYSPACE FOR ADOLESCENTS AGED 12-17 YEARS
<span style="color: purple;">○</span> PLAYSPACE FOR CHILDREN AGED 5-11 YEARS	<span style="color: yellow;">★</span> INCLUSIVE SPACE FOR ALL AGES INCLUDING ADULTS
<span style="color: blue;">○</span> PLAYSPACE FOR ADOLESCENTS AGED 12-17 YEARS	<span style="color: orange;">—</span> SITE BOUNDARY
<span style="color: yellow;">○</span> INCLUSIVE SPACE FOR ALL AGES INCLUDING ADULTS	<span style="color: pink;">—</span> 300M JOURNEY DISTANCE FOR CHILDREN
	<span style="color: cyan;">—</span> 150M JOURNEY DISTANCE FOR YOUNG CHILDREN

The above indicative legend for the Play Map illustrates playspaces and playful spaces for different ages, and distances to those amenities for young children.

Each planning application will provide a Play Map which demonstrates the proposed scheme's provision of and proximity to playspaces and playful spaces, for use by the different groups identified on the legend.

## 4.7.3 Play Matrices

The play matrices illustrate the activities, places and ages and where they are appropriate and where there are potential conflicts which should be tackled in the design of amenity spaces.

Note that the Class 1 and Natural Spaces are not subject to these guidelines, but are referred to here to give the context of space types at Cherrywood

Play impact assessment	
<span style="color: green;">■</span>	Positive
<span style="color: yellow;">■</span>	Potential conflicts with other user/ users
<span style="color: red;">■</span>	Inappropriate/ Inappropriate without supervision
<span style="color: blue;">■</span>	Depending on age group may be appropriate

Figure 24 - Play impact assessment Table

Ages and Play					
Age groups	Natural Play	Passive Play	Small play equip.	Ball Games	High Activity
Playspace 0-4	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: red;">■</span>	<span style="color: red;">■</span>
Playspace 5-11	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>
Children 7-12	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>
Playspace 12-17	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: yellow;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>
Inclusive landscape	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: yellow;">■</span>	<span style="color: blue;">■</span>	<span style="color: blue;">■</span>

Figure 25 - Ages and play Table

Places and Play								
Play Type	Class 1 Open Space	Community Gardens	Courtyard	Home Zone	Pocket Park	Neighbourhood Plaza/Village Green	Heritage Areas	Natural Green Space
Natural play	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: yellow;">■</span>	<span style="color: green;">■</span>
Passive play	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>
Small play equip	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: yellow;">■</span>	<span style="color: red;">■</span>
Playground	<span style="color: green;">■</span>	<span style="color: yellow;">■</span>	<span style="color: yellow;">■</span>	<span style="color: yellow;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: yellow;">■</span>	<span style="color: red;">■</span>
Ball games	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: red;">■</span>	<span style="color: yellow;">■</span>	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: red;">■</span>	<span style="color: red;">■</span>
High activity	<span style="color: green;">■</span>	<span style="color: green;">■</span>	<span style="color: red;">■</span>	<span style="color: yellow;">■</span>	<span style="color: yellow;">■</span>	<span style="color: yellow;">■</span>	<span style="color: red;">■</span>	<span style="color: red;">■</span>

Figure 26 - Places and play Table

#### 4.7.4 Universal accessibility

Universal accessibility is the concept of removing barriers to access and making them accessible, considered in the context of disability and promoting independent living. Amenity spaces and their facilities should be designed not only to comply with regulations but to imaginatively reduce barriers, improve access and use, and demonstrate intuitive wayfinding.

#### 4.7.5 Inclusive Landscapes

The amenity spaces at Cherrywood should be Inclusive Landscapes.

Inclusive Landscape is the concept of designing a diverse mix of spaces and making them usable by a diverse range of people. Social inclusion is always important, and vital in a population that is changing, and where new communities are developing. For instance, design that uses intuitive wayfinding or signage which uses colours and symbols rather than just text will be easier to use for someone whose first language is not English or Irish, or who may have difficulty reading or have a cognitive impairment.

The landscape of Cherrywood has a distinctive Christian heritage, defined by the presence of Tully Church and Graveyard and the high crosses located prominently on the high ground. This cultural heritage is an important aspect of place. If this is a theme picked up in the design of amenity space, for example, the theme could reflect spirituality in a holistic way in order to be more inclusive of people of other religions and none.

Whilst designing for diversity considers people in relation to age disability, gender, sexuality, ethnicity, race, and religion, inclusive design can sometimes simply be about making spaces that people are comfortable in.

### 4.8 Sustainability

Amenity spaces can be designed with sustainable principles that relate to the aspect and orientation, function and selection of materials. Aspect and orientation has already been discussed. One of the key functional requirements is the use of SuDS to reduce the impact of flooding and to maintain groundwater supplies. Lighting technology that minimises light pollution and energy consumption reduces the carbon footprint and supports natural heritage by not disturbing animals' diurnal cycles and maintains visibility of the night sky. In the selection of materials, using locally produced materials reduces the carbon footprint for transportation and supports the local economy. The creation of habitats and therefore the selection of plant material will have a bearing on biodiversity.

Open spaces should play a role in increasing connectivity of pollinator friendly sites. This can be achieved by a collective combined approach to the specification of planting types, for example Bee Borders and allotments can contribute through the provision of plantations for fruit and vegetables. Semi-natural habitats should include appropriate measures for their management and restoration. Pre-application discussions should include identification and/or specification of appropriate native species which are of local provenance where possible, and locations for wildflowers, short meadow grasses, earth banks and dry stone walls which provide shelter and food for pollinators. Signage should be appropriately located to explain the sustainability measures incorporated within each space. Sustainable landscape designs and techniques must be explored in all proposals for open space. An appropriate maintenance plan must be provided with every application which provides an amenity space.



Figure 27 - Enhancing biodiversity in an urban setting.  
Location: Honey Park, Dún Laoghaire, Co. Dublin.

#### 4.8.1 Sustainable Drainage Systems (SuDS)

Sustainable Drainage Systems are promoted by the DLR Development Plan 2016-2021 and the CPS. Amenity spaces with adequate percolation should be designed to incorporate permeability. Permeable paving may fail if it gets clogged up or is not maintained and therefore should be supplemented with swales or French drains. Depending on the typology used by the designer, swales can also be used to express the movement of water using channels and basins, and to increase biodiversity through the use of water tolerant planting and damp habitats such as rain gardens. Note that attenuation ponds will not be considered in calculations of usable open space.



Figure 28 - Swales should be incorporated into the design of SuDS.



Figure 29 - SuDS can be incorporated into the design to enhance natural play

## 4.8.2 Biodiversity

New landscape features should be designed to enhance biodiversity; swales and bio retention areas, walls, hedges, plantings and trees all contribute to making habitats and food sources.



Figure 30 - Log that has been cut down can enhance biodiversity as well as encourage natural play

## 4.9 Furniture

Amenity spaces require a suite of street furniture to function well. These elements add character to the spaces and should be coordinated with the design scheme to avoid clutter and obstructions.

### 4.9.1 Lighting

Street lighting should be low energy and low light pollution

### 4.9.2 Bikes

Provide bike racks at convenient locations for visitors. Bike racks for residents should not be located in amenity spaces.

### 4.9.3 Bins

Provide fixed bins in amenity spaces for general waste and appropriate signage for dog waste.

Ensure that private bins are not part of the streetscape by incorporating suitable screens and enclosures into the design.

### 4.9.4 Seating

Provide a range of seating opportunities and include some with arms and back rests.



Figure 31 - Informal seating areas can help with social inclusion. Image location Peoples Park Dun Laoghaire, Co. Dublin.

### 4.9.5 Service covers

Minimise service covers, coordinate them with paving and avoid them clashing with tactile surfaces. Provide recessed covers in high profile areas such as village centres.



Figure 32 - Minimise service covers

## 4.9.6 Signage and interpretation

Coordinate signage, including traffic directions, with other street furniture elements. Interpretive signage should be simple, imaginative and inclusive. Signage should be in accordance with the Cherrywood Signage Strategy and include, where necessary interactive signage.



Figure 33 - Street signage integrated into the urban landscape



Figure 34 - Formal signage for walk way/ bike trail. (Image location Co. Kilkenny)

#### 4.9.7 Ancillary elements

Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces.

#### 4.10 Densities and areas

The provision of amenity space is predominantly qualitative, although adherence to the minimum apartment standards applies where they are being designed. For these and other housing typologies, distances to play amenities is covered in the Play Map. Amenity space around protected artefacts are determined by their protection zones, for instance, the Tufa Spring area is determined by the hydrogeological assessment, and areas around existing trees are determined by an Arborist in a Tree Constraints Plan contained in a tree survey. The scale of open spaces is also determined by views and prospects, aspect, and proximity facilities provided in parks, neighbourhood plazas and home-zones.

#### 4.11 Making amenity space work hard

The emphasis on quality rather than size means the spaces will need to work hard to provide adequate amenity; multifunctional elements and spaces need to actively cater for different users throughout the day.

#### 4.12 Protection

The implementation stage of each project is when elements of cultural and natural heritage are most at risk. As well as statutory requirements for archaeology and protected structures, habitats and species, a methodology for the protection of cultural and built heritage and biodiversity should be submitted at planning stage in accordance with the specific objectives of the CPS.

#### 4.13 Management

##### Handover

The handover stage is crucial in communicating the requirements, functions and maintenance of amenity spaces. Each amenity space must provide at planning application stage a management manual, prepared by the applicant's Landscape Architect, to ensure the space functions into the future and that maturing planting is maintained in a sustainable way.

#### 4.14 Taking in charge

The detailing and specification of materials in areas that are to be taken in charge must be agreed with the relevant departments of the local authority prior to implementation and during the construction phase.

The guidance listed above is used in a template for each amenity space in the Section 2 of this report. For each space, refer to the template and cross reference back to this Section and the CPS for further details.

# Tables

# Site code 1.1

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 1.1 Druid's Glen. Density Res 1: 35-50 per/ha. Site area 0.53ha. Approx no. of units: 16-27			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Distinct enclave at Glendruoid House, Character Area 4. Connectivity potential along Druid's Glen Rd to Druid's Glen.	Ensure connectivity to Green Infrastructure. Refer to specific objectives in Chapter 3 of CPS Cultural and Built Heritage'	
<b>4.2.2 Proximity to Park and Natural Space</b>	Close to Druid's Glen but not connected. Not close to Park amenities	Ensure connectivity to Druid's Glen. Provide or ensure proximity to Park facilities.	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Top of valley		
<b>4.3.2 Views</b>	Walled enclosure	Consider internal site views	
<b>4.3.3 Trees &amp; Hedges</b>	Trees	Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Within primary ecological corridor; bat roosts and breeding birds.	Survey and work to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	Glendruoid House	Respect character and setting	
<b>Existing</b>	Glendruoid House and Estate Walls	Reflect in scheme	
<b>New</b>	Potential for new cultural heritage	Inspire	
<b>Artefact</b>	Boundary wall	Protect and utilise for character	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Sheltered	Use as site characteristic	
<b>4.5.2 Aspect</b>	Valley to south	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	

4.6 Amenity Space type			
4.6.1 Pocket Park	Connect to pocket park in area 2.1	Explore potential for maintaining connection to Glendruid House grounds	
4.6.2 Neighbourhood Plaza	No		
4.6.3 Play facilities	Yes	Design for play opportunities	
4.6.4 Community Garden	Yes or Home-zone	Design for social amenity	
4.6.5 Home-zone	Yes or Community Garden	Design for social amenity	
4.7 Social			
4.7.1 Playful space	Yes	Design for play opportunities	
4.7.2 Playspace 0-4		Ensure proximity and access to playspace by completing a Play Map	
Playspace 5-11		Ensure proximity and access to playspace by completing a Play Map	
Playspace 12-17		Ensure proximity and access to playspace by completing a Play Map	
4.7.4 Universally accessible	Yes	Design for universal accessibility	
4.7.5 Inclusive landscape	Yes	Design for social inclusion	
4.8 Sustainability			
4.8.1 SuDS	Yes	Potential for swales	
4.8.2 Biodiversity	Yes	Enhance adjacent biodiversity	
4.9 Furniture			
4.9.1 Lighting	Yes	Minimise light pollution, noting presence of bats.	
4.9.2 Bikes	Yes	Provide visitor bike spaces	
4.9.3 Public Bins	n/a	Encourage people in small estates to take their litter home.	
4.9.4 Seating	Yes	Provide seating to encourage social interaction	
4.9.5 Service covers	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
4.9.6 Signage	Yes	Coordinate signage with other street furniture and make inclusive	
4.9.7 Ancillary elements	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
4.10 Densities and Areas		<b>Provide rationale for quantum of amenity.</b>	
4.11 Making amenity spaces work hard		<b>Provide description of uses.</b>	
4.12 Protection		<b>Provide methodology for protection</b>	
4.13 Management		<b>Provide Management Manual</b>	
4.14 Taking in Charge		<b>Agree areas to be taken in charge</b>	



## Site code 1.2

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 1.2 Druid's Glen. Density Res 1: 35-50 per/ha. Site area 2.1ha. Approx no. of units: 73-105			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Attached to Glendruoid House, Character Areas 2 and 3. Connectivity to Druid's Glen and Brennanstown Dolmen.	Ensure connectivity to Green Infrastructure. Refer to Specific Objectives in Chapter 3 of CPS 'Cultural and Built Heritage'	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent Druid's Glen. Not close to Park amenities	Ensure connectivity to Druid's Glen. Provide or ensure proximity to Park facilities.	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Valley		
<b>4.3.2 Views</b>	Yes including Protected View	Incorporate into design	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and hedgerows	Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Within primary ecological corridor; bat roosts, transects and hotspots adjacent; bird breeding birds; badger feeding; otter spraints adjacent	Survey and work to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	Glendruoid House	Respect character and setting	
<b>Existing</b>	Glendruoid House	Reflect in scheme	
<b>New</b>	Potential for new cultural heritage	Inspire	
<b>Artefact</b>	Yes, including bridges and culvert. Ref Historical and Architectural Heritage Report	Protect and utilise for character	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Sheltered	Use as site characteristic	
<b>4.5.2 Aspect</b>	Valley to south	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	

<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	No	Explore potential for maintaining connection to Glendruid House grounds	
<b>4.6.2 Neighbourhood Plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	
<b>4.6.4 Community Garden</b>	Yes or Home-zone	Design for social amenity	
<b>4.6.5 Home-zone</b>	Yes or Community Garden	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution, noting presence of bats.	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	

## Site code 1.3

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 1.3 Tully. Density Res 1: 35-50 per/ha. Site area 0.57 ha. Approx no. of units: 20-29			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Across Castle street from Lehaunstown Park, and adjacent Lehaunstown Lane.	Maintain connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to Lehaunstown Lane; close to Tully Park; across street from Lehaunstown Park and proposed allotment gardens and Class 1 Amenity Space; link across M50 to Ticknick Park.	Ensure connectivity and access across roads, and to Lehaunstown Lane and Tully Park	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Flat		
<b>4.3.2 Views</b>	Yes, towards Lehaunstown Park	Incorporate into design	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and hedgerows	Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Within Secondary ecological corridor; bat transects and breeding bird territories	Survey and work to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	Opposite Lehaunstown Park	Respect character and setting	
<b>Existing</b>	None		
<b>New</b>	Proximity to Lehaunstown Park	Consider in scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Sheltered	Use as site characteristic	
<b>4.5.2 Aspect</b>	Protected structure to south-west , proposed school to north-east	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	

4.6 Amenity Space type			
4.6.1 Pocket Park	No		
4.6.2 Neighbourhood Plaza	No		
4.6.3 Play facilities	Yes	Design for play opportunities	
4.6.4 Community Garden	Yes or Home-zone	Design for social amenity	
4.6.5 Home-zone	Yes or Community Garden	Design for social amenity	
4.7 Social			
4.7.1 Playful space	Yes	Design for play opportunities	
4.7.2 Playspace 0-4		Ensure proximity and access to playspace by completing a Play Map	
Playspace 5-11		Ensure proximity and access to playspace by completing a Play Map	
Playspace 12-17		Ensure proximity and access to playspace by completing a Play Map	
4.7.4 Universally accessible	Yes	Design for universal accessibility	
4.7.5 Inclusive landscape	Yes	Design for social inclusion	
4.8 Sustainability			
4.8.1 SuDS	Yes	Potential for swales	
4.8.2 Biodiversity	Yes	Enhance adjacent biodiversity	
4.9 Furniture			
4.9.1 Lighting	Yes	Minimise light pollution, noting presence of bats.	
4.9.2 Bikes	Yes	Provide visitor bike spaces	
4.9.3 Public Bins	n/a	Encourage people in small estates to take their litter home.	
4.9.4 Seating	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
4.9.5 Service covers	Yes	Provide seating to encourage social interaction	
4.9.6 Signage	Yes	Coordinate signage with other street furniture and make inclusive	
4.9.7 Ancillary elements	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
4.10 Densities and Areas		<b>Provide rationale for quantum of amenity.</b>	
4.11 Making amenity spaces work hard		<b>Provide description of uses.</b>	
4.12 Protection		<b>Provide methodology for protection</b>	
4.13 Management		<b>Provide Management Manual</b>	
4.14 Taking in Charge		<b>Agree areas to be taken in charge</b>	

## Site code 1.4

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 1.4 Bride's Glen. Density Res 1: 35-50 per/ha. Site area 0.73 ha. Approx no. of units: 25-37			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Isolated but close to Bride's Glen and Cherrywood/Lehaunstown river valley	Maintain connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Isolated but close to Bride's Glen. Not close to Park amenities	Ensure connectivity and access across roads to Park amenities	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Flat/ Top of Valley		
<b>4.3.2 Views</b>	Yes	Incorporate into design	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and hedgerows	Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Within Primary ecological corridor and adjacent woodland habitats; bat transects and breeding bird territories	Survey and work to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	Close to 16/17th house outside CPS	Respect character and setting	
<b>Existing</b>	None		
<b>New</b>	None	Consider in scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Sheltered	Use as site characteristic	
<b>4.5.2 Aspect</b>	Protected structure to south-west , proposed school to north-east	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	

4.6 Amenity Space type			
4.6.1 Pocket Park	No		
4.6.2 Neighbourhood Plaza	No		
4.6.3 Play facilities	Yes	Design for play opportunities	
4.6.4 Community Garden	Yes or Home-zone	Design for social amenity	
4.6.5 Home-zone	Yes or Community Garden	Design for social amenity	
4.7 Social			
4.7.1 Playful space	Yes	Design for play opportunities	
4.7.2 Playspace 0-4		Ensure proximity and access to playspace by completing a Play Map	
Playspace 5-11		Ensure proximity and access to playspace by completing a Play Map	
Playspace 12-17		Ensure proximity and access to playspace by completing a Play Map	
4.7.4 Universally accessible	Yes	Design for universal accessibility	
4.7.5 Inclusive landscape	Yes	Design for social inclusion	
4.8 Sustainability			
4.8.1 SuDS	Yes	Potential for swales	
4.8.2 Biodiversity	Yes	Enhance adjacent biodiversity	
4.9 Furniture			
4.9.1 Lighting	Yes	Minimise light pollution, noting presence of bats.	
4.9.2 Bikes	Yes	Provide visitor bike spaces	
4.9.3 Public Bins	n/a	Encourage people in small estates to take their litter home.	
4.9.4 Seating	Yes	Provide seating to encourage social interaction	
4.9.5 Service covers	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
4.9.6 Signage	Yes	Coordinate signage with other street furniture and make inclusive	
4.9.7 Ancillary elements	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
4.10 Densities and Areas		<b>Provide rationale for quantum of amenity.</b>	
4.11 Making amenity spaces work hard		<b>Provide description of uses.</b>	
4.12 Protection		<b>Provide methodology for protection</b>	
4.13 Management		<b>Provide Management Manual</b>	
4.14 Taking in Charge		<b>Agree areas to be taken in charge</b>	

## Site code 2.1

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.1 Druid's Glen/Brennanstown Road. Density: Res 2 45-70 units per/ha Site area 1.3ha. Approx no. of units: 58-91			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent Cabinteely river valley. Close to Glendruoid House. Connectivity potential along Druid's Glen Road to Druid's Glen.	Maintain connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to Cabinteely river and close to Druid's Glen natural spaces. Not close to Park amenities	Ensure connectivity to Cabinteely river and Druid's Glen.  Provide or ensure proximity to park facilities.	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Top of Valley		
<b>4.3.2 Views</b>	Yes	Incorporate into design	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and hedgerows	Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Within primary ecological corridor; bird breeding territories	Survey and work to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	Adjacent Glendruoid House	Respect character and setting	
<b>Artefact</b>	None		
<b>Existing</b>	Glendruoid House and estate walls	Consider in scheme	
<b>New</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Sheltered	Use as site characteristic	
<b>4.5.2 Aspect</b>	Valley to south and east	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	

<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	Yes	Incorporate new Pocket Park circa 0.2 ha into scheme (1 of 3 on Lehaunstown Lane)	
<b>4.6.2 Neighbourhood Plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	
<b>4.6.4 Community Garden</b>	Yes or Home-zone	Design for social amenity	
<b>4.6.5 Home-zone</b>	Yes or Community Garden	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution, noting presence of bats.	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	



## Site code 2.2

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.2 Druid's Glen/Brennanstown Road. Density: Res 2 45-70 units per/ha Site area 4.58 ha. Approx no. of units: 206-321			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent Cabinteely and Druid's Glen river valleys. Close to Glendruid House.	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to Cabinteely river and Druid's Glen natural spaces. Not close to Park amenities	Ensure connectivity to Cabinteely river and Druid's Glen.  Provide or ensure proximity to park facilities.	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Valley		
<b>4.3.2 Views</b>	Yes	Incorporate into design	
<b>4.3.3 Trees &amp; Hedges</b>	Trees	Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Within primary ecological corridor and adjacent woodland habitats; breeding birds; close to badger latrines; close to bat transects; close to Giant Hogweed infestation.	Survey and work to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	Adjacent Glendruid House	Respect character and setting	
<b>Existing</b>	None		
<b>New</b>	Glendruid House and estate walls opposite	Consider in scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Sheltered	Use as site characteristic	
<b>4.5.2 Aspect</b>	Valley to south and east	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	

4.6 Amenity Space type			
4.6.1 Pocket Park	No	Note proximity of proposed Pocket Park.	
4.6.2 Neighbourhood Plaza	No		
4.6.3 Play facilities	Yes	Design for play opportunities	
4.6.4 Community Garden	Yes and/or Home-zone	Design for social amenity	
4.6.5 Home-zone	Yes and/or Community Garden	Design for social amenity	
4.7 Social			
4.7.1 Playful space	Yes	Design for play opportunities	
4.7.2 Playspace 0-4		Ensure proximity and access to playspace by completing a Play Map	
Playspace 5-11		Ensure proximity and access to playspace by completing a Play Map	
Playspace 12-17		Ensure proximity and access to playspace by completing a Play Map	
4.7.4 Universally accessible	Yes	Design for universal accessibility	
4.7.5 Inclusive landscape	Yes	Design for social inclusion	
4.8 Sustainability			
4.8.1 SuDS	Yes	Potential for swales	
4.8.2 Biodiversity	Yes	Enhance adjacent biodiversity	
4.9 Furniture			
4.9.1 Lighting	Yes	Minimise light pollution, noting presence of bats.	
4.9.2 Bikes	Yes	Provide visitor bike spaces	
4.9.3 Public Bins	n/a	Encourage people in small estates to take their litter home.	
4.9.4 Seating	Yes	Provide seating to encourage social interaction	
4.9.5 Service covers	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
4.9.6 Signage	Yes	Coordinate signage with other street furniture and make inclusive	
4.9.7 Ancillary elements	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
4.10 Densities and Areas		<b>Provide rationale for quantum of amenity.</b>	
4.11 Making amenity spaces work hard		<b>Provide description of uses.</b>	
4.12 Protection		<b>Provide methodology for protection</b>	
4.13 Management		<b>Provide Management Manual</b>	
4.14 Taking in Charge		<b>Agree areas to be taken in charge</b>	

## Site code 2.3

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.3 Lehaunstown. Density: Res 2 45-70 units per/ha Site area 0.93 ha. Approx no. of units: 42-65			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent Cabinteely and Druid's Glen river valleys. Close to Glendruoid House.	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to Druid's Glen natural space and Lehaunstown Lane. Connects via natural greenspace and greenway to Parade Green (Class 1 Amenity Open Space)	Ensure connectivity to Druid's Glen and Lehaunstown Lane. Ensure connectivity to Parade Green and greenway.	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>			
<b>4.3.2 Views</b>		Incorporate into design	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and hedgerows	Maintain character of Lehaunstown Lane. Conserve trees and hedgerows. Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Within primary ecological corridor and adjacent woodland habitats; bird breeding birds.; close to badger latrines; close to bat transects; close to Giant Hogweed infestation.	Survey and work to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Adjacent to site of Military Camp. Refer to H2 Chapter 3	Survey and work to constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>			
<b>New</b>	Military Camp	Consider in design scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Sheltered	Use as site characteristic	
<b>4.5.2 Aspect</b>	Valley to south and east	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	

4.6 Amenity Space type			
4.6.1 Pocket Park	No		
4.6.2 Neighbourhood Plaza	No		
4.6.3 Play facilities	Yes	Design for play opportunities	
4.6.4 Community Garden	Yes and/or Home-zone	Design for social amenity	
4.6.5 Home-zone	Yes and/or Community Garden	Design for social amenity	
4.7 Social			
4.7.1 Playful space	Yes	Design for play opportunities	
4.7.2 Playspace 0-4		Ensure proximity and access to playspace by completing a Play Map	
Playspace 5-11		Ensure proximity and access to playspace by completing a Play Map	
Playspace 12-17		Ensure proximity and access to playspace by completing a Play Map	
4.7.4 Universally accessible	Yes	Design for universal accessibility	
4.7.5 Inclusive landscape	Yes	Design for social inclusion	
4.8 Sustainability			
4.8.1 SuDS	Yes	Potential for swales	
4.8.2 Biodiversity	Yes	Enhance adjacent biodiversity	
4.9 Furniture			
4.9.1 Lighting	Yes	Minimise light pollution, noting presence of bats.	
4.9.2 Bikes	Yes	Provide visitor bike spaces	
4.9.3 Public Bins	n/a	Encourage people in small estates to take their litter home.	
4.9.4 Seating	Yes	Provide seating to encourage social interaction	
4.9.5 Service covers	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
4.9.6 Signage	Yes	Coordinate signage with other street furniture and make inclusive	
4.9.7 Ancillary elements	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
4.10 Densities and Areas		<b>Provide rationale for quantum of amenity.</b>	
4.11 Making amenity spaces work hard		<b>Provide description of uses.</b>	
4.12 Protection		<b>Provide methodology for protection</b>	
4.13 Management		<b>Provide Management Manual</b>	
4.14 Taking in Charge		<b>Agree areas to be taken in charge</b>	

## Site code 2.4

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.4 Lehaunstown. Density: Res 2 45-70 units per/ha Site area 3.94 ha. Approx no. of units: 177-276			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent Druid's Glen and Cherrywood/Lehaunstown river valleys and natural greenspace linking to Parade Green and greenway.	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to Druid's Glen natural spaces and Lehaunstown Lane. Connects via natural greenspace and greenway to Parade Green (Class 1 Amenity Open Space)	Ensure connectivity to Druid's Glen. Ensure connectivity to Parade Green Ensure connectivity to greenway.	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>			
<b>4.3.2 Views</b>			
<b>4.3.3 Trees &amp; Hedges</b>	Trees and hedgerows	Maintain character of Lehaunstown Lane. Conserve trees and hedgerows. Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Adjacent primary ecological corridor and woodland habitats; close to badger setts; close to bat transects and within bat hotspots	Survey and work to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Adjacent to site of Military Camp.	Survey and work to constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	None		
<b>New</b>	Military Camp	Consider in design scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Sheltered	Use as site characteristic	
<b>4.5.2 Aspect</b>	Valley to north	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	

4.6 Amenity Space type			
4.6.1 Pocket Park	No		
4.6.2 Neighbourhood Plaza	No		
4.6.3 Play facilities	Yes	Design for play opportunities	
4.6.4 Community Garden	Yes and/or Home-zone	Design for social amenity	
4.6.5 Home-zone	Yes and/or Community Garden	Design for social amenity	
4.7 Social			
4.7.1 Playful space	Yes	Design for play opportunities	
4.7.2 Playspace 0-4		Ensure proximity and access to playspace by completing a Play Map	
Playspace 5-11		Ensure proximity and access to playspace by completing a Play Map	
Playspace 12-17		Ensure proximity and access to playspace by completing a Play Map	
4.7.4 Universally accessible	Yes	Design for universal accessibility	
4.7.5 Inclusive landscape	Yes	Design for social inclusion	
4.8 Sustainability			
4.8.1 SuDS	Yes	Potential for swales	
4.8.2 Biodiversity	Yes	Enhance adjacent biodiversity	
4.9 Furniture			
4.9.1 Lighting	Yes	Minimise light pollution, noting presence of bats.	
4.9.2 Bikes	Yes	Provide visitor bike spaces	
4.9.3 Public Bins	n/a	Encourage people in small estates to take their litter home.	
4.9.4 Seating	Yes	Provide seating to encourage social interaction	
4.9.5 Service covers	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
4.9.6 Signage	Yes	Coordinate signage with other street furniture and make inclusive	
4.9.7 Ancillary elements	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
4.10 Densities and Areas		<b>Provide rationale for quantum of amenity.</b>	
4.11 Making amenity spaces work hard		<b>Provide description of uses.</b>	
4.12 Protection		<b>Provide methodology for protection</b>	
4.13 Management		<b>Provide Management Manual</b>	
4.14 Taking in Charge		<b>Agree areas to be taken in charge</b>	

## Site code 2.5

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.5 Lehaunstown. Density: Res 2 45-70 units per/ha Site area 1.55 ha. Approx no of units: 70-109			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Close to Druid's Glen and Cherrywood/Lehaunstown river valleys and adjacent Lehaunstown Lane, adjacent natural greenspace linking to Parade Green and Greenway	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Close to Druid's Glen natural spaces and adjacent Lehaunstown Lane. Connects via natural greenspace and greenway to Parade Green (Class 1) and via Lehaunstown Lane (Gun and Drum Hill) to Village Green Neighbourhood Plaza (Class 2)	Ensure connectivity to Druid's Glen. Ensure connectivity to Parade Green Ensure connectivity to greenway.	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>			
<b>4.3.2 Views</b>			
<b>4.3.3 Trees &amp; Hedges</b>	Trees and hedgerows	Maintain character of Lehaunstown Lane where possible. Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Adjacent primary ecological corridor and woodland habitats; close to badger setts; close to bat transects and within bat hotspots	Survey and work to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Adjacent to site of Military Camp. Refer to H2 Chapter 3	Survey and work to constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	None		
<b>New</b>	Military Camp	Consider in design scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Sheltered	Use as site characteristic	
<b>4.5.2 Aspect</b>			
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	

4.6 Amenity Space type			
4.6.1 Pocket Park	No		
4.6.2 Neighbourhood Plaza	No		
4.6.3 Play facilities	Yes	Design for play opportunities	
4.6.4 Community Garden	Yes and/or Home-zone	Design for social amenity	
4.6.5 Home-zone	Yes and/or Community Garden	Design for social amenity	
4.7 Social			
4.7.1 Playful space	Yes	Design for play opportunities	
4.7.2 Playspace 0-4		Ensure proximity and access to playspace by completing a Play Map	
Playspace 5-11		Ensure proximity and access to playspace by completing a Play Map	
Playspace 12-17		Ensure proximity and access to playspace by completing a Play Map	
4.7.4 Universally accessible	Yes	Design for universal accessibility	
4.7.5 Inclusive landscape	Yes	Design for social inclusion	
4.8 Sustainability			
4.8.1 SuDS	Yes	Potential for swales	
4.8.2 Biodiversity	Yes	Enhance adjacent biodiversity	
4.9 Furniture			
4.9.1 Lighting	Yes	Minimise light pollution, noting presence of bats.	
4.9.2 Bikes	Yes	Provide visitor bike spaces	
4.9.3 Public Bins	n/a	Encourage people in small estates to take their litter home.	
4.9.4 Seating	Yes	Provide seating to encourage social interaction	
4.9.5 Service covers	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
4.9.6 Signage	Yes	Coordinate signage with other street furniture and make inclusive	
4.9.7 Ancillary elements	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
4.10 Densities and Areas		<b>Provide rationale for quantum of amenity.</b>	
4.11 Making amenity spaces work hard		<b>Provide description of uses.</b>	
4.12 Protection		<b>Provide methodology for protection</b>	
4.13 Management		<b>Provide Management Manual</b>	
4.14 Taking in Charge		<b>Agree areas to be taken in charge</b>	



## Site code 2.6

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.6 Lehaunstown. Density: Res 2 45-70 units per/ha Site area 1.8 ha. Approx no. of units: 81-126			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent Cherrywood/Lehaunstown river valley; adjacent natural greenspace linking to Parade Green. Note proximity to Tufa Spring pocket park.	Ensure connectivity to Green Infrastructure. Ensure protection of groundwater formation feeding Tufa Spring at Site 5 of the Hydrogeology report.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent Cherrywood/Lehaunstown Valley. Connects via natural greenspace and greenway to Parade Green (Class 1 Amenity Open Space)	Ensure connectivity to Cherrywood /Lehaunstown Valley. Ensure connectivity to Parade Green. Ensure connectivity to greenway.	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Sloping	Incorporate into design	
<b>4.3.2 Views</b>	Yes	Incorporate into design. Note potential to retain view of Tully Church subject to adjacent site layout.	
<b>4.3.3 Trees &amp; Hedges</b>	No, except greenway link	Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Adjacent primary ecological corridor and woodland habitats; close to badger setts; close to bat transects and within bat hotspots. Protection zone for Tufa Spring	Survey and work to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Area of Military Camp; pits and linear ditch. Refer to H2 Chapter 3	Survey and work to constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	Pits and linear ditch		
<b>New</b>	Military Camp artefacts	Consider in design scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Sheltered	Use as site characteristic	
<b>4.5.2 Aspect</b>	Top of valley, open to north	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	

<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	Yes	Proximity to proposed Pocket Park at Tufa spring.	
<b>4.6.2 Neighbourhood Plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	
<b>4.6.4 Community Garden</b>	Yes and/or Home-zone	Design for social amenity	
<b>4.6.5 Home-zone</b>	Yes and/or Community Garden	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Note protection of groundwater for Tufa Spring Site 5	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution, noting presence of bats.	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	

## Site code 2.7

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.7 Bride's Glen. Density: Res 2 45-70 units per/ha Site area 1.47ha. Approx no. of units: 66-103			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent Cherrywood/Lehaunstown river valley and Bride's Glen.	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent Cherrywood/Lehaunstown Valley. Not close to Park amenities.	Ensure connectivity to Cherrywood/Lehaunstown Valley. Ensure proximity and connectivity to Park amenities, or supplement.	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Sloping	Incorporate into design	
<b>4.3.2 Views</b>	Yes	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and Hedgerows	Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Within primary ecological corridor and woodland habitats; close to bat hotspots	Survey and work to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	None		
<b>New</b>	None		
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Open	Mitigate	
<b>4.5.2 Aspect</b>	Top of valley	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	

4.6 Amenity Space type			
4.6.1 Pocket Park	No		
4.6.2 Neighbourhood Plaza	No		
4.6.3 Play facilities	Yes	Design for play opportunities	
4.6.4 Community Garden	Yes and/or Home-zone	Design for social amenity	
4.6.5 Home-zone	Yes and/or Community Garden	Design for social amenity	
4.7 Social			
4.7.1 Playful space	Yes	Design for play opportunities	
4.7.2 Playspace 0-4		Ensure proximity and access to playspace by completing a Play Map	
Playspace 5-11		Ensure proximity and access to playspace by completing a Play Map	
Playspace 12-17		Ensure proximity and access to playspace by completing a Play Map	
4.7.4 Universally accessible	Yes	Design for universal accessibility	
4.7.5 Inclusive landscape	Yes	Design for social inclusion	
4.8 Sustainability			
4.8.1 SuDS	Yes	Potential for swales	
4.8.2 Biodiversity	Yes	Enhance adjacent biodiversity	
4.9 Furniture			
4.9.1 Lighting	Yes	Minimise light pollution, noting presence of bats.	
4.9.2 Bikes	Yes	Provide visitor bike spaces	
4.9.3 Public Bins	n/a	Encourage people in small estates to take their litter home.	
4.9.4 Seating	Yes	Provide seating to encourage social interaction	
4.9.5 Service covers	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
4.9.6 Signage	Yes	Coordinate signage with other street furniture and make inclusive	
4.9.7 Ancillary elements	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
4.10 Densities and Areas		<b>Provide rationale for quantum of amenity.</b>	
4.11 Making amenity spaces work hard		<b>Provide description of uses.</b>	
4.12 Protection		<b>Provide methodology for protection</b>	
4.13 Management		<b>Provide Management Manual</b>	
4.14 Taking in Charge		<b>Agree areas to be taken in charge</b>	

## Site code 2.8

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.8 Domville. Density: Res 2 45-70 units per/ha Site area 4.61ha. Approx no. of units: 207-323			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Connects directly with green route and Tully Park.	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to Tully Park, although separated from main park by escarpment. Luas and Grand Parade could form barriers to Natural Space	Ensure connectivity to Cherrywood/Lehaunstown Valley. Ensure proximity and connectivity to Park amenities	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Base of escarpment	Incorporate into design	
<b>4.3.2 Views</b>	Views into Tully Park and Tully Church	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and Hedgerows at base of escarpment	Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Badger setts at hedge in Tully Park	Survey and work to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Within probable extent of Military Camp. Refer to H2 Chapter 3	Survey and work to constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>			
<b>New</b>	Military Camp	Consider in scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Sheltered		
<b>4.5.2 Aspect</b>	Escarpment to south west	Mitigate and use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	

<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	No		
<b>4.6.2 Neighbourhood Plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	
<b>4.6.4 Community Garden</b>	Yes and/or Home-zone	Design for social amenity	
<b>4.6.5 Home-zone</b>	Yes and/or Community Garden	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution, noting presence of bats.	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	

## Site code 2.9

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.9 Cherrywood. Density: Res 2 45-70 units per/ha Site area 2.47ha. Approx no. of units: 111-173			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Connects directly with Tully Park.	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to Tully Park. Luas and Grand Parade could form barriers to Cherrywood/Lehaunstown valley to north east.	Ensure connectivity to Cherrywood/Lehaunstown Valley. Ensure proximity and connectivity to Park amenities	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Level but deals with escarpment to Park	Incorporate into design	
<b>4.3.2 Views</b>	Views into Tully Park and towards Tully Church, Views into Irish Sea	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees within sunken area	Land built up around them. Remove trees.	
<b>4.3.4 Biodiversity</b>	Recolonising bare ground and grassland		
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	East side encroaches into probably extent of Military Camp. Refer to H2 Chapter 3	Survey and work to constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>			
<b>New</b>	Military Camp	Consider in scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Sheltered from Tully Park to north, open to south and east.	Use as site characteristic	
<b>4.5.2 Aspect</b>	Open	Mitigate and use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	

4.6 Amenity Space type			
4.6.1 Pocket Park	No		
4.6.2 Neighbourhood Plaza	No		
4.6.3 Play facilities	Yes	Design for play opportunities	
4.6.4 Community Garden	Yes and/or Home-zone	Design for social amenity	
4.6.5 Home-zone	Yes and/or Community Garden	Design for social amenity	
4.7 Social			
4.7.1 Playful space	Yes	Design for play opportunities	
4.7.2 Playspace 0-4		Ensure proximity and access to playspace by completing a Play Map	
Playspace 5-11		Ensure proximity and access to playspace by completing a Play Map	
Playspace 12-17		Ensure proximity and access to playspace by completing a Play Map	
4.7.4 Universally accessible	Yes	Design for universal accessibility	
4.7.5 Inclusive landscape	Yes	Design for social inclusion	
4.8 Sustainability			
4.8.1 SuDS	Yes	Potential for swales	
4.8.2 Biodiversity	Yes	Enhance adjacent biodiversity	
4.9 Furniture			
4.9.1 Lighting	Yes	Minimise light pollution, noting presence of bats.	
4.9.2 Bikes	Yes	Provide visitor bike spaces	
4.9.3 Public Bins	n/a	Encourage people in small estates to take their litter home.	
4.9.4 Seating	Yes	Provide seating to encourage social interaction	
4.9.5 Service covers	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
4.9.6 Signage	Yes	Coordinate signage with other street furniture and make inclusive	
4.9.7 Ancillary elements	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
4.10 Densities and Areas		<b>Provide rationale for quantum of amenity.</b>	
4.11 Making amenity spaces work hard		<b>Provide description of uses.</b>	
4.12 Protection		<b>Provide methodology for protection</b>	
4.13 Management		<b>Provide Management Manual</b>	
4.14 Taking in Charge		<b>Agree areas to be taken in charge</b>	



## Site code 2.10

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.10 Macnebury Density: Res 2 45-70 units per/ha Site area 1.23ha. Approx no. of units: 55-86			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent Lehaunstown Lane and opposite Lehaunstown Park	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent Lehaunstown Lane and opposite Lehaunstown Park; close to Tully Park via Lehaunstown Lane; close to link with Ticknick Park and Class 1 Open Space at Lehaunstown Park.	Ensure connectivity to Lehaunstown Lane. Ensure connectivity across Castle Street .	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Flat	Incorporate into design	
<b>4.3.2 Views</b>	Views east to Irish Sea and south to foothills of Dublin Mountains. Views across Lehaunstown Lane to Lehaunstown Park.	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and Hedge at Lehaunstown Lane.	Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Within secondary ecological corridor. Recolonising bare ground and grassland		
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Survey and work to constraints	
<b>Protected Structure</b>	Opposite Lehaunstown Park		
<b>Existing</b>	None		
<b>New</b>	None		
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Sheltered by Lehaunstown Park to north and west	Use as site characteristic	
<b>4.5.2 Aspect</b>	Open	Mitigate and use as site characteristic	
<b>4.5.3 Noise</b>	Exposed to M50 and slipway traffic noise.	Submit recommendations on noise mitigation and control measures	

4.6 Amenity Space type			
4.6.1 Pocket Park	No		
4.6.2 Neighbourhood Plaza	No		
4.6.3 Play facilities	Yes	Design for play opportunities	
4.6.4 Community Garden	Yes and/or Home-zone	Design for social amenity	
4.6.5 Home-zone	Yes and/or Community Garden	Design for social amenity	
4.7 Social			
4.7.1 Playful space	Yes	Design for play opportunities	
4.7.2 Playspace 0-4		Ensure proximity and access to playspace by completing a Play Map	
Playspace 5-11		Ensure proximity and access to playspace by completing a Play Map	
Playspace 12-17		Ensure proximity and access to playspace by completing a Play Map	
4.7.4 Universally accessible	Yes	Design for universal accessibility	
4.7.5 Inclusive landscape	Yes	Design for social inclusion	
4.8 Sustainability			
4.8.1 SuDS	Yes	Potential for swales	
4.8.2 Biodiversity	Yes	Enhance adjacent biodiversity	
4.9 Furniture			
4.9.1 Lighting	Yes	Minimise light pollution, noting presence of bats.	
4.9.2 Bikes	Yes	Provide visitor bike spaces	
4.9.3 Public Bins	n/a	Encourage people in small estates to take their litter home.	
4.9.4 Seating	Yes	Provide seating to encourage social interaction	
4.9.5 Service covers	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
4.9.6 Signage	Yes	Coordinate signage with other street furniture and make inclusive	
4.9.7 Ancillary elements	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
4.10 Densities and Areas		<b>Provide rationale for quantum of amenity.</b>	
4.11 Making amenity spaces work hard		<b>Provide description of uses.</b>	
4.12 Protection		<b>Provide methodology for protection</b>	
4.13 Management		<b>Provide Management Manual</b>	
4.14 Taking in Charge		<b>Agree areas to be taken in charge</b>	

## Site code 2.11

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.11 Tully. Density: Res 2 45-70 units per/ha Site area 1.6ha. Approx no. of units: 72-112			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.1 Amenity Space Guidance</b>			
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent Lehaunstown Park and Class 1 Open Space	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent Lehaunstown Park; close to Tully Park across Castle Street and via local street. Close to link with Ticknick Park via Class 1 Open Space	Ensure connectivity across Castle Street . Ensure connectivity to Ticknick Natural Open Space via Lehaunstown Park Class 1 Open Space	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Flat	Incorporate into design	
<b>4.3.2 Views</b>	South to foothills of Dublin Mountains and to Lehaunstown Park	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees adjacent	Incorporate into design	
<b>4.3.4 Biodiversity</b>	Within secondary ecological corridor; bird breeding territory; bat transects. Dry calcareous and neutral grassland	Survey and work to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Survey and work to constraints	
<b>Protected Structure</b>	Adjacent Lehaunstown Park	Respect character and setting	
<b>Existing</b>	None		
<b>New</b>	Adjacent Lehaunstown Park	Reflect in scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Exposed to west and M50 corridor	Mitigate	
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>	Exposed to M50 and slipway traffic noise.	Submit recommendations on noise mitigation and control measures	

<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	No		
<b>4.6.2 Neighbourhood Plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	
<b>4.6.4 Community Garden</b>	Yes and/or Home-zone	Design for social amenity	
<b>4.6.5 Home-zone</b>	Yes and/or Community Garden	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution, noting presence of bats.	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	

## Site code 2.12

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.12 Tully. Density: Res 2 45-70 units per/ha Site area 1.81ha. Approx no. of units: 81-127			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	One block away from Tully Park, Lehaunstown Park allotments and Beckett Park	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	One block away from Tully Park, Lehaunstown Park and Class 1 Open Space and Beckett Park. Natural space at Ticknick via M50 link.	Ensure connectivity across Castle Street . Ensure connectivity to Ticknick Natural Space via Lehaunstown Park Class 1 Open Space	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>		Incorporate into design	
<b>4.3.2 Views</b>	South to foothills of Dublin Mountains and to Lehaunstown Park	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees adjacent	Incorporate into design	
<b>4.3.4 Biodiversity</b>	Close to secondary ecological corridor; bird breeding territory. Dry calcareous and neutral grassland.	Consider in scheme	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	None		
<b>New</b>	None		
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Exposed to west and M50 corridor	Mitigate	
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>	Exposed to M50 and slipway traffic noise.	Submit recommendations on noise mitigation and control measures	

4.6 Amenity Space type			
4.6.1 Pocket Park	No		
4.6.2 Neighbourhood Plaza	No		
4.6.3 Play facilities	Yes	Design for play opportunities	
4.6.4 Community Garden	Yes and/or Home-zone	Design for social amenity	
4.6.5 Home-zone	Yes and/or Community Garden	Design for social amenity	
4.7 Social			
4.7.1 Playful space	Yes	Design for play opportunities	
4.7.2 Playspace 0-4		Ensure proximity and access to playspace by completing a Play Map	
Playspace 5-11		Ensure proximity and access to playspace by completing a Play Map	
Playspace 12-17		Ensure proximity and access to playspace by completing a Play Map	
4.7.4 Universally accessible	Yes	Design for universal accessibility	
4.7.5 Inclusive landscape	Yes	Design for social inclusion	
4.8 Sustainability			
4.8.1 SuDS	Yes	Potential for swales	
4.8.2 Biodiversity	Yes	Enhance adjacent biodiversity	
4.9 Furniture			
4.9.1 Lighting	Yes	Minimise light pollution	
4.9.2 Bikes	Yes	Provide visitor bike spaces	
4.9.3 Public Bins	n/a	Encourage people in small estates to take their litter home.	
4.9.4 Seating	Yes	Provide seating to encourage social interaction	
4.9.5 Service covers	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
4.9.6 Signage	Yes	Coordinate signage with other street furniture and make inclusive	
4.9.7 Ancillary elements	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
4.10 Densities and Areas		<b>Provide rationale for quantum of amenity.</b>	
4.11 Making amenity spaces work hard		<b>Provide description of uses.</b>	
4.12 Protection		<b>Provide methodology for protection</b>	
4.13 Management		<b>Provide Management Manual</b>	
4.14 Taking in Charge		<b>Agree areas to be taken in charge</b>	

## Site code 2.13

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.13 Tully. Density: Res 2 45-70 units per/ha Site area 1.6ha. Approx no. of units: 72-112			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent to Beckett Park and Village Centre. One block away from Tully Park.	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to Beckett Park. One block away from Tully Park. Natural space at Ticknick via M50 link.	Ensure connectivity across Castle Street and Gun and Drum Hill. Ensure connectivity to Ticknick Natural Space via Lehaunstown Park and Class 1 Open Space	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>			
<b>4.3.2 Views</b>	South and west to foothills of Dublin Mountains, and west to Beckett Park	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees adjacent	Incorporate into design	
<b>4.3.4 Biodiversity</b>	Within or close to secondary ecological corridor; bird breeding territory. Dry calcareous and neutral grassland, and improved agricultural grassland	Survey and work to constraints Consider in scheme	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	None		
<b>New</b>	None		
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Exposed to west and M50 corridor	Mitigate	
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>	Exposed to M50 and slipway traffic noise.	Submit recommendations on noise mitigation and control measures	

<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	No		
<b>4.6.2 Neighbourhood Plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	
<b>4.6.4 Community Garden</b>	Yes and/or Home-zone	Design for social amenity	
<b>4.6.5 Home-zone</b>	Yes and/or Community Garden	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	



## Site code 2.14

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.14 Tully Density: Res 2 45-70 units per/ha Site area 0.83ha. Approx no. of units: 37-58			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent to Beckett Park and close to Village Centre.	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	One block away from Tully Park, Lehaunstown Park and Class 1 Open Space and Beckett Park.  Natural space at Ticknick via M50 link.	Ensure connectivity across Castle Street and Gun and Drum Hill Ensure connectivity to Ticknick Natural Space via Lehaunstown Park and Class 1 Open Space	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>			
<b>4.3.2 Views</b>	South and west to foothills of Dublin Mountains, and north and west to Beckett Park	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and hedge adjacent	Incorporate into design	
<b>4.3.4 Biodiversity</b>	Within or close to secondary ecological corridor; bird breeding territory. Dry calcareous and neutral grassland, and improved agricultural grassland	Survey and work to constraints Consider in scheme	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	None		
<b>New</b>	None		
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Exposed to west and M50 corridor	Mitigate	
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>	Exposed to M50 and slipway traffic noise.	Submit recommendations on noise mitigation and control measures	

4.6 Amenity Space type			
4.6.1 Pocket Park	No		
4.6.2 Neighbourhood Plaza	No		
4.6.3 Play facilities	Yes	Design for play opportunities	
4.6.4 Community Garden	Yes and/or Home-zone	Design for social amenity	
4.6.5 Home-zone	Yes and/or Community Garden	Design for social amenity	
4.7 Social			
4.7.1 Playful space	Yes	Design for play opportunities	
4.7.2 Playspace 0-4		Ensure proximity and access to playspace by completing a Play Map	
Playspace 5-11		Ensure proximity and access to playspace by completing a Play Map	
Playspace 12-17		Ensure proximity and access to playspace by completing a Play Map	
4.7.4 Universally accessible	Yes	Design for universal accessibility	
4.7.5 Inclusive landscape	Yes	Design for social inclusion	
4.8 Sustainability			
4.8.1 SuDS	Yes	Potential for swales	
4.8.2 Biodiversity	Yes	Enhance adjacent biodiversity	
4.9 Furniture			
4.9.1 Lighting	Yes	Minimise light pollution	
4.9.2 Bikes	Yes	Provide visitor bike spaces	
4.9.3 Public Bins	n/a	Encourage people in small estates to take their litter home.	
4.9.4 Seating	Yes	Provide seating to encourage social interaction	
4.9.5 Service covers	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
4.9.6 Signage	Yes	Coordinate signage with other street furniture and make inclusive	
4.9.7 Ancillary elements	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
4.10 Densities and Areas		<b>Provide rationale for quantum of amenity.</b>	
4.11 Making amenity spaces work hard		<b>Provide description of uses.</b>	
4.12 Protection		<b>Provide methodology for protection</b>	
4.13 Management		<b>Provide Management Manual</b>	
4.14 Taking in Charge		<b>Agree areas to be taken in charge</b>	

## Site code 2.15

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.15 Tully Density: Res 2 45-70 units per/ha Site area 2.51ha. Approx no. of units: 113-176			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent to Tully Park and Village Centre.	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent Tully Park. Natural space at Ticknick via M50 link.	Ensure connectivity across Castle Street and Gun and Drum Hill Ensure connectivity to Ticknick Natural Space via Lehaunstown Park and Class 1 Open Space	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Flat	Incorporate into design	
<b>4.3.2 Views</b>	South and west to foothills of Dublin Mountains, and north and west to Beckett Park	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and hedge adjacent	Incorporate into design	
<b>4.3.4 Biodiversity</b>	Within or close to secondary ecological corridor; bird breeding territory. Dry calcareous and neutral grassland, and improved agricultural grassland	Survey and work to constraints Consider in scheme	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	None		
<b>New</b>	None		
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Exposed to west and M50 corridor	Mitigate	
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>	Exposed to M50 and slipway traffic noise.	Submit recommendations on noise mitigation and control measures	

4.6 Amenity Space type			
4.6.1 Pocket Park	No		
4.6.2 Neighbourhood plaza	No		
4.6.3 Play facilities	Yes	Design for play opportunities	
4.6.4 Community Garden	Yes and/or Home-zone	Design for social amenity	
4.6.5 Home-zone	Yes and/or Community Garden	Design for social amenity	
4.7 Social			
4.7.1 Playful space	Yes	Design for play opportunities	
4.7.2 Playspace 0-4		Ensure proximity and access to playspace by completing a Play Map	
Playspace 5-11		Ensure proximity and access to playspace by completing a Play Map	
Playspace 12-17		Ensure proximity and access to playspace by completing a Play Map	
4.7.4 Universally accessible	Yes	Design for universal accessibility	
4.7.5 Inclusive landscape	Yes	Design for social inclusion	
4.8 Sustainability			
4.8.1 SuDS	Yes	Potential for swales	
4.8.2 Biodiversity	Yes	Enhance adjacent biodiversity	
4.9 Furniture			
4.9.1 Lighting	Yes	Minimise light pollution	
4.9.2 Bikes	Yes	Provide visitor bike spaces	
4.9.3 Public Bins	n/a	Encourage people in small estates to take their litter home.	
4.9.4 Seating	Yes	Provide seating to encourage social interaction	
4.9.5 Service covers	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
4.9.6 Signage	Yes	Coordinate signage with other street furniture and make inclusive	
4.9.7 Ancillary elements	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
4.10 Densities and Areas		<b>Provide rationale for quantum of amenity.</b>	
4.11 Making amenity spaces work hard		<b>Provide description of uses.</b>	
4.12 Protection		<b>Provide methodology for protection</b>	
4.13 Management		<b>Provide Management Manual</b>	
4.14 Taking in Charge		<b>Agree areas to be taken in charge</b>	

## Site code 2.16

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.16 Tully. Density: Res 2 45-70 units per/ha Site area 1.8ha. Approx no. of units: 81-126			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent to Tully Park, Village Centre and Lehaunstown Lane	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent Tully Park. Natural space at Ticknick via M50 link and via greenway to Cherrywood valley .	Ensure connectivity across Gun and Drum Hill.	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Sloping	Incorporate into design	
<b>4.3.2 Views</b>	South and west to foothills of Dublin Mountains, and north and west to Beckett Park	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	None		
<b>4.3.4 Biodiversity</b>	Within or close to secondary ecological corridor; bird breeding territory. Dry calcareous and neutral grassland, and improved agricultural grassland	Survey and work to constraints Consider in scheme	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	None but close to Tully Church and crosses. Refer to H2 Chapter 3	Consider in scheme design. Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	None		
<b>New</b>	Proximity to Tully Church & crosses	Consider in scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Exposed to west and M50 corridor	Mitigate	
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>	Exposed to M50 and slipway traffic noise.	Submit recommendations on noise mitigation and control measures	

4.6 Amenity Space type			
4.6.1 Pocket Park	Yes	Adjacent to 1 of 3 Pocket Parks along Lehaunstown Lane	
4.6.2 Neighbourhood Plaza	No		
4.6.3 Play facilities	Yes	Design for play opportunities	
4.6.4 Community Garden	Yes and/or Home-zone	Design for social amenity	
4.6.5 Home-zone	Yes and/or Community Garden	Design for social amenity	
4.7 Social			
4.7.1 Playful space	Yes	Design for play opportunities	
4.7.2 Playspace 0-4		Ensure proximity and access to playspace by completing a Play Map	
Playspace 5-11		Ensure proximity and access to playspace by completing a Play Map	
Playspace 12-17		Ensure proximity and access to playspace by completing a Play Map	
4.7.4 Universally accessible	Yes	Design for universal accessibility	
4.7.5 Inclusive landscape	Yes	Design for social inclusion	
4.8 Sustainability			
4.8.1 SuDS	Yes	Potential for swales	
4.8.2 Biodiversity	Yes	Enhance adjacent biodiversity	
4.9 Furniture			
4.9.1 Lighting	Yes	Minimise light pollution	
4.9.2 Bikes	Yes	Provide visitor bike spaces	
4.9.3 Public Bins	n/a	Encourage people in small estates to take their litter home.	
4.9.4 Seating	Yes	Provide seating to encourage social interaction	
4.9.5 Service covers	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
4.9.6 Signage	Yes	Coordinate signage with other street furniture and make inclusive	
4.9.7 Ancillary elements	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
4.10 Densities and Areas		<b>Provide rationale for quantum of amenity.</b>	
4.11 Making amenity spaces work hard		<b>Provide description of uses.</b>	
4.12 Protection		<b>Provide methodology for protection</b>	
4.13 Management		<b>Provide Management Manual</b>	
4.14 Taking in Charge		<b>Agree areas to be taken in charge</b>	

## Site code 2.17

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.17 Tully. Density: Res 2 45-70 units per/ha Site area 1.53ha. Approx no. of units: 68-107			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent to Tully Park and Lehaunstown Lane	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent Tully Park. Natural space via greenway to Cherrywood valley	Ensure connectivity across Gun and Drum Hill and Level 5 road to north.	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Sloping	Incorporate into design	
<b>4.3.2 Views</b>	North and east towards Killiney Hill, Irish Sea and Tully Park	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and Hedges	Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Within or close to secondary ecological corridor; bird breeding territory; bat transects .	Survey and work to constraints Consider in scheme	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Close to Tully Church and crosses and within probable extent of Military Camp. Refer to H2 Chapter 3	Consider in scheme design. Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	None		
<b>New</b>	Proximity to Tully Church & crosses	Consider in scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Exposed to north and east, sheltered from west.	Mitigate	
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	

<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	Yes	Adjacent to 1 of 3 Pocket Parks along Lehaunstown Lane	
<b>4.6.2 Neighbourhood Plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	
<b>4.6.4 Community Garden</b>	Yes and/or Home-zone	Design for social amenity	
<b>4.6.5 Home-zone</b>	Yes and/or Community Garden	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	



## Site code 2.18

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.18 Tully. Density: Res 2 45-70 units per/ha Site area 1.08 ha. Approx no. of units: 48-76			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent to Lehaunstown Lane and Tully Village Centre	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to Lehaunstown Lane and close to Tully Park. Natural space via greenway to Cherrywood Valley	Ensure connectivity across Gun and Drum Hill.	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>			
<b>4.3.2 Views</b>	South and west towards foothills of the Dublin Mountains	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and Hedges	Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Within secondary ecological corridor; and in or close to bird breeding territory; bat transects .	Survey and work to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	None		
<b>New</b>	None		
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Exposed to south and west	Mitigate	
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>	Exposed to M50	Submit recommendations on noise mitigation and control measures	

4.6 Amenity Space type			
4.6.1 Pocket Park	Yes	Adjacent to 1 of 3 Pocket Parks along Lehaunstown Lane	
4.6.2 Neighbourhood Plaza	No		
4.6.3 Play facilities	Yes	Design for play opportunities	
4.6.4 Community Garden	Yes and/or Home-zone	Design for social amenity	
4.6.5 Home-zone	Yes and/or Community Garden	Design for social amenity	
4.7 Social			
4.7.1 Playful space	Yes	Design for play opportunities	
4.7.2 Playspace 0-4		Ensure proximity and access to playspace by completing a Play Map	
Playspace 5-11		Ensure proximity and access to playspace by completing a Play Map	
Playspace 12-17		Ensure proximity and access to playspace by completing a Play Map	
4.7.4 Universally accessible	Yes	Design for universal accessibility	
4.7.5 Inclusive landscape	Yes	Design for social inclusion	
4.8 Sustainability			
4.8.1 SuDS	Yes	Potential for swales	
4.8.2 Biodiversity	Yes	Enhance adjacent biodiversity	
4.9 Furniture			
4.9.1 Lighting	Yes	Minimise light pollution	
4.9.2 Bikes	Yes	Provide visitor bike spaces	
4.9.3 Public Bins	n/a	Encourage people in small estates to take their litter home.	
4.9.4 Seating	Yes	Provide seating to encourage social interaction	
4.9.5 Service covers	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
4.9.6 Signage	Yes	Coordinate signage with other street furniture and make inclusive	
4.9.7 Ancillary elements	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
4.10 Densities and Areas		<b>Provide rationale for quantum of amenity.</b>	
4.11 Making amenity spaces work hard		<b>Provide description of uses.</b>	
4.12 Protection		<b>Provide methodology for protection</b>	
4.13 Management		<b>Provide Management Manual</b>	
4.14 Taking in Charge		<b>Agree areas to be taken in charge</b>	

## Site code 2.19

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.19 Tully. Density: Res 2 45-70 units per/ha Site area 3.04 ha. Approx no. of units: 137-213			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent to Lehaunstown Lane, greenways and Beckett Park and Tully Village Centre	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to Lehaunstown Lane, greenways and Beckett Park Natural space via greenway to Cherrywood Valley and Druid's Glen	Ensure connectivity across Castle Street	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Sloping	Incorporate into design.	
<b>4.3.2 Views</b>	South and west towards foothills of the Dublin Mountains	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and Hedges	Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Within secondary ecological corridor; and in or close to bird breeding territory; bat transects .	Survey and work to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Close to Enclosure RMP026-006. Refer to H2 Chapter 3	Survey and work to constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	None		
<b>New</b>	Close to Enclosure RMP026-006	Consider in scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Exposed to south and west	Mitigate	
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>	Exposed to M50	Submit recommendations on noise mitigation and control measures	

4.6 Amenity Space type			
4.6.1 Pocket Park	Yes		
4.6.2 Neighbourhood Plaza	No		
4.6.3 Play facilities	Yes	Design for play opportunities	
4.6.4 Community Garden	Yes and/or Home-zone	Design for social amenity	
4.6.5 Home-zone	Yes and/or Community Garden	Design for social amenity	
4.7 Social			
4.7.1 Playful space	Yes	Design for play opportunities	
4.7.2 Playspace 0-4		Ensure proximity and access to playspace by completing a Play Map	
Playspace 5-11		Ensure proximity and access to playspace by completing a Play Map	
Playspace 12-17		Ensure proximity and access to playspace by completing a Play Map	
4.7.4 Universally accessible	Yes	Design for universal accessibility	
4.7.5 Inclusive landscape	Yes	Design for social inclusion	
4.8 Sustainability			
4.8.1 SuDS	Yes	Potential for swales	
4.8.2 Biodiversity	Yes	Enhance adjacent biodiversity	
4.9 Furniture			
4.9.1 Lighting	Yes	Minimise light pollution	
4.9.2 Bikes	Yes	Provide visitor bike spaces	
4.9.3 Public Bins	n/a	Encourage people in small estates to take their litter home.	
4.9.4 Seating	Yes	Provide seating to encourage social interaction	
4.9.5 Service covers	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
4.9.6 Signage	Yes	Coordinate signage with other street furniture and make inclusive	
4.9.7 Ancillary elements	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
4.10 Densities and Areas		<b>Provide rationale for quantum of amenity.</b>	
4.11 Making amenity spaces work hard		<b>Provide description of uses.</b>	
4.12 Protection		<b>Provide methodology for protection</b>	
4.13 Management		<b>Provide Management Manual</b>	
4.14 Taking in Charge		<b>Agree areas to be taken in charge</b>	

## Site code 2.20

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.20 Priorsland. Density: Res 2 45-70 units per/ha Site area 2.17 ha. Approx no. of units: 97-152			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent to 'Infrastructure' which is a greenspace containing the Carrickmines stream and floodplain, and a tree belt of Turkey Oaks which in turn connects to Priorsland Park and the Green Infrastructure network.	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to greenspace containing the Carrickmines stream and floodplain, which in turn connects to Priorsland Park which is adjacent to Druid's Glen.	Ensure connectivity including across Luas tracks to Druid's Glen.	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>			
<b>4.3.2 Views</b>	Towards greenspace and Priorsland House	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and Hedges	Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Within and close to primary ecological corridor; and in bird breeding territory; close to otter spraints location & bats.	Survey and work to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	Close to Priorsland House and Carrickmines Station		
<b>Existing</b>	None		
<b>New</b>	Close to Priorsland House and Carrickmines station	Consider in scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Exposed to south and west	Mitigate	
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>	Exposed to M50	Submit recommendations on noise mitigation and control measures	

4.6 Amenity Space type			
4.6.1 Pocket Park	No		
4.6.2 Neighbourhood Plaza	No		
4.6.3 Play facilities	Yes	Design for play opportunities	
4.6.4 Community Garden	Yes and/or Home-zone	Design for social amenity	
4.6.5 Home-zone	Yes and/or Community Garden	Design for social amenity	
4.7 Social			
4.7.1 Playful space	Yes	Design for play opportunities	
4.7.2 Playspace 0-4		Ensure proximity and access to playspace by completing a Play Map	
Playspace 5-11		Ensure proximity and access to playspace by completing a Play Map	
Playspace 12-17		Ensure proximity and access to playspace by completing a Play Map	
4.7.4 Universally accessible	Yes	Design for universal accessibility	
4.7.5 Inclusive landscape	Yes	Design for social inclusion	
4.8 Sustainability			
4.8.1 SuDS	Yes	Potential for swales	
4.8.2 Biodiversity	Yes	Enhance adjacent biodiversity	
4.9 Furniture			
4.9.1 Lighting	Yes	Minimise light pollution, noting presence of bats, refer to the Cherrywood biodiversity plan	
4.9.2 Bikes	Yes	Provide visitor bike spaces	
4.9.3 Public Bins	n/a	Encourage people in small estates to take their litter home.	
4.9.4 Seating	Yes	Provide seating to encourage social interaction	
4.9.5 Service covers	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
4.9.6 Signage	Yes	Coordinate signage with other street furniture and make inclusive	
4.9.7 Ancillary elements	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
4.10 Densities and Areas		<b>Provide rationale for quantum of amenity.</b>	
4.11 Making amenity spaces work hard		<b>Provide description of uses.</b>	
4.12 Protection		<b>Provide methodology for protection</b>	
4.13 Management		<b>Provide Management Manual</b>	
4.14 Taking in Charge		<b>Agree areas to be taken in charge</b>	

## Site code 2.21

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 2.21 Priorsland. Density: Res 2 45-70 units per/ha Site area 2.31 ha. Approx no of units: 104-162			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent to 'Infrastructure' which is a greenspace containing the Carrickmines stream and floodplain, and a tree belt of Turkey Oaks which in turn connects to Priorsland Park and the Green Infrastructure network.	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to greenspace containing the Carrickmines stream and floodplain, which in turn connects to Priorsland Park which is adjacent to Druid's Glen.	Ensure connectivity including across Luas tracks to Druid's Glen.	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>			
<b>4.3.2 Views</b>	Towards greenspace and Priorsland House	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and Hedges	Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Within and close to primary ecological corridor; and in bird breeding territory; close to otter spraints location & bat roosts	Survey and work to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	Adjacent to Priorsland House and Carrickmines Station	Refer to requirements Map 3.3 Section 3.3.4	
<b>Existing</b>	None		
<b>New</b>	Adjacent to Priorsland House and Carrickmines station	Consider in scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Exposed to south and west	Mitigate	
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>	Exposed to M50	Submit recommendations on noise mitigation and control measures	

<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	No		
<b>4.6.2 Neighbourhood Plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	
<b>4.6.4 Community Garden</b>	Yes and/or Home-zone	Design for social amenity	
<b>4.6.5 Home-zone</b>	Yes and/or Community Garden	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>		Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution, noting presence of bats, refer to the Cherrywood biodiversity plan	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in charge</b>		<b>Agree areas to be taken in charge</b>	



# Site code 3.1

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 3.1 Lehaunstown. Density: Res 3 65-100 units per/ha Site area 3.44 ha. Approx no of units: 223-344			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent Druid's Glen river valley and Tufa Spring	Ensure connectivity to Green Infrastructure. Ensure protection of groundwater feeding Tufa Spring at Site 11 of the hydrogeology report	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to Druid's Glen Natural Space and close to Lehaunstown Lane and Lehaunstown Village Green. Not close to a Park	Ensure connectivity to Druid's Glen & Lehaunstown Lane. Ensure connectivity to Village Green and routes across Luas and Grand Parade to Tully and Beckett Parks	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Sloping	Incorporate into design	
<b>4.3.2 Views</b>	Northwards to Druid's Glen	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and hedgerows	Survey and work to constraints	
<b>4.3.4 Biodiversity</b>	Within primary ecological corridor ; bird breeding territory; close to badger feeding; close to bat transects; close to otter spraints. Close to Tufa Spring Protection Area 11	Survey and work to constraints Protect groundwater feeding Tufa Spring.	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	None		
<b>New</b>	none		
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Open to north and west	Use as site characteristic	
<b>4.5.2 Aspect</b>	Valley to north	Use as site characteristic	
<b>4.5.3 Noise</b>	Exposed to M50	Submit recommendations on noise mitigation and control measures	
<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	No		

<b>4.6.2 Neighbourhood Plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	
<b>4.6.4 Community Garden</b>	Yes	Calculate minimum space according to apartment types: Studio 4 sqm; One bedroom 5 sqm; Two bedroom 7 sqm; Three bedroom 9 sqm. Design for social amenity. Avoid amenity space of apartments being taken up with circulation, service access and level changes	
<b>4.6.5 Home-zone</b>	Yes	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>	Calculate area according to number of apartments based on 85-100sqm per 25 units.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>	Calculate area according to number of apartments based on 200-400 sqm in a scheme of 100 apartments or more for children and young teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>	Calculation of space is included above (5-11) but note some provision is required for older teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity. Note protection of groundwater for Tufa spring	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution, noting presence of bats.	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	

## Site code 3.2

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 3.2 Domville. Density: Res 3 65-100 units per/ha Site area 1.23 ha. Approx no. of units: 80-123			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent to green route.	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to green route and Parade Green	Ensure connectivity to green route Ensure connectivity to Parade Green and routes across Luas and Grand Parade to Tully Park	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Sloping	Incorporate into design	
<b>4.3.2 Views</b>	Eastwards towards Killiney Hill and south towards Tully Park. Local views to Parade Green	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	None	Design to connect to green infrastructure	
<b>4.3.4 Biodiversity</b>	None	Design for generating biodiversity	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Within probable extent of Military Camp and adjacent excavated site no 47. Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	None recorded	Potential to influence design	
<b>New</b>	Probable extent of Military Camp	Consider in design scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Open to north and east	Use as site characteristic	
<b>4.5.2 Aspect</b>	Valley to north and east	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	
<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	No		
<b>4.6.2 Neighbourhood Plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	

<b>4.6.4 Community Garden</b>	Yes	Calculate minimum space according to apartment types: Studio 4 sqm; One bedroom 5 sqm; Two bedroom 7 sqm; Three bedroom 9 sqm. Design for social amenity. Avoid amenity space of apartments being taken up with circulation, service access and level changes	
<b>4.6.5 Home-zone</b>	Yes	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>	Calculate area according to number of apartments based on 85-100sqm per 25 units.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>	Calculate area according to number of apartments based on 200-400 sqm in a scheme of 100 apartments or more for children and young teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>	Calculation of space is included above (5-11) but note some provision is required for older teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	

# Site code 3.3

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 3.3 Domville. Density: Res 3 65-100 units per/ha Site area 2.52 ha. Approx no. of units: 163-252			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent to green route.	Ensure connectivity to Green Infrastructure. Ensure protection of groundwater formation feeding Tufa Spring at Site 5 of the Hydrogeology report.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to green route and Parade Green	Ensure connectivity to green route. Ensure connectivity to Parade Green and routes across Luas and Grand Parade to Tully Park	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Sloping	Incorporate into design	
<b>4.3.2 Views</b>	North eastwards towards Killiney Hill and south westwards towards Tully Park. Local views to Parade Green	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	None	Design to connect to green infrastructure	
<b>4.3.4 Biodiversity</b>	Protection zone for Tufa Spring	Design for generating biodiversity. Protect groundwater for Tufa Spring Site 5	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Within extent of Military Camp. Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	None		
<b>New</b>	Probable extent of Military Camp	Consider in design scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Open to north and east	Use as site characteristic	
<b>4.5.2 Aspect</b>	Valley to north and east	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	
<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	Yes	Proximity to Tufa Spring Pocket Park	
<b>4.6.2 Neighbourhood Plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	

<b>4.6.4 Community Garden</b>	Yes	Calculate minimum space according to apartment types: Studio 4 sqm; One bedroom 5 sqm; Two bedroom 7 sqm; Three bedroom 9 sqm. Design for social amenity Avoid amenity space of apartments being taken up with circulation, service access and level changes	
<b>4.6.5 Home-zone</b>	Yes	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>	Calculate area according to number of apartments based on 85-100sqm per 25 units.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>	Calculate area according to number of apartments based on 200-400 sqm in a scheme of 100 apartments or more for children and young teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>	Calculation of space is included above (5-11) but note some provision is required for older teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity. Note protection of groundwater for Tufa spring site 5	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	

## Site code 3.4

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 3.4 Domville. Density: Res 3 65-100 units per/ha Site area 2.52 ha. Approx no. of units: 163-252			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent to green route.	Ensure connectivity to Green Infrastructure.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to green route and Parade Green	Ensure connectivity to green route Ensure connectivity to Parade Green and routes across Luas and Grand Parade to Tully Park	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	Sloping	Incorporate into design	
<b>4.3.2 Views</b>	North eastwards towards Killiney Hill and south westwards towards Tully Park. Local views across Luas tracks and Grand Parade to Parade Green	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	None	Design to connect to green infrastructure	
<b>4.3.4 Biodiversity</b>	Protection zone for Tufa Spring	Design for generating biodiversity	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Within probable extent of Military Camp and close to excavated site 36 and 47. Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	None		
<b>New</b>	Probable extent of Military Camp	Consider in design scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Open to north and east	Use as site characteristic	
<b>4.5.2 Aspect</b>	Valley to north and east	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	
<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	No		
<b>4.6.2 Neighbourhood plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	

<b>4.6.4 Community Garden</b>	Yes	Calculate minimum space according to apartment types: Studio 4 sqm; One bedroom 5 sqm; Two bedroom 7 sqm; Three bedroom 9 sqm. Design for social amenity. Avoid amenity space of apartments being taken up with circulation, service access and level changes	
<b>4.6.5 Home-zone</b>	Yes	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>	Calculate area according to number of apartments based on 85-100sqm per 25 units.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>	Calculate area according to number of apartments based on 200-400 sqm in a scheme of 100 apartments or more for children and young teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>	Calculation of space is included above (5-11) but note some provision is required for older teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	



## Site code 3.5

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 3.5 Macnebury. Density: Res 3 65-100 units per/ha Site area 4.09 ha. Approx no. of units: 265-409			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Isolated from Green Infrastructure .	Ensure connectivity to Green Infrastructure especially across Bishop Street .	
<b>4.2.2 Proximity to Park and Natural Space</b>	Close to Tully Park and Town Centre civic spaces	Ensure connectivity to Tully Park across Bishop Street, and to Town Centre civic spaces	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>			
<b>4.3.2 Views</b>	North eastwards towards Killiney Hill and Dublin Bay and south westwards towards foothills of Dublin Mountains. Local views towards Tully Park	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees in sunken area	Land built up around existing trees, remove trees. Design to connect to green infrastructure	
<b>4.3.4 Biodiversity</b>	None	Design for generating biodiversity	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Close to site 6 Megalithic Wedge Tomb and sites 24 & 25 . Refer to H2 Chapter 3	Design to constraints. Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>			
<b>New</b>	Yes, proximity to sites 6, 24 and 25.	Consider in design scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Open to west and east	Use as site characteristic	
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	
<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	Yes	Potential space at megalithic Tomb site 6.	
<b>4.6.2 Neighbourhood Plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	

<b>4.6.4 Community Garden</b>	Yes	Calculate minimum space according to apartment types: Studio 4 sqm; One bedroom 5 sqm; Two bedroom 7 sqm; Three bedroom 9 sqm. Design for social amenity. Avoid amenity space of apartments being taken up with circulation, service access and level changes	
<b>4.6.5 Home-zone</b>	Yes	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>	Calculate area according to number of apartments based on 85-100sqm per 25 units.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>	Calculate area according to number of apartments based on 200-400 sqm in a scheme of 100 apartments or more for children and young teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>	Calculation of space is included above (5-11) but note some provision is required for older teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	

## Site code 3.6

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 3.6 Lehaunstown. Density: Res 3 65-100 units per/ha Site area 3.5ha. Approx no of units: 227-350			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Close to Druid's Glen and Beckett Park, and plaza associated with Luas tunnel	Ensure connectivity to Green Infrastructure and note proposed pedestrian/ cycle green route bisecting site.	
<b>4.2.2 Proximity to Park and Natural Space</b>	Close to Druid's Glen and Beckett Park	Ensure connectivity across Barrington's Road to Druid's Glen and to Beckett Park across Castle Street,	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>			
<b>4.3.2 Views</b>	View northwards to Druid's Glen, southwards to Beckett Park, and west towards foothills of Dublin Mountains	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and hedges	Consider Map 5.2, potential to provide connectivity for Green Infrastructure	
<b>4.3.4 Biodiversity</b>	Within Primary and Secondary ecological corridors, bird breeding territories, close to badger sett and bat transects	Design to constraints, mammals presents refer to Map 5.3	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Close to Site 2 Enclosure. Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>			
<b>New</b>	Yes, adjacent site 2 Enclosure.	Consider in design scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Open	Use as site characteristic	
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	
<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	No		
<b>4.6.2 Neighbourhood Plaza</b>	Yes	Plaza at Luas tunnel	
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	

<b>4.6.4 Community Garden</b>	Yes	Calculate minimum space according to apartment types: Studio 4 sqm; One bedroom 5 sqm; Two bedroom 7 sqm; Three bedroom 9 sqm. Design for social amenity. Avoid amenity space of apartments being taken up with circulation, service access and level changes	
<b>4.6.5 Home-zone</b>	Yes	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>	Calculate area according to number of apartments based on 85-100sqm per 25 units.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>	Calculate area according to number of apartments based on 200-400 sqm in a scheme of 100 apartments or more for children and young teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>	Calculation of space is included above (5-11) but note some provision is required for older teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	

## Site code 3.7

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 3.7 Priorsland. Density: Res 3 65-100 units per/ha Site area 2.65ha. Approx no. of units: 172-265			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Close to Druid's Glen proposed Priorsland Park and Carrickmines stream	Ensure connectivity to Green Infrastructure, especially across Luas tracks	
<b>4.2.2 Proximity to Park and Natural Space</b>	Close to Druid's Glen and Priorsland Park (Class 1 Open Space local neighbourhood park) and Beckett Park	Ensure connectivity to Druid's Glen, Priorland Park, and to Beckett Park across Barrington Road and Castle Street,	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>			
<b>4.3.2 Views</b>	View northwards to Druid's Glen, and west towards Priorsland Park and Carrickmines stream.	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and hedges	Design to constraints	
<b>4.3.4 Biodiversity</b>	Within Primary ecological corridors, bird breeding territories, close to badger sett and bat transects	Design to constraints, mammals presents refer to Map 5.3	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Close to sites 12a & b Watermill and Enclosure. Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>			
<b>New</b>	Yes, adjacent Sites 12.	Consider in design scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Sheltered	Use as site characteristic	
<b>4.5.2 Aspect</b>	Sheltered	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	
<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	No		
<b>4.6.2 Neighbourhood Plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	

<b>4.6.4 Community Garden</b>	Yes	Calculate minimum space according to apartment types: Studio 4 sqm; One bedroom 5 sqm; Two bedroom 7 sqm; Three bedroom 9 sqm. Design for social amenity. Avoid amenity space of apartments being taken up with circulation, service access and level changes	
<b>4.6.5 Home-zone</b>	Yes	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>	Calculate area according to number of apartments based on 85-100sqm per 25 units.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>	Calculate area according to number of apartments based on 200-400 sqm in a scheme of 100 apartments or more for children and young teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>	Calculation of space is included above (5-11) but note some provision is required for older teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	

## Site code 3.8

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 3.8 Priorsland. Density: Res 3 65-100 units per/ha Site area 2.01ha. Approx no. of units: 130-201			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Close to Priorsland Park and Carrickmines stream and Beckett Park	Ensure connectivity to Green Infrastructure	
<b>4.2.2 Proximity to Park and Natural Space</b>	Close to Druid's Glen via Priorsland Park (Class 1 Open Space local neighbourhood park) and Beckett Park	Ensure connectivity to Druid's Glen, Priorland Park, and to Beckett Park across Barrington Road	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>			
<b>4.3.2 Views</b>	View northwards to Druid's Glen, and west towards Priorsland Park and Carrickmines stream.	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees	Design to constraints	
<b>4.3.4 Biodiversity</b>	Within Primary ecological corridors and bird breeding territories	Design to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>			
<b>New</b>	None.		
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Sheltered	Use as site characteristic	
<b>4.5.2 Aspect</b>	Sheltered	Use as site characteristic	
<b>4.5.3 Noise</b>	Adjacent M50	Submit recommendations on noise mitigation and control measures	
<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	No		
<b>4.6.2 Neighbourhood Plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	

<b>4.6.4 Community Garden</b>	Yes	Calculate minimum space according to apartment types: Studio 4 sqm; One bedroom 5 sqm; Two bedroom 7 sqm; Three bedroom 9 sqm. Design for social amenity. Avoid amenity space of apartments being taken up with circulation, service access and level changes	
<b>4.6.5 Home-zone</b>	Yes	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>	Calculate area according to number of apartments based on 85-100sqm per 25 units.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>	Calculate area according to number of apartments based on 200-400 sqm in a scheme of 100 apartments or more for children and young teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>	Calculation of space is included above (5-11) but note some provision is required for older teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	



# Site code 4.1

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 4.1 Cherrywood. Density: Ref Chapter 6 of CPS.			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Close to Tully Park and Cherrywood valley.	Ensure connectivity to Green Infrastructure	
<b>4.2.2 Proximity to Park and Natural Space</b>	Close to Tully Park and Cherrywood valley	Ensure connectivity to Cherrywood Valley and Tully Park across Tully Vale, Grand Parade and Luas tracks	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>		Note level changes to Tully Park – lower access via site 2.8 preferable	
<b>4.3.2 Views</b>	View westwards to Tully Park and Church	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	None		
<b>4.3.4 Biodiversity</b>	None		
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Within Military Camp area and excavated site of C18th Field Kitchen. Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>			
<b>New</b>	Military Camp and Field Kitchen .	Consider in design scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Open to North-West	Mitigate	
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	
<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	No		
<b>4.6.2 Neighbourhood Plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	

<b>4.6.4 Community Garden</b>	Yes	Calculate minimum space according to apartment types: Studio 4 sqm; One bedroom 5 sqm; Two bedroom 7 sqm; Three bedroom 9 sqm. Design for social amenity. Avoid amenity space of apartments being taken up with circulation, service access and level changes	
<b>4.6.5 Home-zone</b>	Yes	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>	Calculate area according to number of apartments based on 85-100sqm per 25 units.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>	Calculate area according to number of apartments based on 200-400 sqm in a scheme of 100 apartments or more for children and young teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>	Calculation of space is included above (5-11) but note some provision is required for older teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	

## Site code 4.2

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and landscape architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 4.2 Lehaunstown. Density: Ref Chapter 6 of CPS			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Close to Lehaunstown Lane and Tully Park and Lehaunstown Village Green	Ensure connectivity to Green Infrastructure	
<b>4.2.2 Proximity to Park and Natural Space</b>	Close to Lehaunstown Lane and Tully Park and Lehaunstown Village Green	Ensure connectivity across Grand Parade and Luas tracks to Lehaunstown Village Green	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>			
<b>4.3.2 Views</b>	Eastwards towards Killiney Hill	Incorporate into design.	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and hedges	Design to constraints	
<b>4.3.4 Biodiversity</b>	Within Secondary ecological corridor, bird breeding territories and close to bat transects	Design to constraints	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Partially within probable extent of Military Camp. Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	Note potential gate piers in Lehaunstown Lane	Incorporate into scheme	
<b>New</b>	Military Camp.	Consider in design scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Open to east		
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	
<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	Yes	Proximity to new Pocket Park circa 0.2 ha into scheme (1 of 3 on Lehaunstown Lane)	
<b>4.6.2 Neighbourhood Plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	

<b>4.6.4 Community Garden</b>	Yes	Calculate minimum space according to apartment types: Studio 4 sqm; One bedroom 5 sqm; Two bedroom 7 sqm; Three bedroom 9 sqm. Design for social amenity. Avoid amenity space of apartments being taken up with circulation, service access and level changes	
<b>4.6.5 Home-zone</b>	Yes	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>	Calculate area according to number of apartments based on 85-100sqm per 25 units.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>	Calculate area according to number of apartments based on 200-400 sqm in a scheme of 100 apartments or more for children and young teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>	Calculation of space is included above (5-11) but note some provision is required for older teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	

## Site code 4.3

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: 4.2 Lehaunstown. Density: Ref Chapter 6 of CPS			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Close to Lehaunstown Lane and Tully Park and Lehaunstown Village Green	Ensure connectivity to Green Infrastructure	
<b>4.2.2 Proximity to Park and Natural Space</b>	Close to Lehaunstown Lane and Tully Park and Lehaunstown Village Green	Ensure connectivity across Grand Parade and Luas tracks to Lehaunstown Village Green	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>			
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Partially within probable extent of Military Camp. Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	Note potential gate piers in Lehaunstown Lane	Incorporate into scheme	
<b>New</b>	Military Camp.	Consider in design scheme	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Open to east		
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	
<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	Yes	Proximity to new Pocket Park circa 0.2 ha into scheme (1 of 3 on Lehaunstown Lane)	
<b>4.6.2 Neighbourhood Plaza</b>	No		
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	
<b>4.6.4 Community Garden</b>	Yes	Calculate minimum space according to apartment types: Studio 4 sqm; One bedroom 5 sqm; Two bedroom 7 sqm; Three bedroom 9 sqm. Design for social amenity. Avoid amenity space of apartments being taken up with circulation, service access and level changes	

<b>4.6.5 Home-zone</b>	Yes	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>	Calculate area according to number of apartments based on 85-100sqm per 25 units.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>	Calculate area according to number of apartments based on 200-400 sqm in a scheme of 100 apartments or more for children and young teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>	Calculation of space is included above (5-11) but note some provision is required for older teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	

# Site code TC1- 4

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: TC1-4 Cherrywood. Density: Ref Chapter 6 of CPS			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Close to Bride's Glen, Cherrywood Valley and Tully Park	Ensure connectivity to Green Infrastructure	
<b>4.2.2 Proximity to Park and Natural Space</b>	Close to Bride's Glen, Cherrywood Valley and Tully Park	Ensure connectivity across roads and Luas tracks. Note proximity to Civic Plazas and streets as part of Green Infrastructure network in Town Centre which should provide amenity	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>	New ground		
<b>4.3.2 Views</b>	Eastwards towards Killiney Hill and Dublin Bay, westwards towards Tully Park and Church and westwards towards the foothills of the Dublin Mountains	Incorporate into design	
<b>4.3.3 Trees &amp; Hedges</b>	None		
<b>4.3.4 Biodiversity</b>	Close to primary and secondary	Build biodiversity	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Within Military Camp and probable extents and excavated Sites 32, 33 and 34. Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>			
<b>New</b>	Yes	Consider in design	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Open	Mitigate wind	
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	
<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	No		
<b>4.6.2 Neighbourhood Plaza</b>	No	Note apartments in proximity to Civic Plazas and streets within Town Centre	

<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	
<b>4.6.4 Community Garden</b>	Yes	Calculate minimum space according to apartment types: Studio 4 sqm; One bedroom 5 sqm; Two bedroom 7 sqm; Three bedroom 9 sqm. Design for social amenity. Avoid amenity space of apartments being taken up with circulation, service access and level changes	
<b>4.6.5 Home-zone</b>	Yes	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>	Calculate area according to number of apartments based on 85-100sqm per 25 units.	Ensure proximity and access to playspace by completing a playmap	
<b>Playspace 5-11</b>	Calculate area according to number of apartments based on 200-400 sqm in a scheme of 100 apartments or more for children and young teenagers.	Ensure proximity and access to playspace by completing a playmap	
<b>Playspace 12-17</b>	Calculation of space is included above (5-11) but note some provision is required for older teenagers.	Ensure proximity and access to playspace by completing a playmap	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution, noting presence of bats.	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.5 Service covers</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	



# Site code VC1.1 & 1.2

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: VC 1.1 & 1.2 Lehaustown Village Centre . Density: Ref Chapter 6 of CPS			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent to Lehaunstown Lane and Village Green. Close to Druid's Glen.	Ensure connectivity to Green Infrastructure	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to Lehaunstown Lane and Village Green. Close to Druid's Glen. Closest Parks are Parade Green and Pocket Park at site 4.2	Ensure connectivity across Luas tracks.	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>			
<b>4.3.2 Views</b>	Eastwards towards Killiney Hill and Dublin Bay.	Incorporate into design	
<b>4.3.3 Trees &amp; Hedges</b>	Trees	Design to constraints	
<b>4.3.4 Biodiversity</b>	None	Build biodiversity	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Within probable extent of Military Camp. Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>			
<b>New</b>	Yes	Consider in design	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Sheltered to west		
<b>4.5.2 Aspect</b>	Open to north and east		
<b>4.5.3 Noise</b>		Submit recommendations on noise mitigation and control measures	
<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	No		
<b>4.6.2 Neighbourhood Plaza</b>	No	Note apartments in proximity to Civic Plazas and streets within Town Centre	
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	

<b>4.6.4 Community Garden</b>	Yes	Calculate minimum space according to apartment types: Studio 4 sqm; One bedroom 5 sqm; Two bedroom 7 sqm; Three bedroom 9 sqm. Design for social amenity. Avoid amenity space of apartments being taken up with circulation, service access and level changes	
<b>4.6.5 Home-zone</b>	Yes	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>	Calculate area according to number of apartments based on 85-100sqm per 25 units.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>	Calculate area according to number of apartments based on 200-400 sqm in a scheme of 100 apartments or more for children and young teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>	Calculation of space is included above (5-11) but note some provision is required for older teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution, noting presence of bats.	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.5 Service covers</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	

## Site code VC2.1 & 2.2

This summary sheet should be used by the design team in the planning and design of the amenity space. **The Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: VC 2.1 & 2.2 Tully Village Centre . Density:Ref Chapter 6 of CPS			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent to green route connecting to Lehaunstown Lane, close to Tully Park and Beckett Park. Adjacent Tully Village Green.	Ensure connectivity to Green Infrastructure	
<b>4.2.2 Proximity to Park and Natural Space</b>	Adjacent to green route connecting to Lehaunstown Lane, close to Tully Park and Beckett Park. Adjacent Tully Village Green.	Ensure connectivity across Luas tracks.	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>			
<b>4.3.2 Views</b>	Westwards towards foothills of Dublin Mountains	Incorporate into design	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and hedge	Design to constraints	
<b>4.3.4 Biodiversity</b>	Within or adjacent secondary ecological corridor	Build biodiversity	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	None		
<b>New</b>	No		
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Open to west		
<b>4.5.2 Aspect</b>	Open	Use as site characteristic	
<b>4.5.3 Noise</b>	Exposed to M50	Submit recommendations on noise mitigation and control measures	
<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	No		
<b>4.6.2 Neighbourhood Plaza</b>	No	Note apartments in proximity to Village Green which could accommodate some shared amenities for apartments.	
<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	

<b>4.6.4 Community Garden</b>	Yes	Calculate minimum space according to apartment types: Studio 4 sqm; One bedroom 5 sqm; Two bedroom 7 sqm; Three bedroom 9 sqm. Design for social amenity. Avoid amenity space of apartments being taken up with circulation, service access and level changes	
<b>4.6.5 Home-zone</b>	Yes	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>	Calculate area according to number of apartments based on 85-100sqm per 25 units.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>	Calculate area according to number of apartments based on 200-400 sqm in a scheme of 100 apartments or more for children and young teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>	Calculation of space is included above (5-11) but note some provision is required for older teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution, noting presence of bats.	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	n/a	Encourage people in small estates to take their litter home.	
<b>4.9.4 Seating</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.5 Service covers</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Provide Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	

# Site code VC3

This summary sheet should be used by the design team in the planning and design of the amenity space. The **Design Response** must be filled in by the design team's site planner and Landscape Architect. It should be used in pre-planning meetings and submitted as part of the planning application.

Place and density: VC 3 Priorsland Village Centre . Density: Ref Chapter 6 of CPS			
Site characteristics	Site conditions & requirements	Guidance	Design Response
<b>4.0 Amenity Space Guidance</b>			
<b>4.1 Stake-Holders and Consultation</b>		Ensure consultation between stakeholders – project teams shall collectively explain all constraints and design opportunities for site	
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2 Proximity, access and connectivity</b>			
<b>4.2.1 Connectivity to Green Infrastructure</b>	Adjacent to Priorsland Park and Carrickmines stream. Close to Beckett Park	Ensure connectivity to Green Infrastructure	
<b>4.2.2 Proximity to Park and Natural Space</b>	Close to Druid's Glen via Priorsland Park Close to Beckett Park	Ensure connectivity across Castle Street.	
<b>4.3 Natural Heritage</b>			
<b>4.3.1 Topography</b>			
<b>4.3.2 Views</b>	Local views.	Incorporate into design	
<b>4.3.3 Trees &amp; Hedges</b>	Trees and hedge	Design to constraints	
<b>4.3.4 Biodiversity</b>	Within or adjacent Primary and Secondary ecological corridor	Build biodiversity	
<b>4.4 Archaeology and Cultural Heritage</b>			
<b>Archaeology</b>	Close to Site a12 Watermill and Enclosure. Refer to H2 Chapter 3	Respect constraints	
<b>Protected Structure</b>	None		
<b>Existing</b>	None		
<b>New</b>	Close to Watermill and Enclosure Sites	Consider in design	
<b>Artefact</b>	Potential for new cultural heritage	Inspire	
<b>4.5 Climate</b>			
<b>4.5.1 Wind</b>	Sheltered		
<b>4.5.2 Aspect</b>	Sheltered	Use as site characteristic	
<b>4.5.3 Noise</b>	Exposed to M50	Submit recommendations on noise mitigation and control measures	
<b>4.6 Amenity Space type</b>			
<b>4.6.1 Pocket Park</b>	No		
<b>4.6.2 Neighbourhood Plaza</b>	No	Note apartments in proximity to Village Green which could accommodate some shared amenities for apartments.	

<b>4.6.3 Play facilities</b>	Yes	Design for play opportunities	
<b>4.6.4 Community Garden</b>	Yes	Calculate minimum space according to apartment types: Studio 4 sqm; One bedroom 5 sqm; Two bedroom 7 sqm; Three bedroom 9 sqm. Design for social amenity. Avoid amenity space of apartments being taken up with circulation, service access and level changes	
<b>4.6.5 Home-zone</b>	Yes	Design for social amenity	
<b>4.7 Social</b>			
<b>4.7.1 Playful space</b>	Yes	Design for play opportunities	
<b>4.7.2 Playspace 0-4</b>	Calculate area according to number of apartments based on 85-100sqm per 25 units.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 5-11</b>	Calculate area according to number of apartments based on 200-400 sqm in a scheme of 100 apartments or more for children and young teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>Playspace 12-17</b>	Calculation of space is included above (5-11) but note some provision is required for older teenagers.	Ensure proximity and access to playspace by completing a Play Map	
<b>4.7.4 Universally accessible</b>	Yes	Design for universal accessibility	
<b>4.7.5 Inclusive landscape</b>	Yes	Design for social inclusion	
<b>4.8 Sustainability</b>			
<b>4.8.1 SuDS</b>	Yes	Potential for swales	
<b>4.8.2 Biodiversity</b>	Yes	Enhance adjacent biodiversity	
<b>4.9 Furniture</b>			
<b>4.9.1 Lighting</b>	Yes	Minimise light pollution	
<b>4.9.2 Bikes</b>	Yes	Provide visitor bike spaces	
<b>4.9.3 Public Bins</b>	Yes	In adjacent public spaces .	
<b>4.9.4 Seating</b>	Yes	Provide seating to encourage social interaction	
<b>4.9.5 Service covers</b>	Yes	Minimise and coordinate. Provide recessed covers in high profile areas.	
<b>4.9.6 Signage</b>	Yes	Coordinate signage with other street furniture and make inclusive	
<b>4.9.7 Ancillary elements</b>	Yes	Avoid locating sub stations, mini pillars, bin storage and other ancillary structures in amenity spaces	
<b>4.10 Densities and Areas</b>		<b>Provide rationale for quantum of amenity.</b>	
<b>4.11 Making amenity spaces work hard</b>		<b>Provide description of uses.</b>	
<b>4.12 Protection</b>		<b>Provide methodology for protection</b>	
<b>4.13 Management</b>		<b>Management Manual</b>	
<b>4.14 Taking in Charge</b>		<b>Agree areas to be taken in charge</b>	

# PROJECT TEAM

## Project Team

DunLaoghaire Rathdown County Council

External Consultants – Mitchell & Associates, Landscape Architects

[www.mitchell.ie](http://www.mitchell.ie)



MITCHELL + ASSOCIATES  
Landscape Architecture Urban Design

