Park Hood

DESIGN STATEMENT

FAIR GREEN, OLDCASTLE

JULY 2023/ PROJECT NO. 7703

PART 8 PLANNING



Chartered Landscape Architects

www.parkhood.com



CONTENT

1.0	Context	4
2.0	Site Photographs	5
3.0	Spatial Framework	6
4.0	Site Layout - Programming	8
5.0	Site Layout - Landscape	9
6.0	Arrival and Circulation	10
7.0	Furniture	12
8.0	Play Areas	13
9.0	Sports and Exercise Areas	17
10.0	Soft Landscape	20
11.0	Boundary Elevation	22
12.0	Lighting Strategy	24
13.0	CCTV Strategy	26
14.0	Drainage Strategy	28

Artist's Impression:

Park Masterplan



1.0 Context

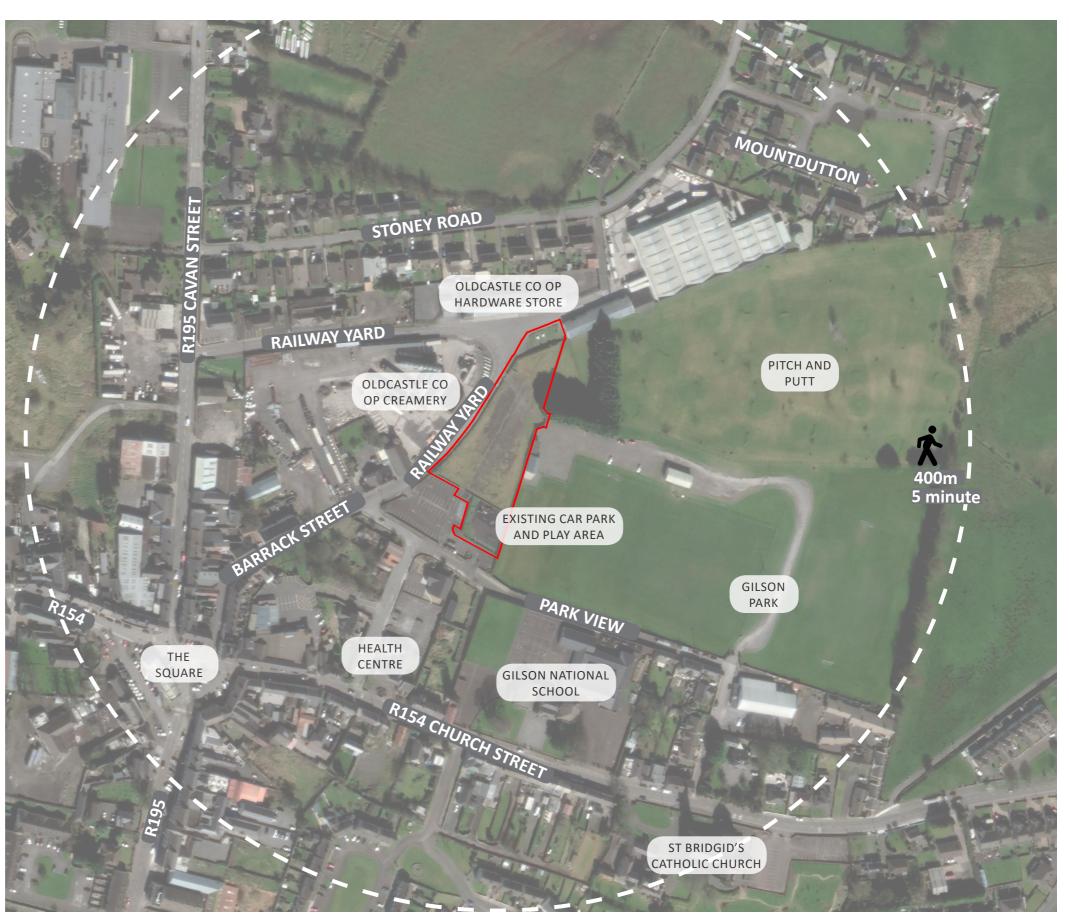
The proposed site covers an area of 0.4ha and sits on the north eastern urban fringe of Oldcastle, County Meath.

The site is bound by Railway Yard Road and an industrial creamery site to the west, an existing car park to the south and a small heritage garden to the north. Gilson Park including GAA pitch and Oldcastle United Football pitch provides an amenity boundary to the east, and transition between the site and the rural landscape beyond.

Although there is no existing vegetation on site, a stand of mature conifer trees lie just outside the sites eastern boundary.

The site forms a connection north-south and short-cut between Gilson National School and the residential areas of Stoney Road and Mountdutton. Footfall within the site increases along this connection during school drop off and pick up times.

Railway Yard Road and Barrack Street form a direct pedestrian link from the site to Oldcastle Town Square in the centre of the town. The town centre can be reached in under 5 minutes on foot.



2.0 Site Photographs

The Fair Green site is enclosed by stone walls to all four sides with stone pillars to vehicular entrances. While these provide character to the space and give protective buffer to the adjacent road they restrict visibility and permeability into the site.

Relative to the adjacent Railway Yard Road and Gilson Park the site sits at a lower level. To the north and south access is relatively level.

There are several references to railways in the immediate area of the site due to the proximity of this area to the historic railway yard location to the north, evident in historical maps of the area.

A thin layer of grass covers a large proportion of the site surface with an area of asphalt exposed centrally and at the various access points into site.



View across the site from the north eastern boundary







Existing car park to south of site and existing play area



3.0 Spatial Framework

The communities requirements for this site include a variety of spaces and facilities to provide a public park that can be enjoyed by a range of demographics.



PEDESTRIAN CIRCULATION

 \longleftrightarrow

Primary Connection



Secondary Connections

PLAY SPACE

The existing play park may be retained and complimentary play spaces designed in proximity to this resource to allow side by side play for a range of ages and abilities.

SOCIAL / SEATING / PICNIC SPACE

Seating areas throughout the park will offer points of rest for users and picnic areas will provide space for families to gather.

PLANTING / GRASS AREAS

Areas of soft landscaping will soften the park space, provide structure to spaces while enhancing the biodiversity of the site and creating seasonal interest.

EXERCISE / FITNESS SPACE

Exercise equipment will promote health and wellbeing amongst users.

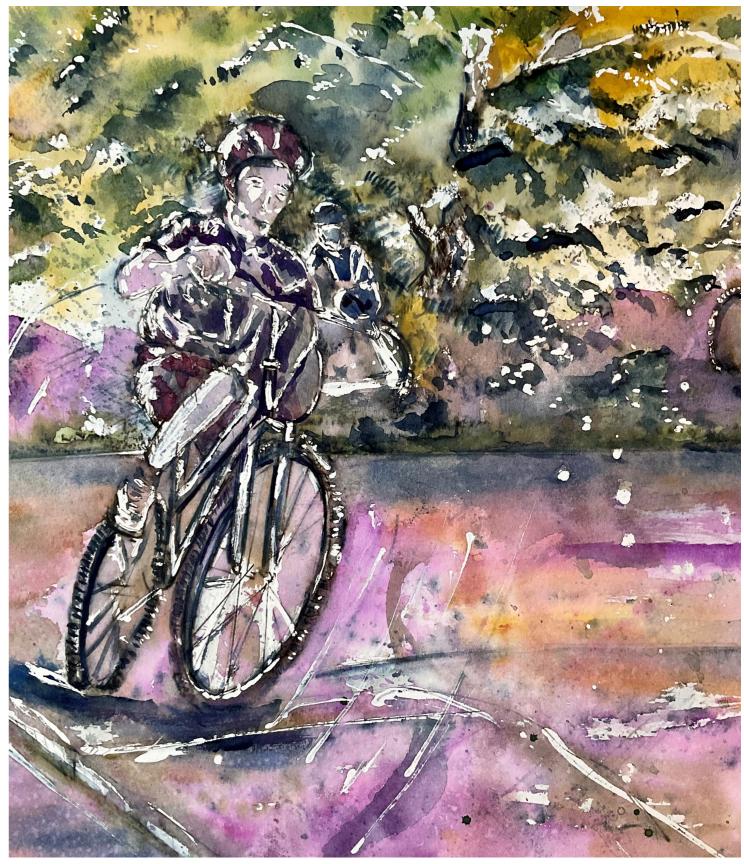
ACTIVE PLAY / SPORTS

Designated areas for informal sports such as basketball, handball and table tennis will create hubs for physical activity outdoors and encourage social interaction between users









Artist's Impressions: Active Play / Sports Areas



4.0 Site Plan - Programming



5.0 Site Plan - Landscape Proposal

RAILWAY YARD

EXERCISE EQUIPMENT

SKATE PARK / PUMP TRACK

FAIR GREEN, OLDO

8-12 YRS

The proposal introduces a direct connection north to south through the site. Secondary connections weave through the site and provide zoning and connectivity to a variety of activity areas and social spaces.

Physical activity and play are facilitated and enhanced with social interaction by informal sports courts. The absence of regulation size courts and pitches allows for the provision of a wider range of activities including but not limited to basketball, skate, table tennis, handball and exercise areas. These informal spaces create a coherent space within the park and will require secure fencing to the perimeter of the site.

The play area to the south of the site is enhanced and extended into the wider park, increasing the area and quality of the play equipment provided and incorporating accessible and sensory elements.

A large area of open grass is provided to facilitate informal kick-a-bout, games and community events.

MULTI USE GAMES AREA WITH FENCING TO THREE SIDES

TABLE TENNIS AND PICNIC AREA

NEW WELCOMING FEATURE ENTRANCE FROM CAR PARK

BARRACKSTREE

GATED SECONDARY ENTRANCE TO PARK RETAINED FOR PERMEABILITY

DECORATIVE STEEL PERFORATED PANEL TO PREVENT ACCESS THROUGH EXISTING STEP THROUGH WHILE RETAINING FEATURE

NEW WELCOMING ENTRANCE PAVED PLAZA SPACE WITHIN EXISTING RAIL GARDEN. NEW RAILINGS AND GATES TO IMPROVE VISUAL PERMEABILITY

INFORMAL SPORTS COURTS INCLUDING HANDBALL AND BASKETBALL HALF COURT

SELF BINDING GRAVEL PATHWAYS THROUGHOUT

EXISTING ACCESS RETAINED

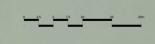
FLEXIBLE OPEN GRASS AREA FOR KICK-A-BOUT AND PROGRAMMED EVENTS

POCKETS OF SHRUB PLANTING WITH FEATURE TREES TO BREAKUP AREAS OF HARD STANDING AND PROVIDE SEASONAL INTEREST

PLAY AREAS FOR A RANGE OF AGES AND ABILITIES INCLUDING ACCESSIBLE EQUIPMENT

SECTION OF EXISTING STONE WALL REMOVED TO INTEGRATE PLAY AREAS AND IMPROVE CONNECTIVITY

EXISTING STONE WALLS RETAINED TO SITE PERIMETER







6.0 Arrival and Circulation

Two new gated primary entrances, to the north and south provide an open and welcoming arrival to the park.

At each main entrance sections of the existing stone wall are to be removed and replaced with railings and gates to create visually permeable arrival area with bicycle parking and signage.

The park name will be clear at each entrance to enhance the sites' identity.

A central spine path provides a direct connection between north and south. Secondary paths then weave through the site creating an alternative and more playful route through while interacting with each of the activity areas.





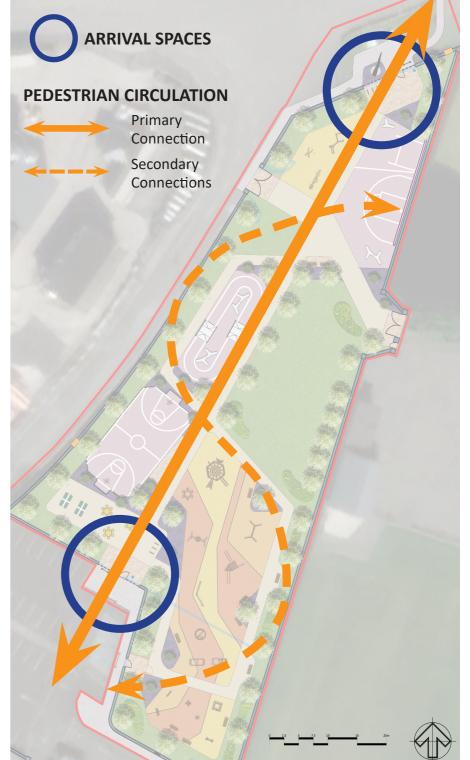


Clear primary route















Central pathway through site connecting various zones and providing clear orientation for users



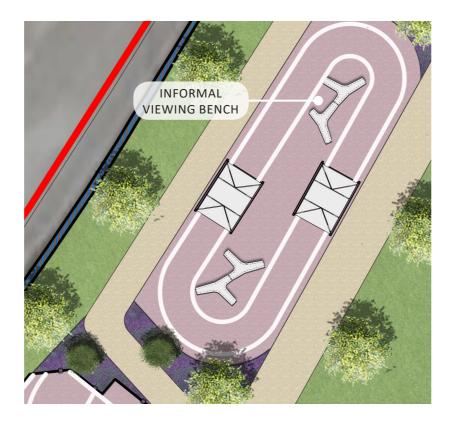
7.0 Furniture

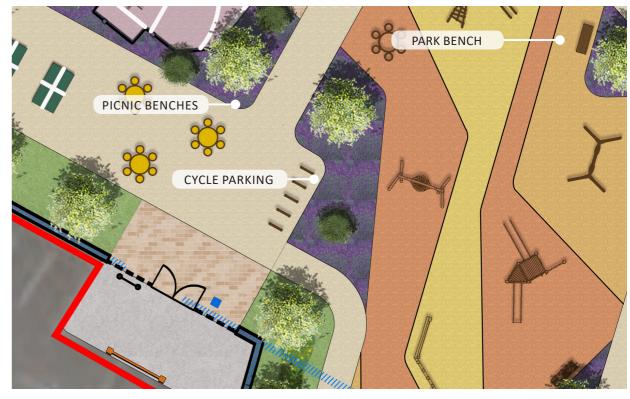
A coordinated suite of furniture is proposed to enhance the park's sense of identity and provide seating opportunities for visitors throughout.

Accessible picnic benches close to the site entrance provide a location for families of all ages and abilities to gather and socialise.

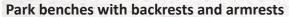
Steel and timber park bench seating within play areas and along weaving pathways provides accessible rest areas throughout the park.

Sculptural concrete benches adjacent to active sports areas provide informal and playful social seating and viewing areas.











Inclusive benches and picnic benches





Informal group viewing benches to sports areas



8.0 Play Areas

0-3 years

The play areas provide a range of equipment for children of all ages and abilities and have been arranged to create a gradient of increasingly challenging play to assist in a child's natural development and encourage curiosity.

To the south of the site equipment designed for those aged 0-3 years is proposed with an emphasis on movement, sensory experience and social play.



Visual elements







13

4-7 years

Accessible equipment will be carefully integrated into all play areas to provide opportunity for side-by-side play across all age ranges.

As children become stronger and more confident, they require more challenging play opportunities. This has been considered and will form the selection of equipment across the graded play areas.

Sensory equipment will be provided throughout to meet the variety of needs of all ages and abilities and to provide a variety of stimulation levels and social engagement opportunities.









Inclusive play elements





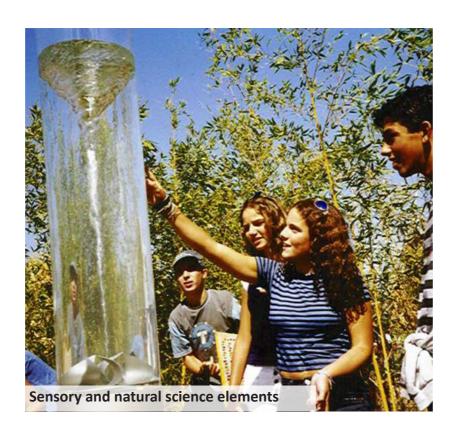
Artist's Impression:
Accessible and Inclusive Play Areas



8-12 years

The northern part of the play zone will include the most challenging items including climbing structures, swings and musical elements. This creates a link between the play spaces and the sports areas within the wider park, encouraging children to explore all areas.

Visual connection between play areas is maintained with the design of a single open space to allow parents with children of varying ages and abilities to supervise.









16

9.0 Sports and Exercise

Multi Use Games Area (MUGA)

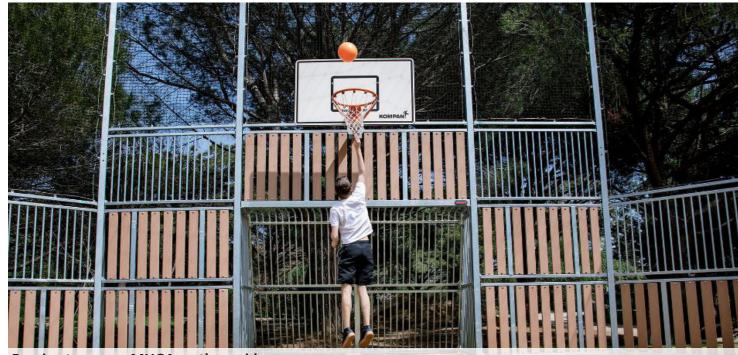
To meet the communities needs this Multi Use Games Area will provide a safe space for both informal and more formal ball games.

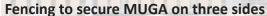
Fencing to three sides will prevent balls from escaping to the road adjacent to the park while leaving one side open to the park and maintaining permeability and a welcoming space.

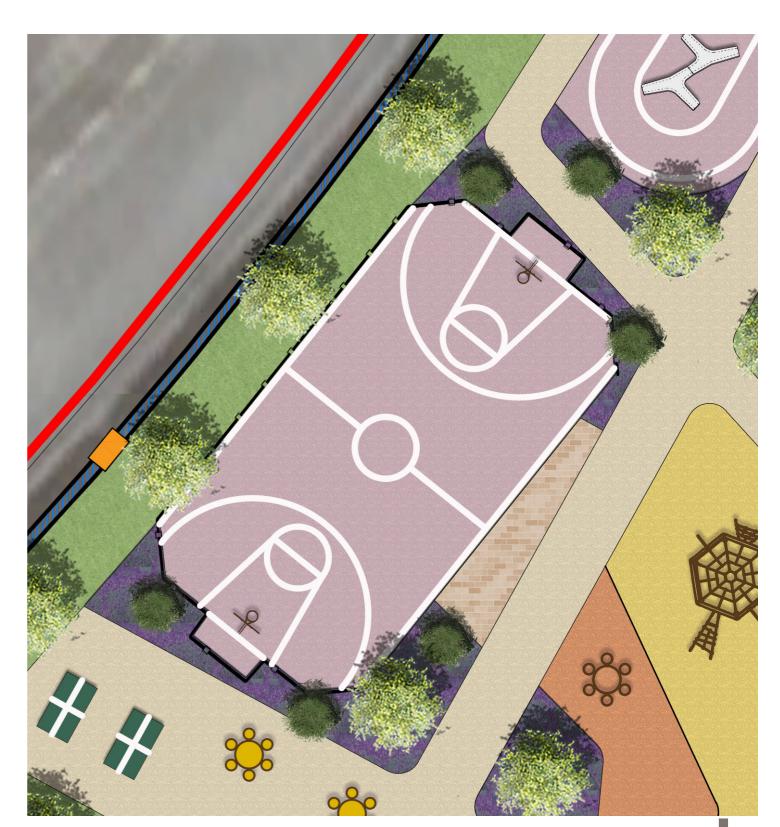
Soft Landscaping will provide a visual buffer to the fencing structure and soften the appearance of this area while integrating it into the wider park.



MUGA set within wider park





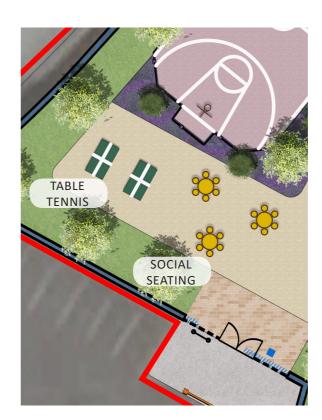


Informal Sports Areas

Two informal sports areas will allow for a more relaxed and social sports environment. The aim of this is to encourage children and young people who might prefer this environment to engage in active play.

A basketball half court and handball court are provided to the parks northern end adjacent to an exercise equipment area.

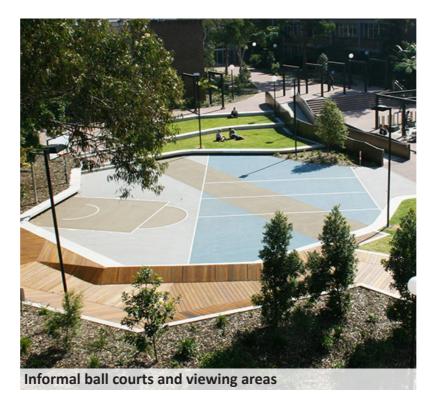
Centrally located within the site is a skate / pump track area with ramps to accommodate scooters, skateboards, roller-blades and bikes.

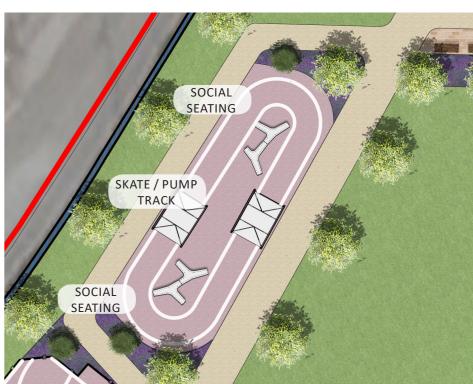














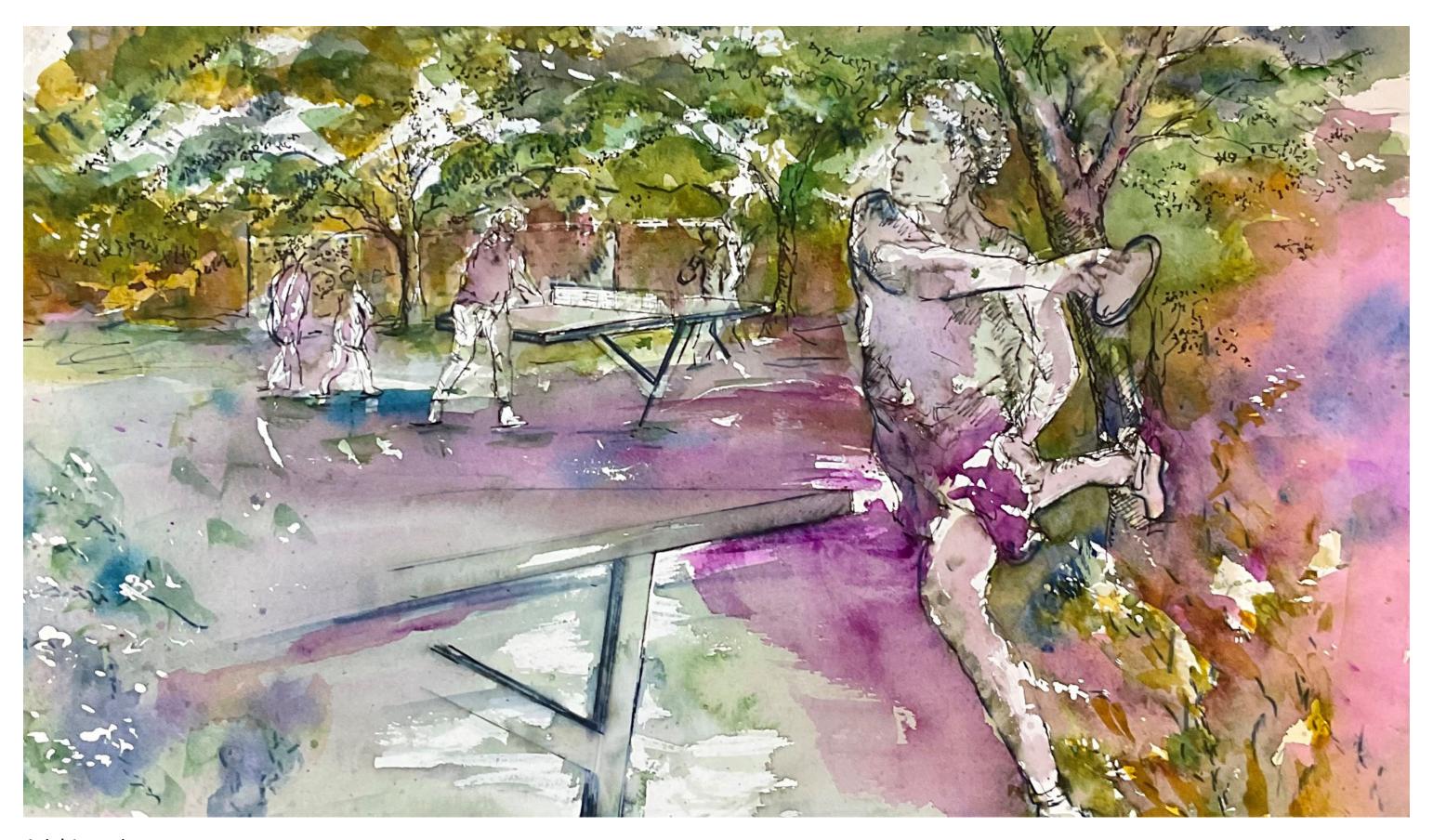




Table Tennis



10.0 Soft Landscape

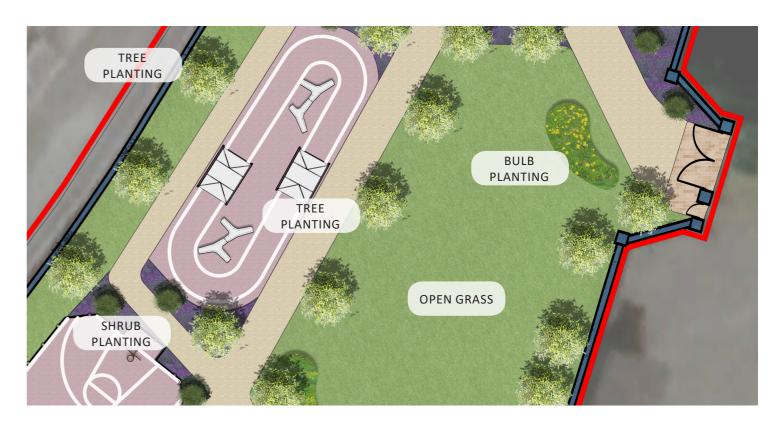
Grass Areas and Soft Landscaping

Soft landscaping including tree, shrub and grass planting are implemented throughout the site to soften the visual appearance and provide a park identity.

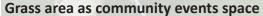
Tree planting to the perimeter will visually screen adjacent road infrastructure and noise while providing verticality to the site and integrating the development with the surrounding landscape.

Large areas of open grass create flexible spaces that can be used for community events or informal play and kick -a-bout.

Seating areas are located adjacent to planting where possible to provide a backdrop and sensory stimulation, facilitating moments of quiet reflection and creating a buffer to adjacent active areas or the connecting path network.









Grass area as informal kick-a-bout



Open grass area providing picnic and social space











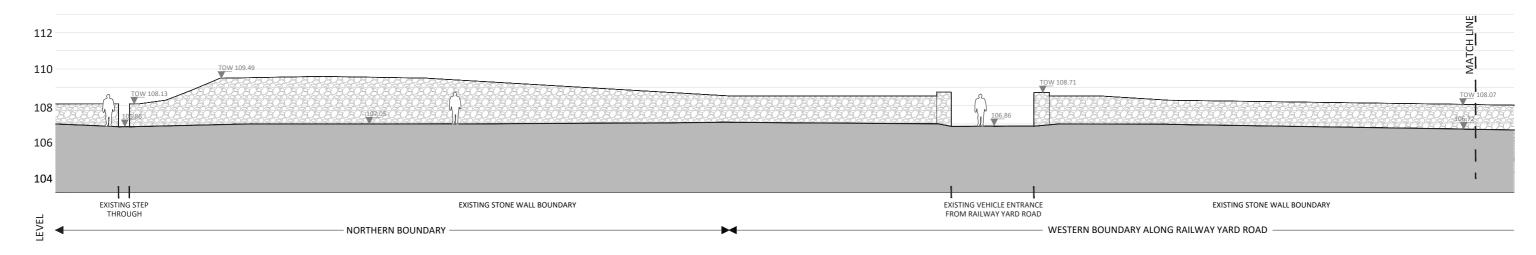


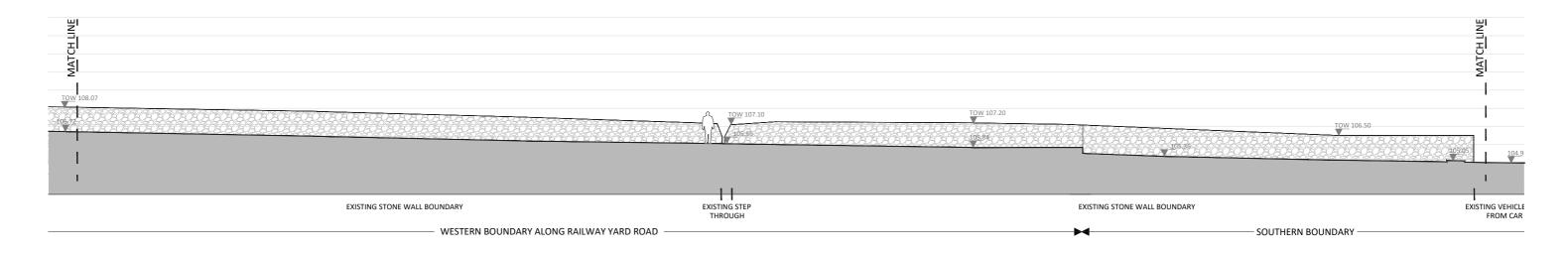


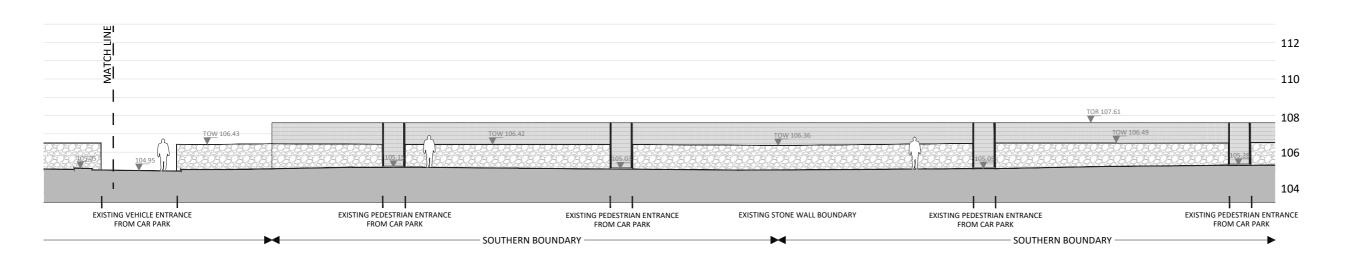
11.0 Boundary Elevation

Existing





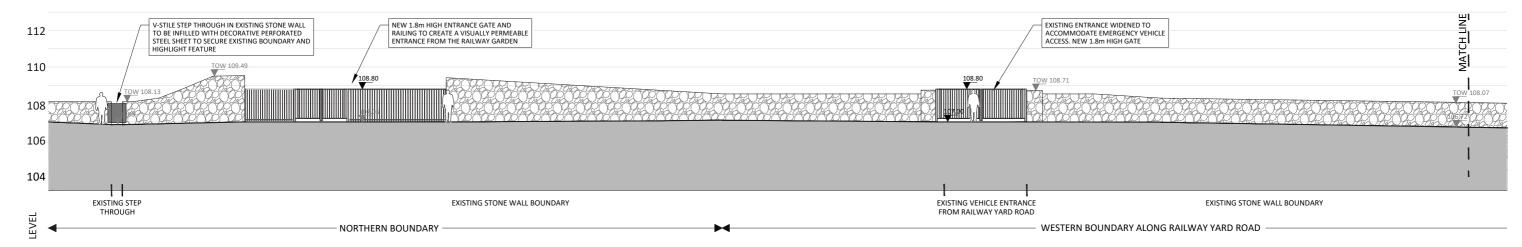


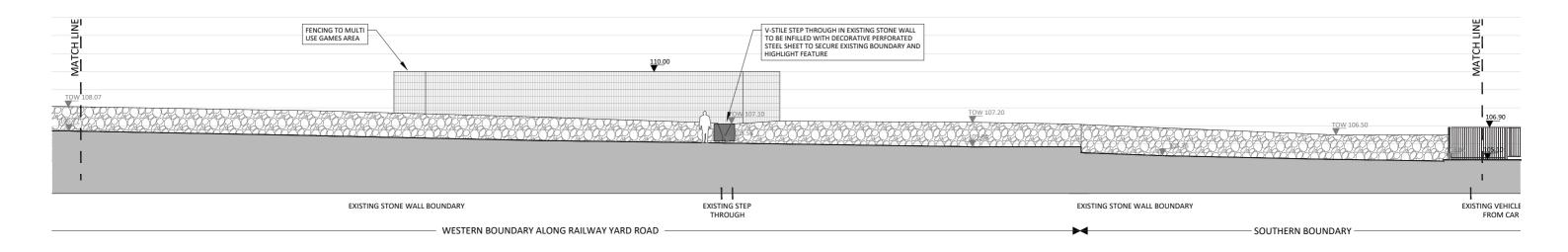


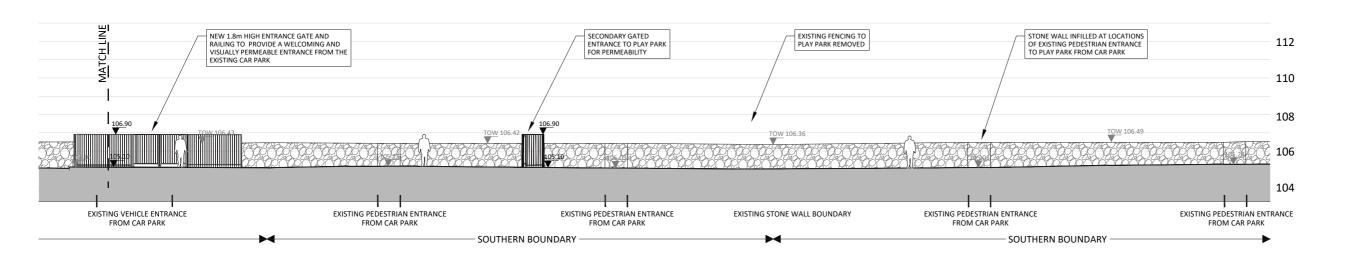


Proposed







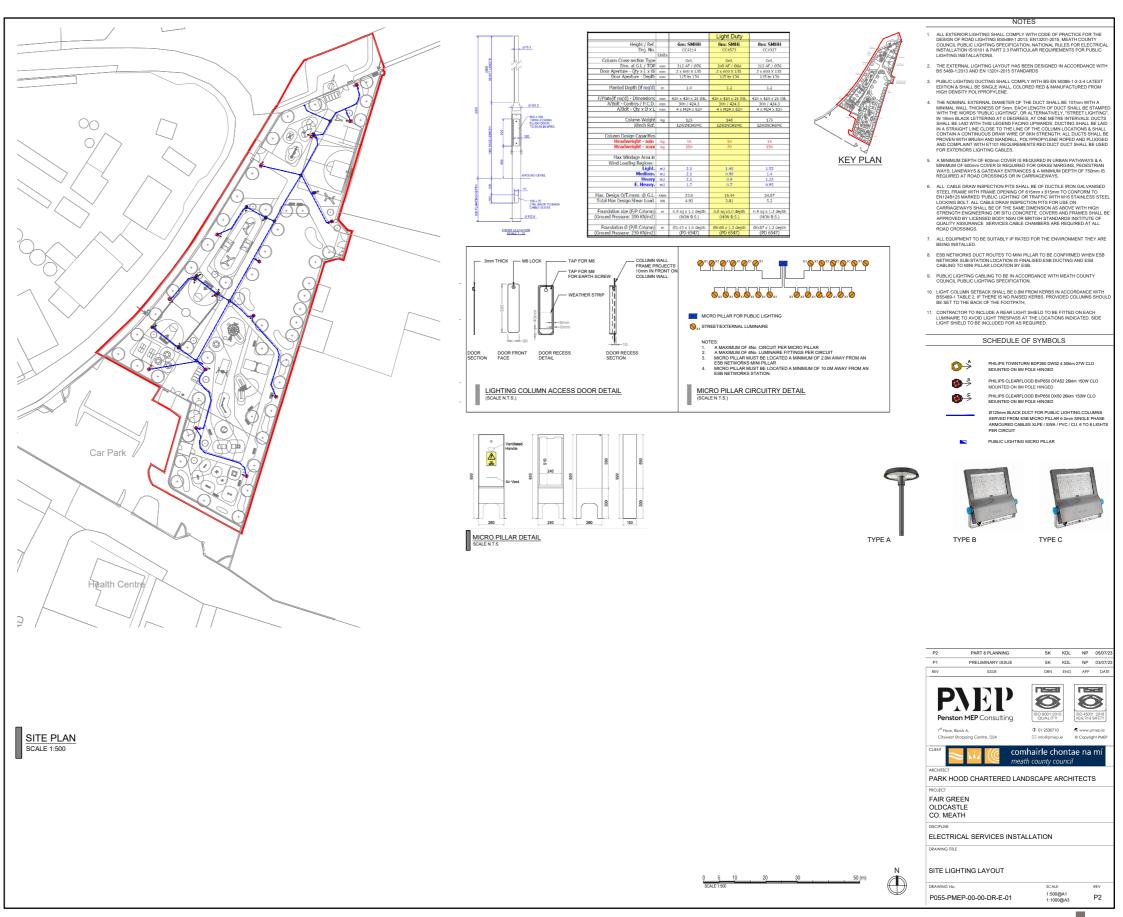


12.0 Lighting Strategy

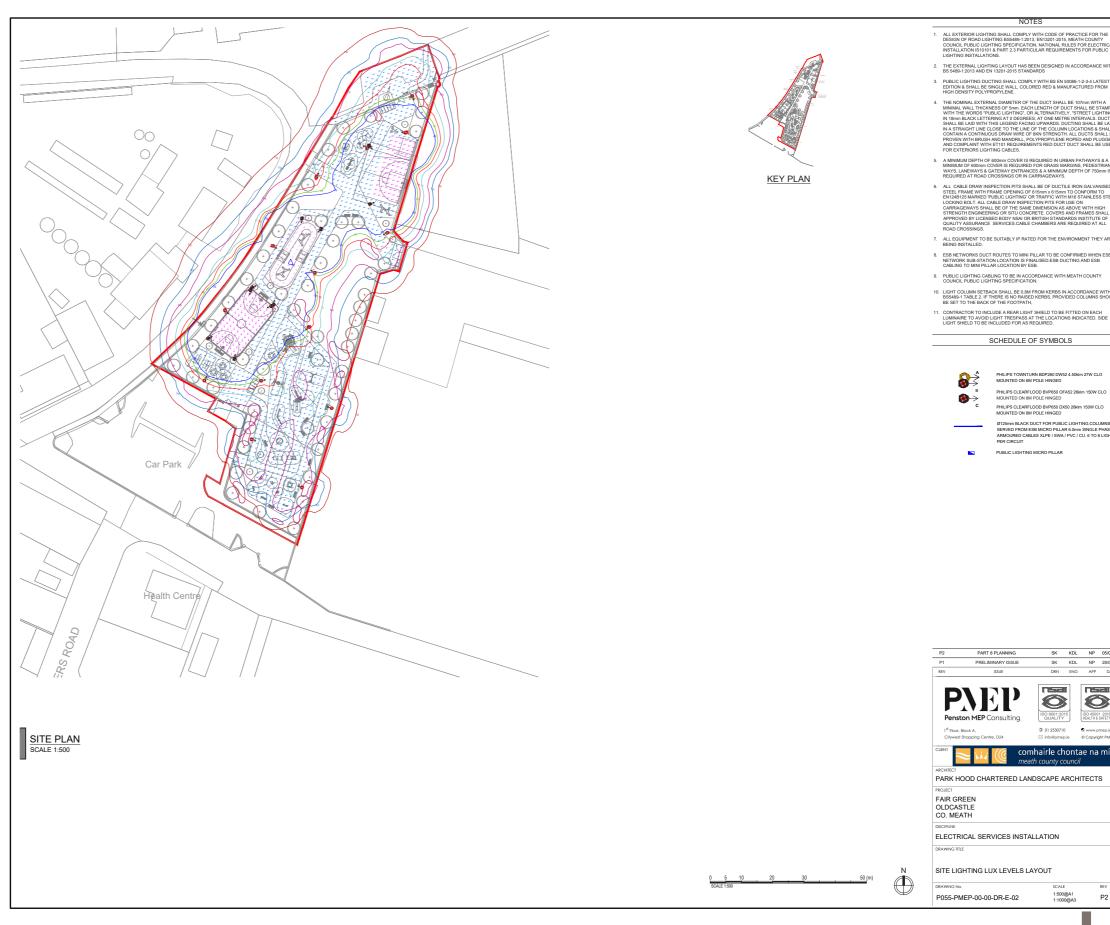
Site Lighting Layout

The lighting strategy provides amenity lighting to footpaths and social spaces and flood lighting to sports areas. Refer to drawing P055-PMEP-00-00-DR-E-01-P2 and P055-PMEP-00-00-DR-E-02-P2.

Column mounted CCTV is provided throughout the site, refer to drawing R055-PMEP-00-00-DR-ME-01-P2.

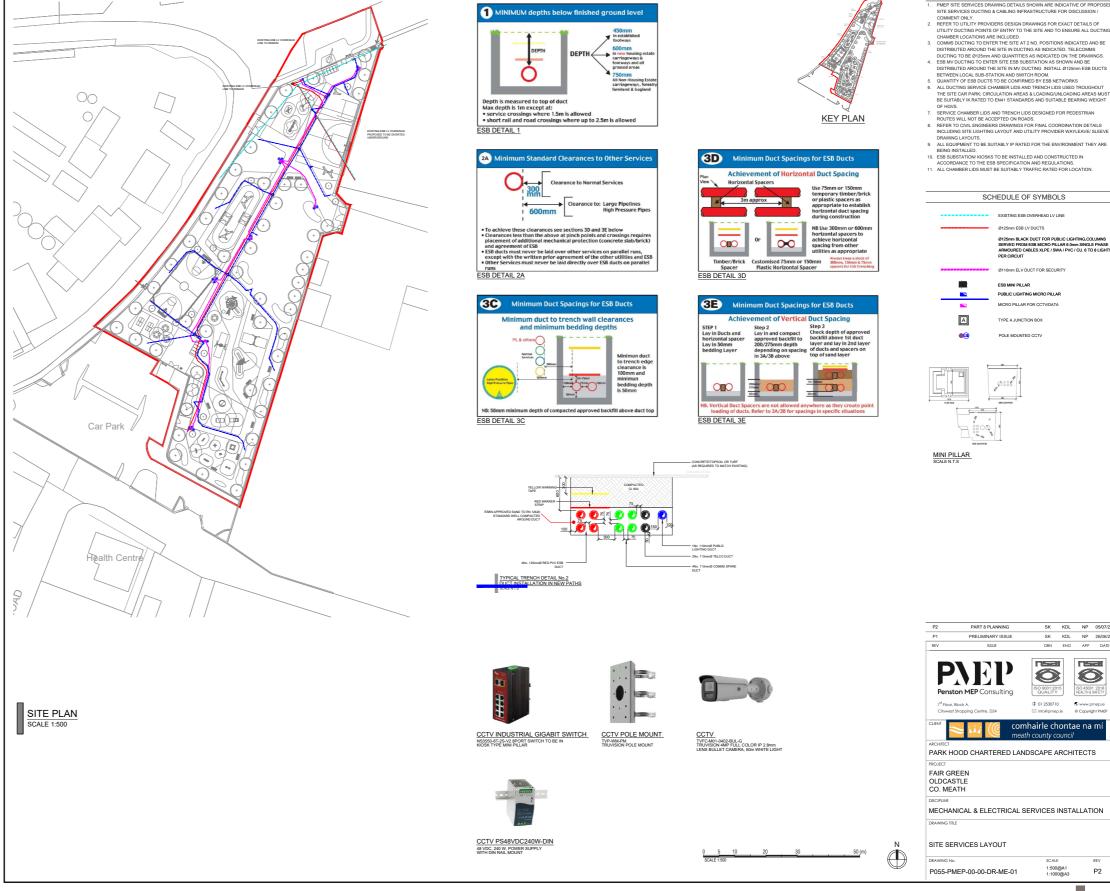


Site Lighting Lux Levels Layout



13.0 Closed Circuit Television (CCTV) Strategy

Mechanical and Electrical Services Layout

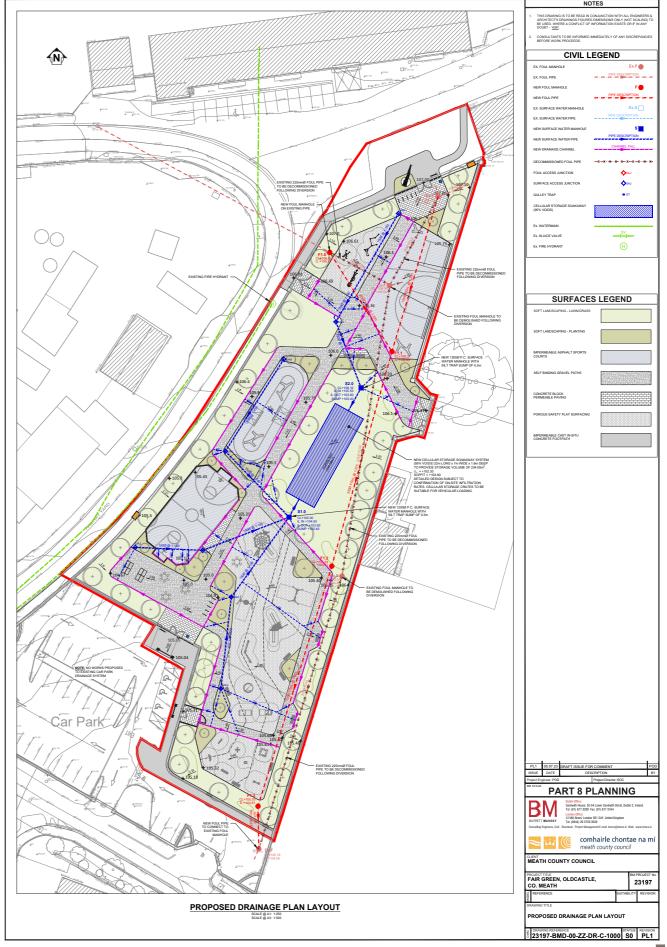


14.0 Drainage Strategy

Proposed Drainage Plan Layout

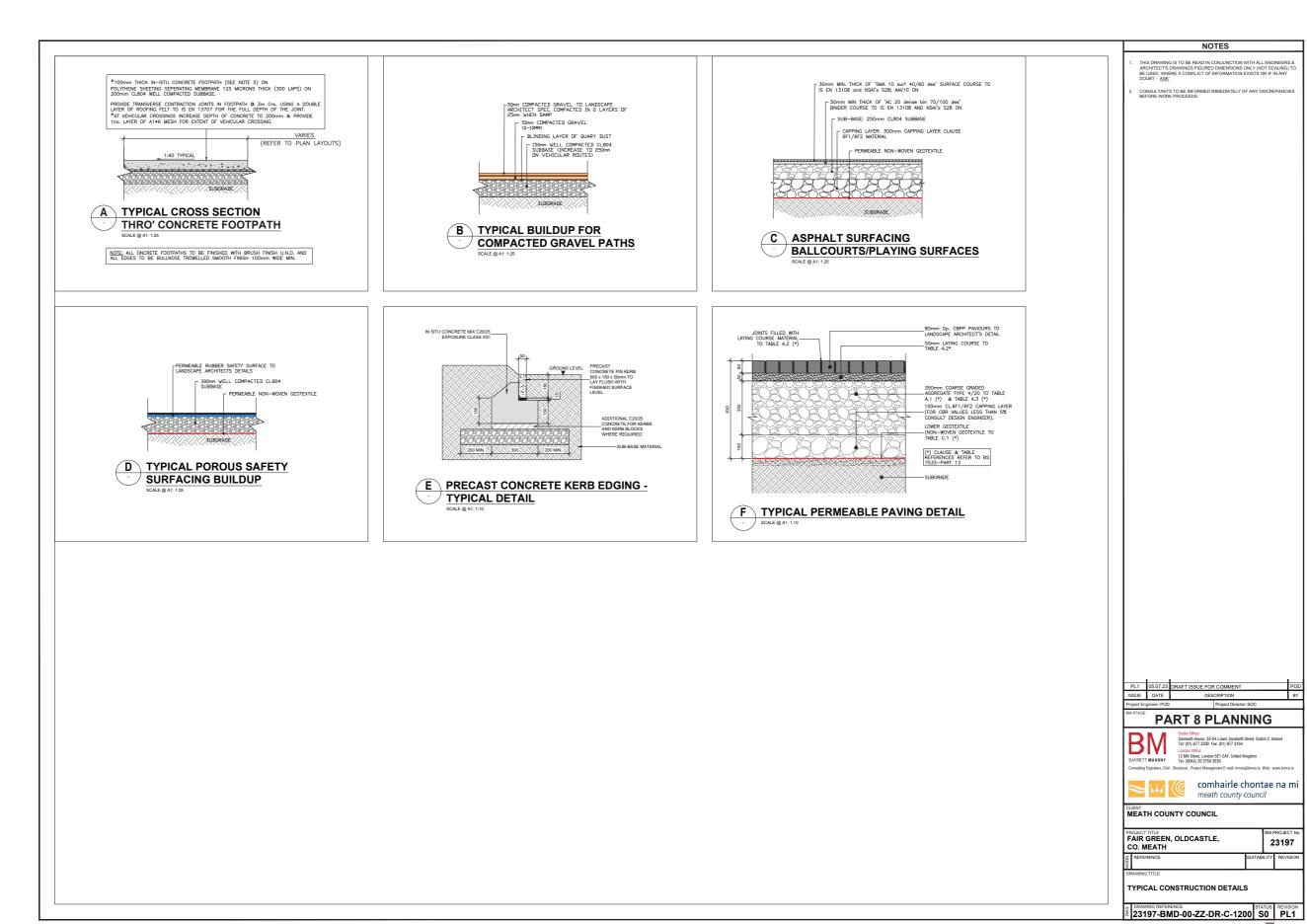
The surface water drainage strategy for the proposed park development will follow the principles of Sustainable Drainage Systems (SuDS). The high-level strategy for the development will involve collecting run-off from impermeable and partially permeable surface finishes, using surface water linear drainage channels and buried pipework, leading to a large central soakaway system beneath the lawn/grassed public open space.

It is noted that all surface water run-off arising from the proposed development, will be disposed of within the confines of the site, infiltrating naturally to ground, with no proposed discharge to any other existing surface water drainage networks in the area. Thus, the proposed surface water drainage strategy provides a wholly sustainable & self-sufficient means of surface water management by discharging surface water back to ground at source, and therefore replicating the pre-development conditions.





Typical Details





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