# 

23 April 2021

# **Upgrade of Key Public Realm Elements In Lucan Village And Its Environs**

Dear Councillor,

I am writing to give you a brief overview of the approach and timescale for the public realm improvements in Lucan Village. As you are aware SDCC appointed a mutli-disciplinary team led by DHB Architects for the design and upgrade of key public realm elements in Lucan and its environs which include:

* Lucan Village Green
* The promenade/riverside access adjacent to Lucan Bridge
* Improved Liffey Bridge Access and new steps with viewing platforms linking Lucan bridge with Lucan Weir (Part 8 approved July 2015)
* Upgrade the entrance and arrival points into Liffey Valley Park/Lucan Demesne

To inform the initial design proposals for the project areas it is proposed in the first instance to hold non statutory community consultations to ascertain the views of the community as to how they would like to see the Lucan Village developed. The design team appointed have built in community consultation as an integral part of project.

This document also gives you an overview of the approach for community consultation and to sets out indicative timelines for the delivery of the project.

## Proposed Community Consultation Activities

The approach as set out for the initial consultations would be undertaken in May 2021:

* Initial discussion with business owners working and located in Lucan Village. The purpose of contacting locally based businesses will be to:
  + tap into the insights of local businesses on the village development.
  + to build support through engagement;
* Initial discussions with community leaders/groups identified by SDCC. Conversations will:
* tap into local interest group perspectives on the village development.
* build support for engagement with a wide cohort of community leaders and identify conduits for extending consultation.
* Have a briefing session with Local Councillors the purpose of which will be to:
* tap into their on the ground knowledge of Lucan
* suggestions for PR development
* to build awareness and support for engagement of the consultation process by the local community.

It is hoped to have a briefing session with Councillors on the day of the May ACM, perhaps directly before the ACM meeting. I will be in further contact with you to confirm same.

* At a later stage as the project develops hold public workshops for local residents and interested parties. The purpose of these workshops will be to:
* Tap into insights of the local community on Lucan Village and the project
* To build support through engagement
* Allow for Q&A and feedback.

## Approach to Consultation

The approach to community consultation in this project is as follows:

* conduct a consultation which invites participants to offer their perspective on how the key public realm areas identified as part of this project can be enhanced to benefit not only local stakeholders but to also broaden the appeal of Lucan Village as a destination to visit, spend time in and enjoy.

Impact of Covid-19

In light of ongoing concerns related to Covid-19 and expectations of social distancing, it is proposed that consultation activities will be undertaken remotely.

1. **Indicative timeline for Delivery of the Project**

* Concept design and masterplan for Lucan PR projects July 2021.
* Preliminary design and planning approval process to commence September/October 2021
* Statutory public consultation period to commence September/October 2021
* ­CE report on Part 8 /Part 8 approval December 2021.
* Indicative construction commencement date mid 2022 – subject to planning approval.

I trust the above gives you an overview of the delivery plan for Lucan Village, however if you have any further questions, please do not hesitate to contact me.

I also attach as requested at the March ACM a copy of the drawings for the Part 8 approved for the new steps with viewing platforms linking Lucan Bridge with the promenade.

Regards,

Brenda Pierce

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Brenda Pierce,

A/Senior Executive Officer,

Project Delivery Unit.