

CORKAGH PARK ENHANCEMENTS

PART VIII SUMMARY OF PROPOSALS
DECEMBER 2021



Comhairle Contae
Átha Cliath Theas
South Dublin County Council



BDP.

CONTENTS

01 INTRODUCTION 03

- Introduction
- Existing Park Features
- The Proposed Development
- Masterplan

02 OVERALL VISION 08

- Overall Vision Sketch
- A Centre for the New Park
- Vision Objectives & Concept

03 PROJECTS 12

- Wayfinding & Signage Strategy
- Wayfinding & Signage Strategy Components
- The Hub Zone
 - Design
 - General Arrangements Layout
 - Artist's impression
- Car Parks & Key Entrances
 - St. John's Wood
 - Green Isle
 - Outer Ring Road
 - Kilcarbery
 - St. John's Drive Entrance
- Primary & Secondary Routes
- Fairy Woodland Trail
- Tree Removal
- General Upgrades, Enhancements and Other Projects in the Park

04 MATERIALS 25

- Park Furniture Strategy & Materials Palette
- Paving & Enhanced Vegetation

01 INTRODUCTION

- Introduction
- Existing Park Features
- The Proposed Development
- Masterplan

INTRODUCTION

South Dublin County Council intend to implement a series of enhancements for Corkagh Park. These changes seek to address the visitor experience in the park in terms of improving legibility and wayfinding as well as enhancing the park's offering as a local and regional destination.

The proposals follow on from the Corkagh Regional Park Masterplan 2020. A new centre of the park that serves as a destination has been identified. It will be well-linked to car parks and other components adding to the sense of place for local and regional visitors. Care has been taken to ensure that all proposed elements respond to and work in harmony with the strong cultural heritage found in the park.

The proposals seek to align with the objectives in the masterplan which are:

1. To Enhance the Visitor Experience.
2. To Engage with Local and Regional Visitors to bring the Projects in Line with Aspirations.
3. To Promote Health and Well-being Facilities.
4. To Create and All-Season Destination for Events as well as Recreation.
5. To Increase Revenue Opportunities for SDCC.
6. To Enhance Legibility and Wayfinding in the Park while Promoting Universal Accessibility.
7. To Deliver a Destination, Multi-Scale Events Space.
8. To Take Care to Enhance and Promote the Natural Assets of the Park while Increasing Local Biodiversity and Heritage.

EXISTING PARK FEATURES

Corkagh Park is a 120 Ha site that is of historical and cultural significance to Clondalkin locally. The existing park boasts a wealth of facilities such as football pitches, a newly redeveloped playground, baseball pitches, cricket facilities and purpose built road cycling track. Over that past two years the park has seen footfall and use increase as visitors flock to the park's open spaces.

With its rich stands of vegetation, open wetlands and rolling hills, Corkagh Park presents a unique setting for wildlife and humans alike. Its large arrangement of open spaces have served local communities and visitors from the wider region since its establishment as a public park in 1986. Currently, the park is surrounded by the Village of Clondalkin and its local residential developments.

The number of daily users of the park is set to increase this year again with the completion of new residential developments in Corkagh Grange and Kilcarbery Grange thereafter. With a new appreciation for the great outdoors and what is offered by the park, it is anticipated that there will be increased usage of the park's informal facilities such as walking and cycling routes, the picnic areas, outdoor fitness equipment as well as organised sports.

The proposals outlined in this summary seek to protect, conserve and enhance the park where appropriate.

Corkagh Park Context



THE PROPOSED DEVELOPMENT

The following proposed projects will be delivered on a phased basis as funding becomes available. They include the following:

Wayfinding and Legibility:

- Provide wayfinding and signage installations that improve legibility for users in the park.
- Enhance the primary and secondary routes throughout the park.

The Hub Zone:

- The construction of a new purpose-built Café building with ten public toilets, kitchen, storage, serving area and internal seating.
- A new multi-use events space with a stage and hard-standing.
- A soft-landscaped area with formal seating areas, picnic areas, amenity lawn, mounds, incidental play and native ornamental planting.
- Removal and replacement of certain trees that are in poor health or pose a risk to safety.

St. John's Wood Car Park:

- Resurfacing of the car park.
- Improved pedestrian links with improved footpaths, dropped kerbs and crossings to increase universal access.
- Felling of Ash trees that are suffering from Ash Die-back and replacement with native specimen trees.
- Improvements to existing gates.
- Reorganisation of internal vehicular routes to improve traffic flow.
- 11m tall arrival beacon.
- Future-proofing for electrical vehicle charging points.

Green Isle Car Park:

- Relocation of existing entrance to improve road safety. The existing entrance will be widened to accommodate safe two-way access and egress from the car park.
- Extension of the existing car park.
- Native edge planting buffer mix to alleviate noise issues from N7 and increase local biodiversity.
- New large format 'CORKAGH PARK' letters.
- 11m tall arrival beacon.
- Future-proofing for electrical vehicle charging points.

Fairy Woodland Trail:

- New play features including natural play and formal play equipment.
- New seating opportunities.
- The addition of a new pedestrian link to and from the lakes.
- Fairy Woodland themed interpretation throughout.
- The retention and protection of existing mature trees.
- Native ornamental shrubs and grasses throughout.

Outer Ring Road Entrance:

- The construction of a new footpath that links the existing car park to the Outer Ring Road.
- 11m tall arrival beacon.
- Future-proofing for electrical vehicle charging points.

Kilcarbery Pedestrian Entrance:

- Provision of a new pedestrian entrance from Kilcarbery Grange development.

St. John's Wood Pedestrian Entrance:

- Enhancements to the existing entrance including replacement of existing gate and fencing.

Camac Valley Camping Park Link:

- A new pedestrian link between the camping park and Corkagh Park.

Other Ongoing Projects:

- The construction of a new Sport Pavilion which is the subject of a separate approved Part VIII Application.
- Existing lake viewing platforms to remain in-situ and replaced where necessary.

MASTERPLAN

The projects proposed as Part of this Part VIII are:

- 01 The Hub Zone
- 02 St. John's Wood Car Park and Entrance
- 03 Outer Ring Road Entrance
- 04 Green Isle Road Entrance and Car Park
- 05 St. John's Wood Drive Entrance
- 06 Kilcarbery Entrance
- 07 Camac Valley Camping Park Link
- 08 Fairy Woodland Trail
- 09 Primary & Secondary Routes

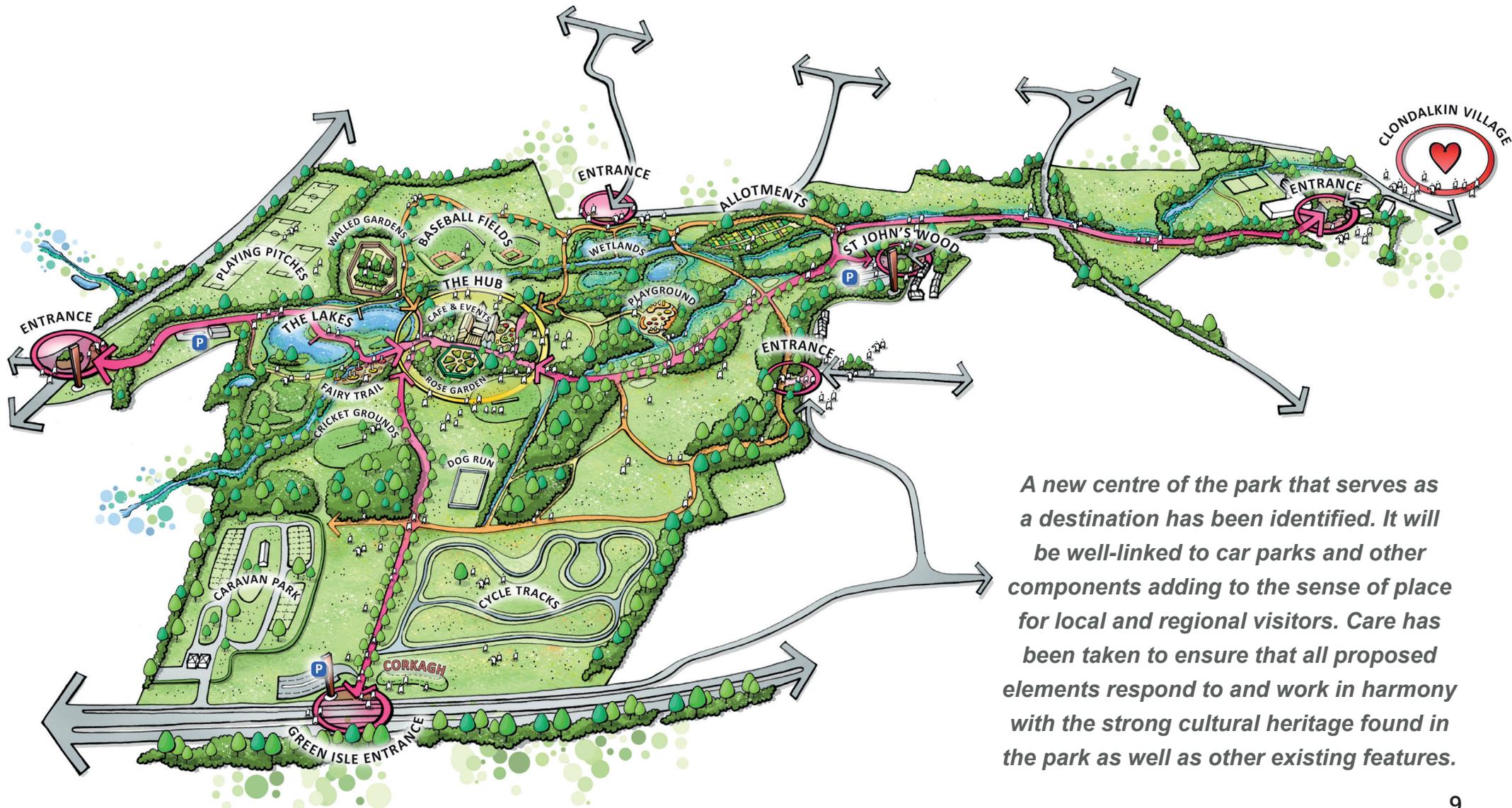


02

OVERALL VISION

- Overall Vision Sketch
- A New Centre for the Park
- Vision Objectives and Concept

OVERALL VISION SKETCH



A new centre of the park that serves as a destination has been identified. It will be well-linked to car parks and other components adding to the sense of place for local and regional visitors. Care has been taken to ensure that all proposed elements respond to and work in harmony with the strong cultural heritage found in the park as well as other existing features.

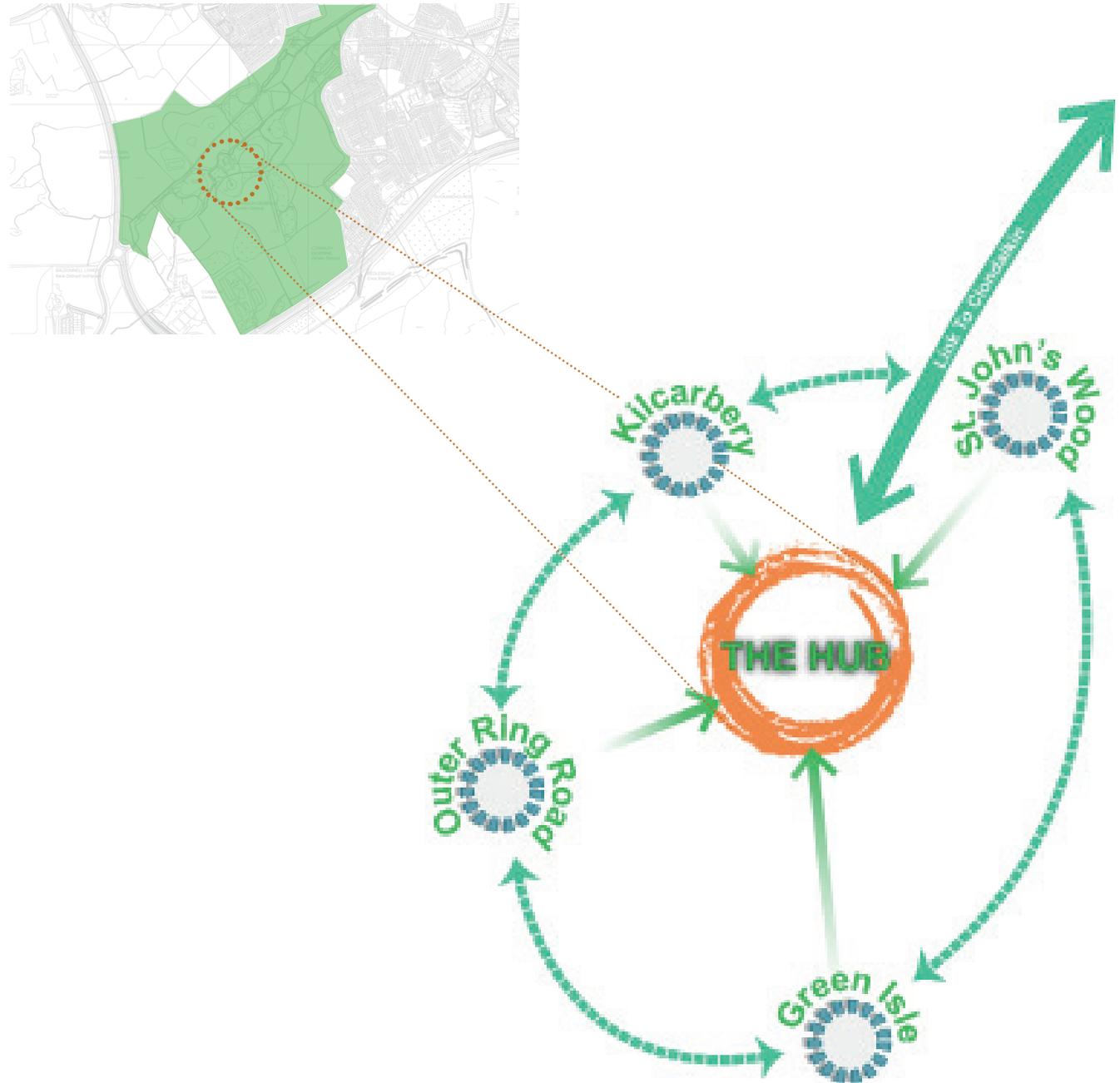
A NEW CENTRE FOR THE PARK

It is envisaged that the Hub Zone will be a new centre for the park. It will act as an important destination for local and regional visitors. It will serve as a focal point at which all areas within the park meet and interconnect. Through careful consideration of all approaches, links and complimentary elements this will create a social cohesion within the park. Through enhanced signage and wayfinding, visitors will be directed to this space as a centre and encouraged to explore outwards from there.

The Hub Zone will provide a café, multi-use events space and toilet facilities for visitors amongst a backdrop of mature trees and existing buildings.

A regional park can benefit greatly from having a critical mass in the centre. It is this centre that people can aim for while discovering other exciting elements along the way.

The location of the Hub Zone stems from what would have been the original centre of the park. Once the site of Corkagh House, there is also evidence that a Castle Structure from Medieval times was once sited in this vicinity. Care has been taken to ensure that due respect is paid to the strong cultural and heritage links as a result.



VISION OBJECTIVES AND CONCEPT

The vision objectives for the Hub Zone are:

To introduce a new purpose built café and toilet facilities that will serve as a destination within the park.

To create a performance stage that will provide cover for multi-scale events such as music performances, yoga and dance classes and children's shows.

To promote views and vistas both in and out of the space that contribute to the sense of place.

To create flexible sub-spaces that can work for events as well as formal seating. These spaces are bookended by the new events stage and café and toilet block.

To introduce a new soft-landscaped area linked to the Hub Zone that provides seating and incidental play.

To protect, conserve and enhance the existing park heritage and culture.

Conceptual Layout



03 PROJECTS

- Wayfinding & Signage Strategy
- The Hub Zone
 - Components
 - Design
 - General Arrangements Layout
 - Artist's Impression
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WAYFINDING AND SIGNAGE STRATEGY

In order to improve the legibility of Corkagh Park for all local and regional visitors, an overall strategy for the parks signage elements has been devised. It seeks to address how people move through and arrive at existing and proposed destinations in the park.

The proposed signage will comprise of the following:

1. Arrival beacons will be erected at key vehicular entrances so they can be visible to people arriving at and passing by the park. They will also promote a sense of identity for the park.
2. A large format 'CORKAGH PARK' sign will be erected at the Green Isle entrance which will create a sense of place.
3. Orientation maps that contain a map and destinations throughout the park will be positioned strategically throughout the park.
4. Directional totems will be placed at important nodes or points of potential change in direction around the park. They will contain key destinations and arrows in order to improve the overall legibility for all users.



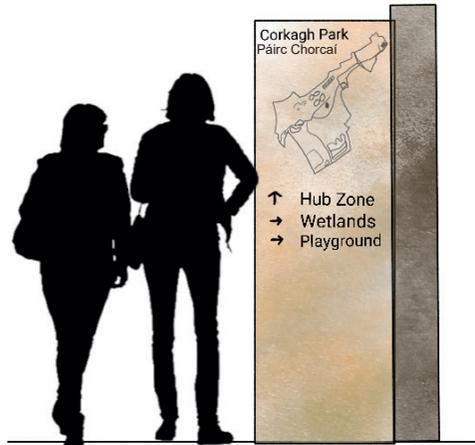
WAYFINDING AND SIGNAGE STRATEGY COMPONENTS

Key Destinations

1. Camac Valley Camping Park.
2. Green Isle Car Park.
3. Cycle Track.
4. Corkagh Park Dog Run.
5. Adamstown Cricket Club.
6. The Lakes.
7. Walled Garden.
8. Baseball Fields.
9. Café.
10. Famine Arboretum.
11. Playground.
12. St. John's Wood Car Park.
13. Clondalkin Village.
14. Fairy Woodland Trail
15. Sport Pavilion and Sports Pitches
16. Allotments
17. Corkagh Urban Market

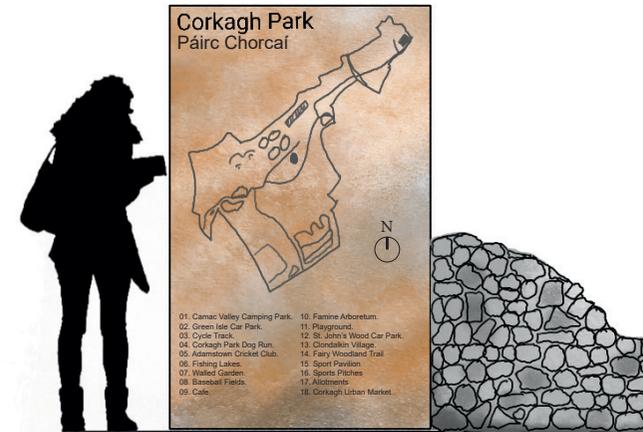
Directional Totem

10mm Corten Panel mounted to Cumaru timber post with Textured Map and local Destinations.
100mm wide gravel strip at base.



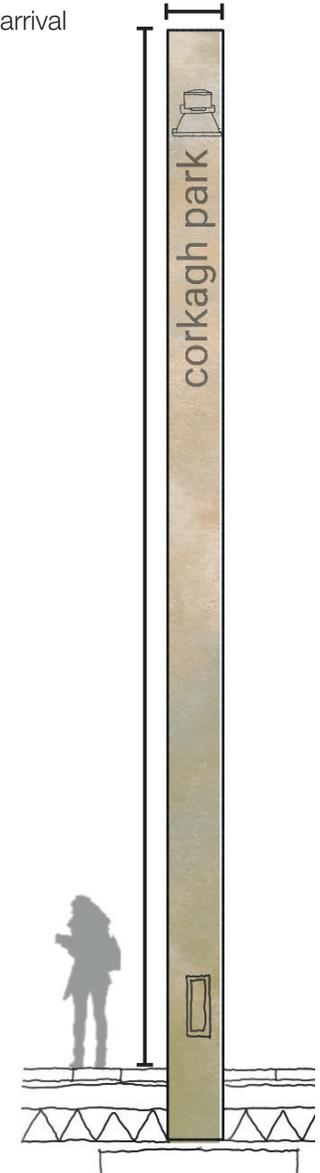
Orientation Map

10mm Corten Panel with Textured Map and all key destinations in English and Irish. To include a stone masonry wall to reflect historical features throughout the park.



Arrival Beacon

11m Tall beacon at key arrival points.



Large Format Sign

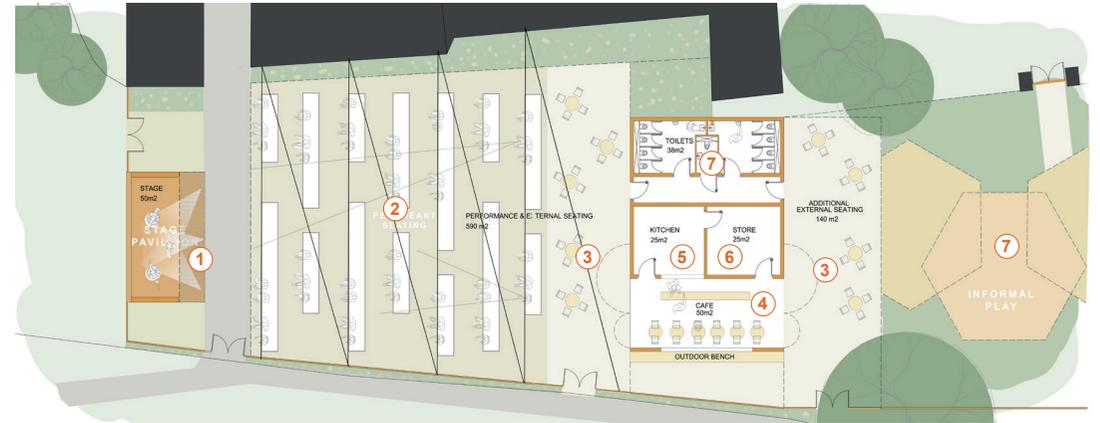
Large format corten letters.



THE HUB ZONE - DESIGN

The Hub Zone will provide a café, multi-use events space and toilet facilities for visitors amongst a backdrop of mature trees and existing buildings.

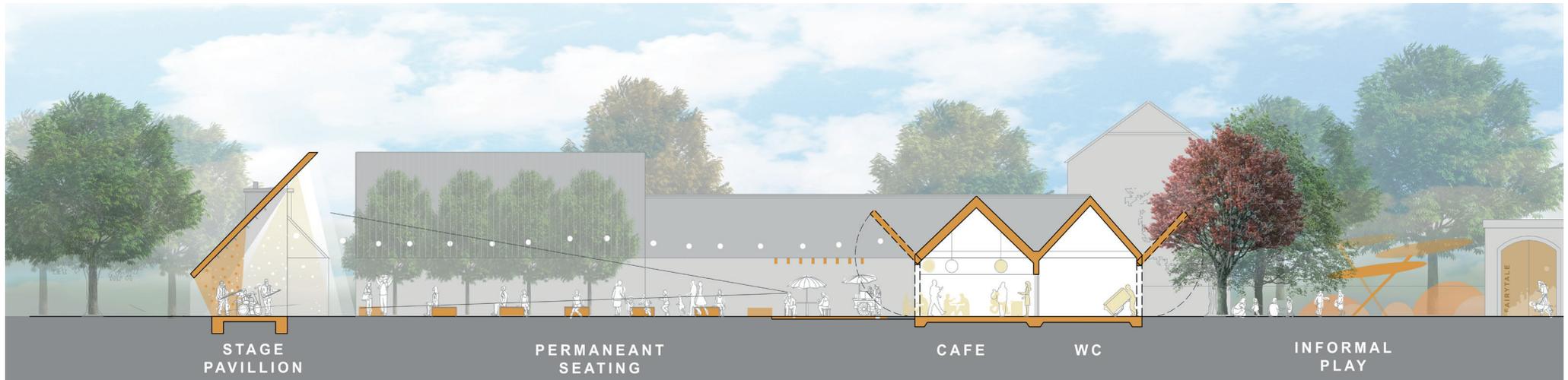
Care has been taken from the outset to devise a layout for the Hub Zone that does not detract from the character of the existing buildings and spaces in this section of the park. All lines for the new scheme originate from and follow lines of the existing architecture and work to bring the area into new use. This design avoids turning its back on the existing buildings and promotes a sense of place for the new centre.



- | | |
|---------------------------------------|---------------------------------------|
| 1. The Events Stage | 5. Kitchen |
| 2. Events Stage Seating | 6. Café Store |
| 3. External Seating | 7. Toilets |
| 4. Internal Serving Area with Seating | 8. Incidental Play and Soft Landscape |

Plan

Section



THE HUB ZONE - GENERAL ARRANGEMENT LAYOUT



Key

Soft Landscape

- TP Proposed Tree
- SH Native Shrub Mix
- LA Amenity Lawn
- MN Lawn Mound
- HE Double Staggered Native Hedge
- T1 Specimen Tree

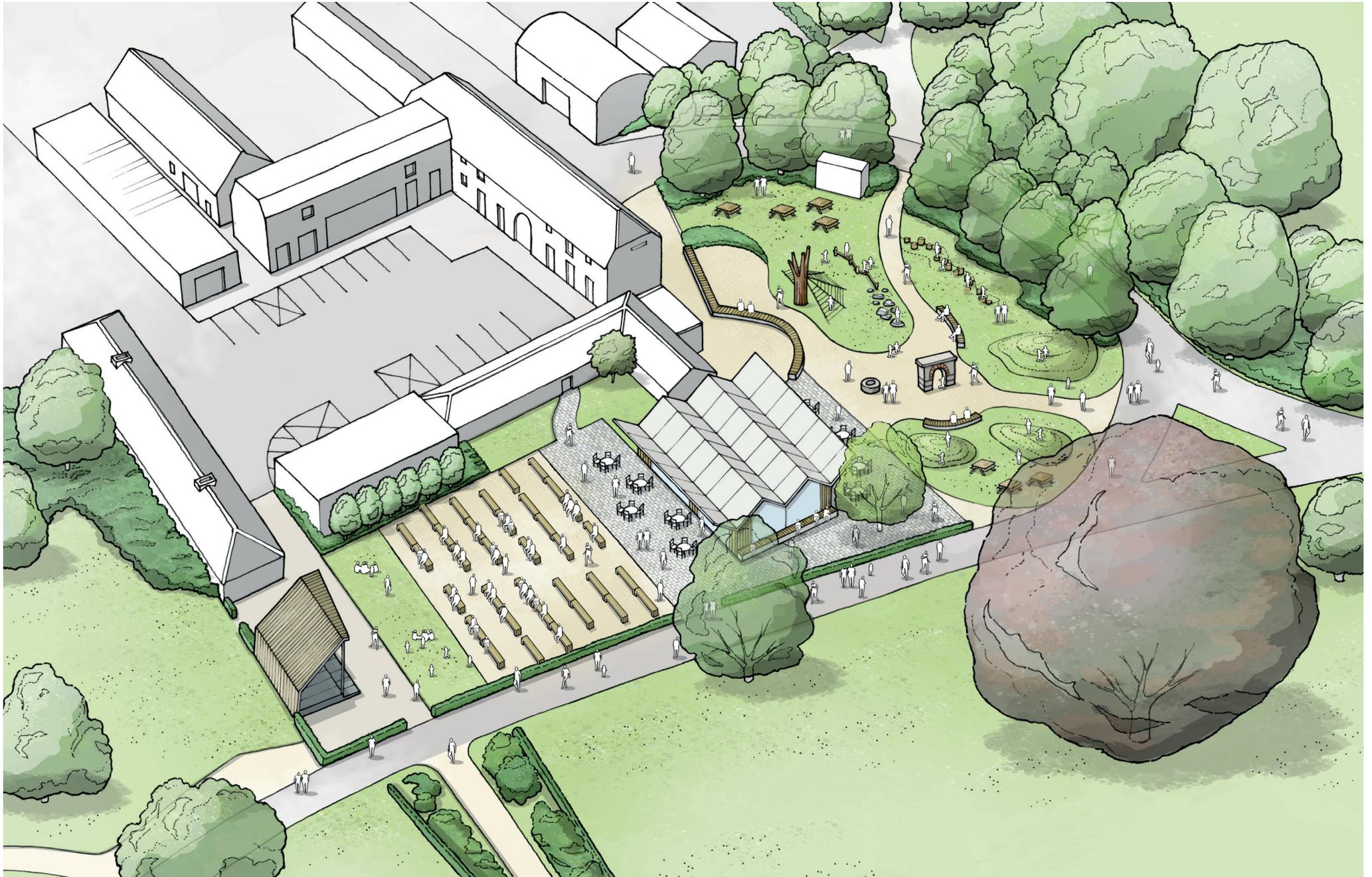
Hard Landscape

- P1 Coloured Asphalt
- P5 Natural Stone Paving
- P6 Resin Bound Gravel

Street Furniture

- S1 Timber Slat Benches
- PN Picnic Tables
- LB Litter Bin
- WF3 Orientation Map

THE HUB ZONE - ARTIST'S IMPRESSION



Artistic impression of the Hub Zone

CAR PARKS AND KEY ENTRANCES

St. John's Wood Vehicular Entrance



1. Gate improvements and removal of yellow gates.
2. Replanting of trees suffering from Ash Die-back.
3. Pedestrian Entrance.
4. Resurfacing of the car park.
5. The addition of an 11m totem and orientation map.
6. Widening of the entrance road to accommodate for 2-way vehicular access and egress.
7. Enhanced pedestrian links through the car park.
8. Implementing new traffic circulation routes.

Green Isle Entrance



1. Gate improvements and removal of yellow gates.
2. Native edge planting mix.
3. A new pedestrian and cyclist arrival space.
4. The addition of an 11m totem and orientation map.
5. An extension of the existing car park.
6. Widening of the entrance road to accommodate for 2-way vehicular access and egress.
7. Large format 'CORKAGH PARK' sign.

CAR PARKS AND KEY ENTRANCES

Outer Ring Road Entrance



Enhancements here will see the installation of a new footpath link between the car park and Outer Ring Road. There will be a new arrival beacon and orientation map sited in this location also. There will also be future-proofing for electrical vehicle charging points.

St. John's Drive Pedestrian Entrance



The existing pedestrian entrance at St. John's Drive will see the existing gate and fencing replaced.

Kilcarbery Entrance



There will be provision of a new pedestrian entrance from Kilcarbery Grange development. This will comprise of new gated access, footpath and wayfinding signage.

PRIMARY AND SECONDARY ROUTES



The primary pedestrian and cyclist route serves as the main link through the park and back to Clondalkin Village. It joins key destinations in the park with looped walks provided by the secondary routes.

The upgrades to these routes are anticipated to happen on a phased basis.

FAIRY WOODLAND TRAIL

The fairy woodland trail is a popular attraction which is enjoyed by families, children and young teenagers. The enhancement of this popular park feature will encourage more people to use and interact with this space. Some notable improvements include the addition of formal play equipment that encourage young users to explore and discover. There is also a new pedestrian link to the Lakes to improve universal accessibility.

Fairy Woodland Trail Enhancements:

1. New play features including natural and designated play.
2. New seating opportunities throughout.
3. The addition of a new pedestrian link for improved accessibility to and from the lakes.
4. Fairy woodland themed interpretation throughout.
5. Existing mature trees to be retained.
6. Ornamental shrubs and grasses to enhance the sense of place.



FAIRY WOODLAND TRAIL

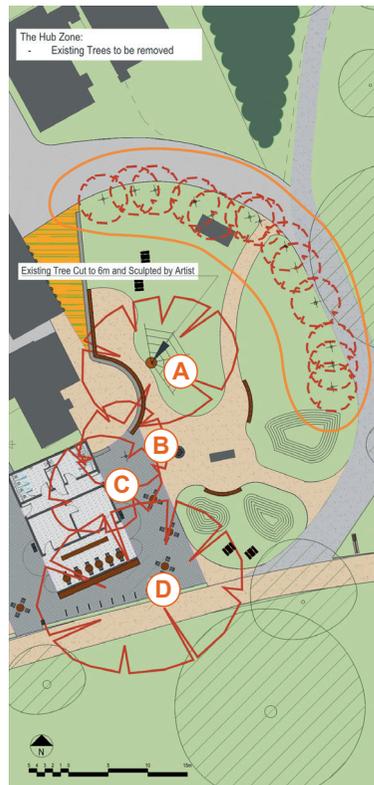


Artistic impression of the Fairy Woodland Trail

PROPOSED TREE REMOVAL

A number of trees within the project areas have been identified as requiring removal. This is necessary due to a number of constraints and factors. Some trees have been recorded as suffering from infections and disease while others are noted as being at the end of their anticipated lifespan. The proposals are to allow for removal where necessary and replanting of the same and more species throughout the park.

It is proposed to remove 17nr. trees in the Hub Zone and 31nr. St. John's Wood Car Park. Native specimen trees will be planted to offset removal in the Hub-Zone while a similar alternative to Ash will be planted in St. John's Wood Car Park.



Existing Trees to be removed

The trees located here are of fair and poor quality with regard to their structural condition. There is also a high level of die-back and decay present. It is deemed appropriate to address these issues through removal of these trees. They will be replaced with native specimen feature trees.

- A** Tree is infected with the disease *Seiridium cardinale*
- B** Tree is of poor structural and physiological condition and suffers from Die-back
- C** Tree has bark wounds and is decaying
- D** Tree is infected with the disease *Seiridium cardinale*



All trees located in St. John's Wood Car Park will require removal and replacement due to the presence of Ash Die-back. An alternative native species of similar characteristics to Ash will be specified at detail design stage.

GENERAL UPGRADES, ENHANCEMENTS AND OTHER PROJECTS NOT PART OF THIS PART VIII APPLICATION

Existing Lake Viewing Platforms
to Remain in-situ and Replaced
Where Necessary

Construction of New Sports
Pavilion Building (Separate Part
VIII Application)



Other projects will happen across the park as upgrades and enhancements are required. These include:

- The construction of a new Sport Pavilion which is the subject of a separate Part VIII Application.
- Existing lake viewing platforms to remain in-situ and replaced where necessary.

04 MATERIALS

- Park Furniture Strategy & Materials
Palette
- Paving & Enhanced Vegetation

PARK FURNITURE STRATEGY AND MATERIAL PALETTE

Materials Palette



Corten Steel



Powder Coated Steel



Timber

An overall holistic approach will be adopted for future street furniture in the park. Coordination and combination between elements has been considered to avoid visual clutter. Park furniture must be robust yet not detract from the sense of place.

Generally all items of park furniture will be from a standard palette and neutral in design – the exception being when singular items of street furniture occur in special areas of the park, such as the Hub Zone.

Seating: A variety of seating options have been incorporated including benches with armrests and backrests.

Bins: Will be located at key junctions and spaced at regular intervals along the park routes. They will be neutral in design and part of a coordinated park furniture palette.

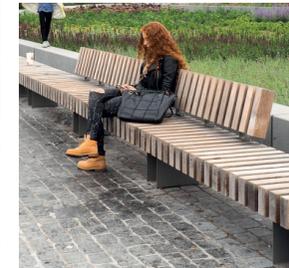
Bollards: The use of bollards will be avoided wherever Possible. Where necessary, they should be 1.1m high and in timber.

Cycle racks: These will be located in small clusters, in places where cyclists enter the pedestrian zones, in visible locations, not impeding circulation. New cycle stands will be located in the Hub Zone, the Playground and other sites where passive surveillance can occur.

Typical Park Bench



Hub Zone Seating



Timber Bollards



Litter Bins



Bicycle Parking



PAVING AND ENHANCED VEGETATION

Paving

Primary and Secondary routes will be re-surfaced throughout the park on a phased basis. It is proposed that coloured asphalt will be used for the primary routes. Resin bound gravel will be used for the secondary routes to differentiate the two types. Natural stone paving will be specified for external formal seating areas in the Hub Zone.

Primary Routes



Secondary Routes



Café Seating Area



Enhanced Vegetation

Specimen trees will be placed within key areas such as the Hub Zone and St. John's Wood Car Park. Native species have been selected such as Oak (*Quercus robur*), Birch (*Betula pendula*), Scots Pine (*Pinus sylvestris*) and Cherry (*Prunus avium*).

Native edge mixes will be planted where edges of the park are open - such as at Green Isle Car Park.

Native and naturalised ornamental grasses and shrubs will be planted in more formal areas such as the Hub Zone to emphasise a sense of place.

Specimen Tree



Native Edge Mix



Ornamental Grasses and Shrubs





BDP.

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BDP
Blackhall Green
Dublin D07 V0RF
Ireland

Contact:
corkaghpark@bdp.com