

MAYNOOTH
H A R B O U R
F I E L D P A R K
C O N C E P T
I m a g e s



Image showing new boardwalk to Royal Canal, Plaza skate park in background at right



Image showing new cycleway along Royal Canal, and interior of park with new play facilities



Main Image showing entrance from Leinster Street/Royal Canal entrance

Main Image

Entrance area with natural stone paving and bespoke entrance/signage feature.

Pavilion/Events space at right with retractable cover on exposed aggregate concrete plinth (not part of current planning application)

Sensory garden with ornamental planting, toddler play objects and cafe seating.

Existing access path with controlled ambulance/maintenance access, seating nodes, perennial meadows and flowering orchards.

Formal Lawn with stepped edging, .

Top images showing

Decked boardwalk with raised timber seating rafts.

Feature playground with large climbing sculpture and age zoned equipment (exact specifications to be confirmed) catering for ages 1-16 years. Safety surfacing as required.

In situ concrete plaza style skate park for use by skaters, bikes, scooters and roller skaters. To be designed in co-operation with local skate group and Kildare Youth Services. Area approximately 1235 M2 including 395M2 of planting.

Mini pump track with associated undulating lawn.

Central axis route allowing both pedestrian and controlled vehicular access.

Designated cycle path with high chip asphalt surface, 4m wide with central flush division stripe creating directional lanes.



Kildare County Council
Comhairle Contae Chill Dara

**cathal
meara**
landscape architects

MAYNOOTH HARBOUR FIELD PARK CONCEPT PLAN



Bespoke entrance feature



Edged bowling area with informal seating



Ornamental sensory gardens with play objects



Block perennial meadow planting



Linear bench seating along main path



Landscape Layout Plan 1:500 @ A1

Key

- 01. Entrance areas with natural stone paving and bespoke entrance/signage feature.
- 02. Games area with edged bowling lawns, concrete table tennis tables and 'sun lounger' seating.
- 03. Sensory garden with ornamental planting, toddler play objects and paved optional seating area for use by future commercial unit.
- 04. Existing access path with controlled ambulance/maintenance access, seating nodes, perennial meadows and flowering orchards.
- 05. Events space with exposed aggregate concrete plinth joining formal lawn to open landing space within adjoining site.
- 06. Lawn with formal stepped edging, vehicular access point to be agreed.
- 07. Informal kick-about space for ball games.
- 08. Central axis route allowing both pedestrian and controlled vehicular access.
- 09. Avenue tree planting to define and soften central axis route.
- 10. Designated cycle path with high chip asphalt surface, 4m wide with central flush division stripe creating directional lanes.
- 11. 4M wide decked boardwalk with raised timber seating rafts, decking in hardwood with anti-slip finish.
- 12. Feature playground with large climbing sculpture and age zoned equipment (exact specifications to be confirmed) catering for ages 1-16 years. Safety surfacing as required.
- 13. In-situ concrete plaza style skate park for use by skaters, bikes, scooters and roller skaters. To be designed in co-operation with local skate group and Kildare Youth Services. Area approximately 1235 M2 including 395M2 of planting.
- 14. Mini pump track with associated undulating lawn.
- 15. Terraced seating area with bouldering/climbing nodes.
- 16. Adult gym area with mix of gym and parkour equipment (exact specifications to be confirmed).
- 17. Picnic and barbecue area with robust timber furniture.
- 18. Stone wall to be partially removed to open views to park and increase passive surveillance.
- 19. Existing metal gate to be retained and protected.
- 20. Existing screening planting to be maintained for traffic noise reduction and ecological value, area to be planted with native woodland bulbs.



Edged lawn to accommodate events



Canal side walkway with cobble delineation strip



Timber raft seating



Terraced lawn with step/seating edge



Picnic/BBQ area with pine trees

MAYNOOTH HARBOUR FIELD PARK INFORMATION

Introduction

Prior to the current planning application Cathal O’Meara Landscape Architects have carried out 3 public workshops as part of Maynooth Town Health Check (2018), this work indicated the Harbour Field as the preferred town improvement project from several proposed. In April 2019 Cathal O’Meara Landscape Architects under took extensive consultation with Kildare County Council including an onsite public consultation event, supported by 900 completed surveys ascertaining the publics wishes for Harbour Fields redevelopment.

Design Strategy

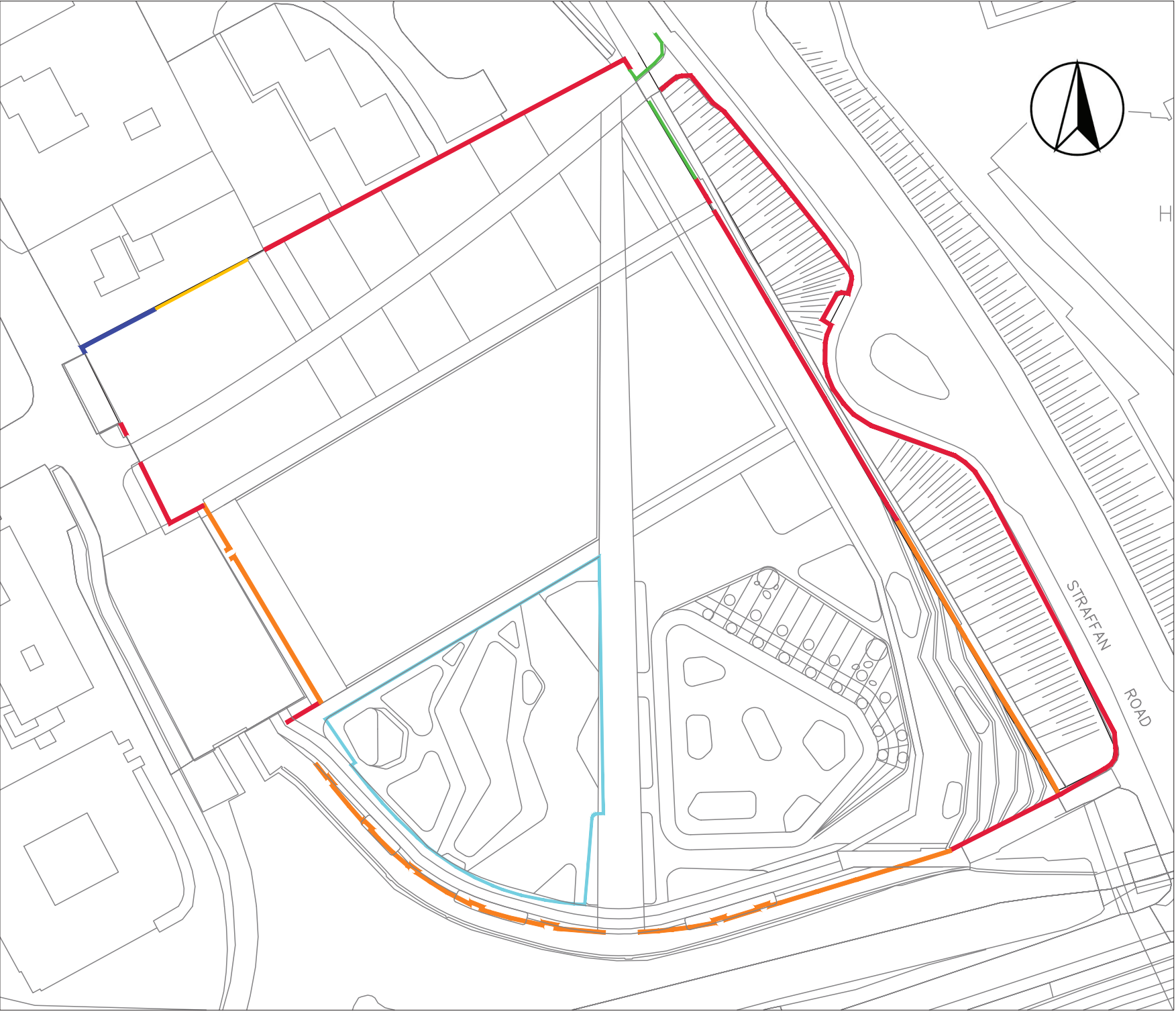
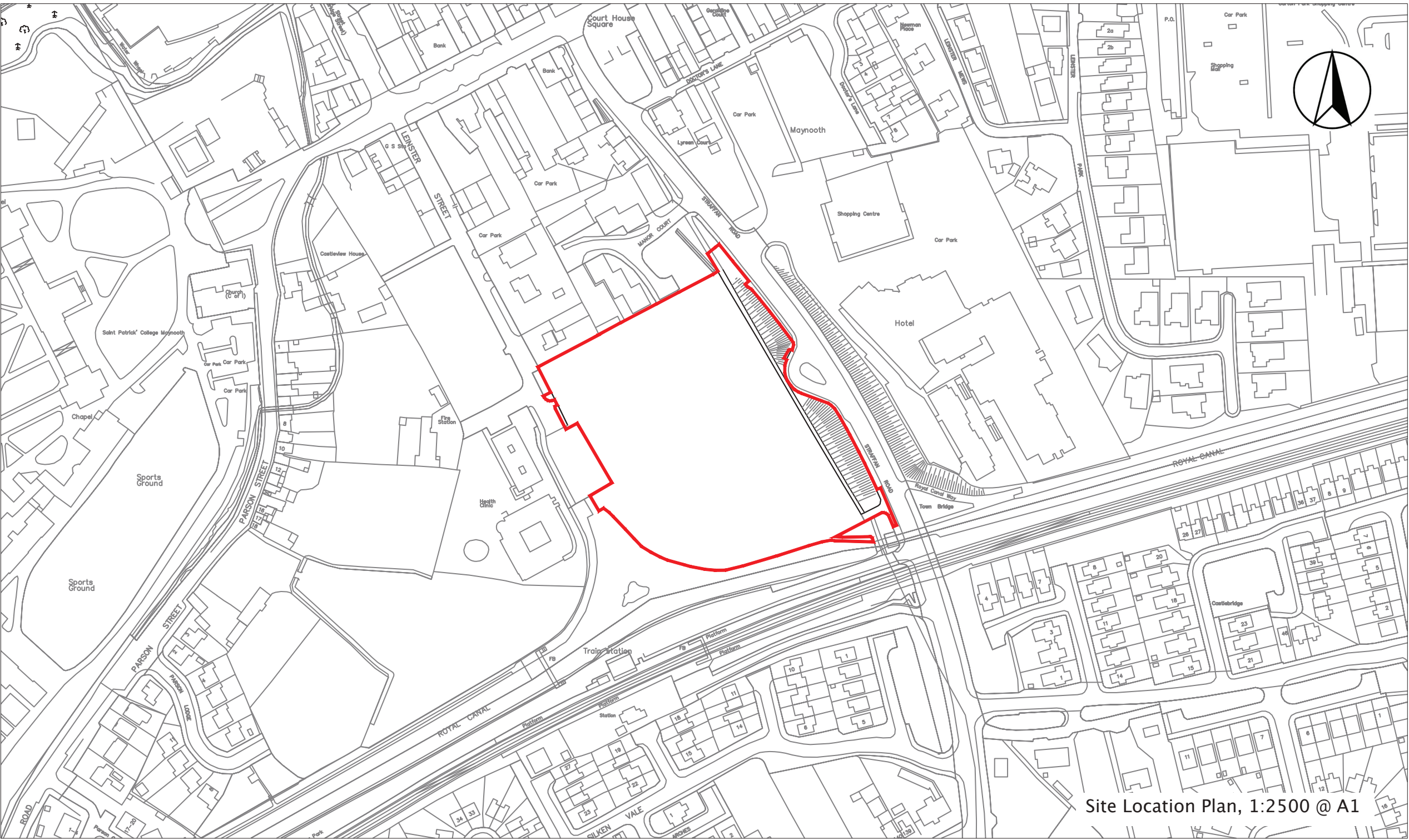
The landscape strategy is driven by 2 key components, the desire to connect the site with the existing canal, creating a high quality waterfront and the intention to offer a wider range of uses.

Presently a large earthen embankment screens the canal from the park and severs any connection with the water. In order to establish a connection the embankment and associated stone retaining wall will be removed allowing the canal and park to function as one.

In addition a path starting at the Straffan Road entrance will cut diagonally through the site linking this main entrance point to the waterfront. This path widens from its origin, visually drawing the eye to the waterfront and ensuring this areas prominence.

The division created by the diagonal path allows the creation of character areas to either side seeing the formation of designated spaces for play, exercise, wheeled sports and events with secondary spaces including a café, orchards and picnic areas allowing for relaxation.

The existing canal side path owned by Waterway Ireland is soon to be upgraded with an amenity cycle path planned as part the Royal Canal Greenway with the Harbour field area as a junction point between route stages, future provision will be made for a bike hire business, park maintenance offices, public toilets and a cafe/tearoom (to form part of a future Part 8 application).



Boundaries Key	
	Existing stone built wall to be retained and protected, height as existing.
	Existing stone built wall to be removed, height varies with location.
	Proposed stone built wall 2M high to match existing northern boundary wall.
	Proposed stone built wall 1.2M high to match existing northern boundary wall.
	Existing 1.2m high wooden post and beam fence to be removed.
	Proposed 1.0m high playground fence, galvanized and painted steel fence posts with chestnut pale fencing including 4m 1M wide galvanized steel self closing gates.



Existing Trees Key	
	Trees of a high quality and value in such a condition as to be able to make a substantial contribution. Total Individual Trees No 0
	Trees of a moderate quality and value in such a condition as to be able to make a significant contribution. Total Individual Trees No 25
	Trees of a low quality and value currently inadequate condition to remain. Total Individual Trees No 13 + 3 Groups
	Trees in such a condition that any existing value would be lost within 10 years and which should be removed for reasons of sound arboricultural management. Total Individual Trees No 0

Note: For tree numbers and further information see Tree Survey, August 2019, prepared by J.M Mc Conville + Associates Arboricultural Consultants.



Proposed Tree Works Key	
	Mature Lime trees with long life expectancy to be retained and protected during construction works in accordance with British Standards for Tree protection BS 5837:2012
	Carefully dig out and replant young Crab Apple, Cherry and Rowan trees and replant as shown on Page 1: Landscape Layout Plan. These trees have a long life expectancy and are recently planted so easily transportable.
	Thinning work will be carried out to remove dead and diseased trees especially Ash which will be disposed of in accordance with relevant legislation. The majority of the trees are healthy and have a long life expectancy and as such will be retained and protected.
	Remove all self seeded Willow trees as in poor condition having die back and a short life expectancy.
	Remove all existing trees as group contains Ash which are diseased and over grown beech hedging, disposed of diseased waste in accordance with relevant legislation.
	Mixed group of tree species growing in difficult soil conditions with stunted growth likely due to embankment construction. All trees are squat in form with no dominant leader, they have dead wood and a short mid term life expectancy.

Note: For further information see Tree Survey, August 2019, prepared by J.M Mc Conville + Associates Arboricultural Consultants.

Play Strategy

Play within the park is split into 3 recognisable sites. A large playground and a skate park cater for a wide range of ages, with a smaller sensory play area for toddlers set close to the area for future development which may house a cafe/tearoom.

The main playground features an enormous bespoke play sculpture which will be brightly coloured and will flow through the landscape. The structure naturally awakens kids curiosity asking them to experiment with the object while climbing, swinging, bouncing and clambering along its structure. The nature of this feature also means it cannot be dominated by any child thus allowing even the most apprehensive child to explore its possibilities. A full spectrum of familiar play equipment will also be provided to cater for kids ages 1 –16 including equipment with disabled access. Play equipment will be colour co-ordinated with the large sculpture to create an overall fun, cohesive aesthetic. The playground will be secured using a 1M high fence with 4 self closing gates and safety surfacing to relevant fall heights will be used where required.

The Skate park will cater for a diverse range of wheeled sports including skating, bmx's, scooters and rollerblades within a central plaza while a mini pump track allows younger users to experiment away from the main site. Free running, climbing and crossover play options are also provided with the variation in use accommodating all age ranges and aiding surveillance in the area. This play zone will be designed using a range of insitu concrete elements, chosen through consultation with local youth and skate groups, these will be branded using the playground colours and softened with large planting beds and clear stemmed trees.

A smaller play garden set close to the Leinster Street entrance will allow toddlers and younger kids to explore natural and sensory play objects set within tactile planting while parents enjoy a coffee or a meal in the cafés outdoor seating area.

Access

Two primary paths, the diagonal waterfront connection and the East to West link from Straffan Road to Leinster Street allow for controlled/emergency vehicular access to the site with a minimum width of 4M. Secondary paths for pedestrian access will vary from a maximum width of 3M to a minimum of 1.8M allowing for adequate access even on secondary routes.

Boundaries

It is proposed to retain the 1.8M high stone built wall along the northern boundary with the residential Court House Square and build a matching wall along the western extent of this boundary replacing the existing fence. The proposed wall will vary in height from 1.8M to the side of the historic school, falling to 1.2M in front of the Scout hall allowing views to and from the contemporary extension. The Eastern wall which separates an elevated path from the site will be retained where stable but the damaged southern section will be removed opening up the path to the park to allow for improved surveillance. The Southern waterfront embankment with low retaining wall will be removed opening up the site and connecting the main park with the waterside, similarly the western segment of wall will be removed allowing level access to the proposed events space. Some sections of the western boundary will be retained and used within the proposed entrance features.

Planting

The landscape proposals will see significant gains in diversity with large expanses of wildflower, perennial meadows, ornamental grass blocks and orchard planting creating soft character areas full of texture and colour with winter structure. A central formal lawn will compliment this providing a solid block of green space. Several other mown grass areas provide kick around space or transition zones. An assortment of trees will be specified ranging from smaller orchard trees (12–14cm girths) planted in grids to mature feature trees (30+ cm girths) planted at key points. Tree varieties will alter with character areas, evergreens Pinus sylvestris (native) and Pinus Nigra will be paired with Betula pubescens (native) and Betula nigra within the waterfront and play zones while Sorbus Aria (native) will be used as an 'avenue' tree along the central axis path. Ornamental tree varieties will add interest to the sensory garden while existing cherry trees will be relocated to form a play orchard and new flowering and fruiting orchards grids will flank the northern path.

Hard Materials

All paths will be constructed in a bound buff material such as pigmented asphalt or resin bound aggregate to avoid loose gravel carrying to the wheeled sports area. A paved strip of high quality natural stone will be used to delineate the aggregate paths at entrance nodes and crossing points. Exposed aggregate concrete will form the events stage as well as the edging/steps for the formal lawn, raised planters and terraced areas. A hardwood timber boardwalk will flank the canal side, this will have a grip finish with all timber site furniture and cladding to match. A planting stripe divides the pedestrian boardwalk from a designated cycle path which will have a standard black asphalt finish with natural stone centre delineation stripe. Colour co-ordinated steel will be used in feature areas such as entrance signs, lighting, furniture to match in with the large play sculpture.

Proposed tree planting to provide enhanced bio-diversity and year round interest.



Flowering orchard trees with seasonal bulbs.



Fruit trees within wildflower meadow.



Hardy tree species to soften playground.



Woodland underplanting to existing shelter trees.



Ornamental Specimen trees

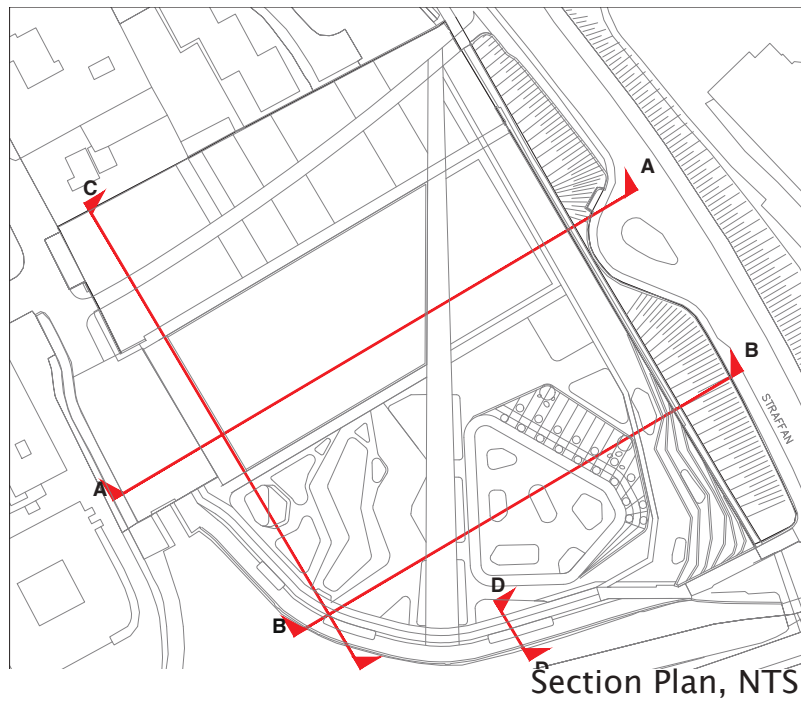


Mature parkland tree planting



Tree lined avenues along main paths

MAYNOOTH HARBOUR FIELD PARK SITE SECTIONS



Skate park with soft landscape planting



Plaza style skate park with painted concrete finish



Mini pump track with formed lawn



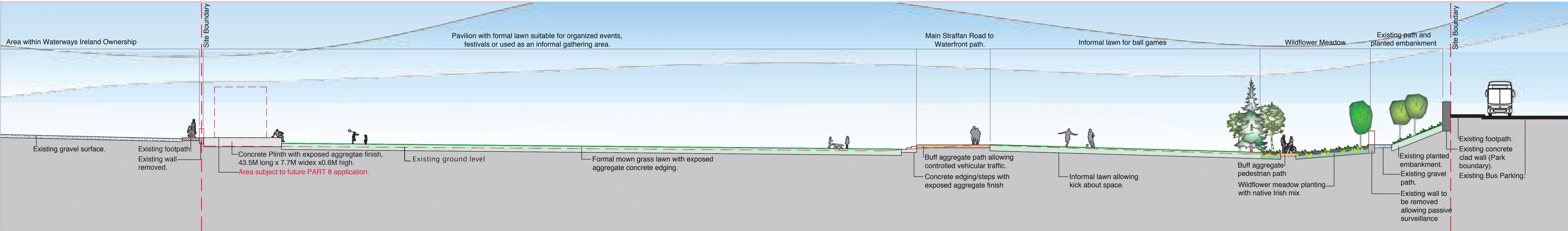
Boulder/Climbing facilities



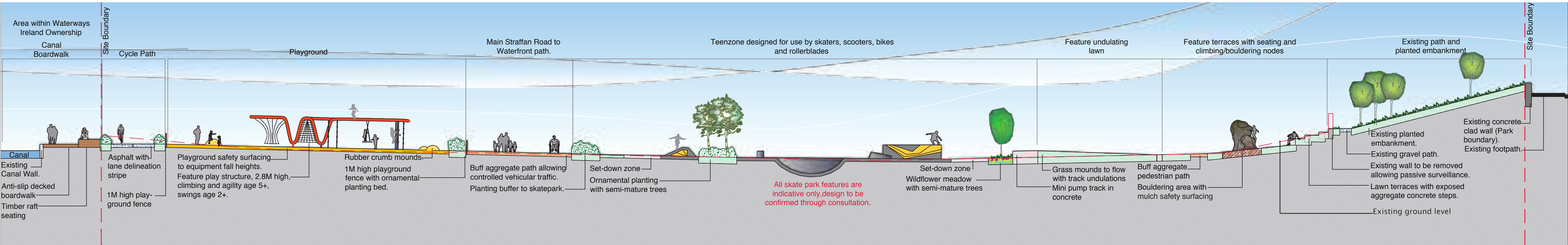
Young kids play area with mounding and slides



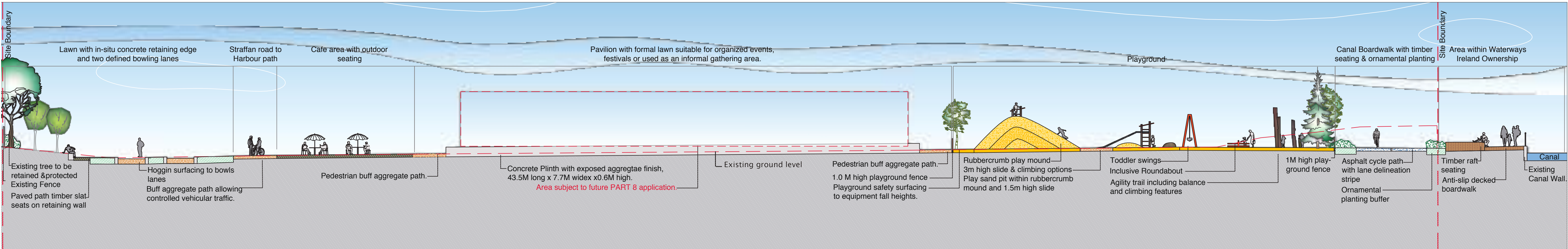
Multi use play structure suitable for all ages



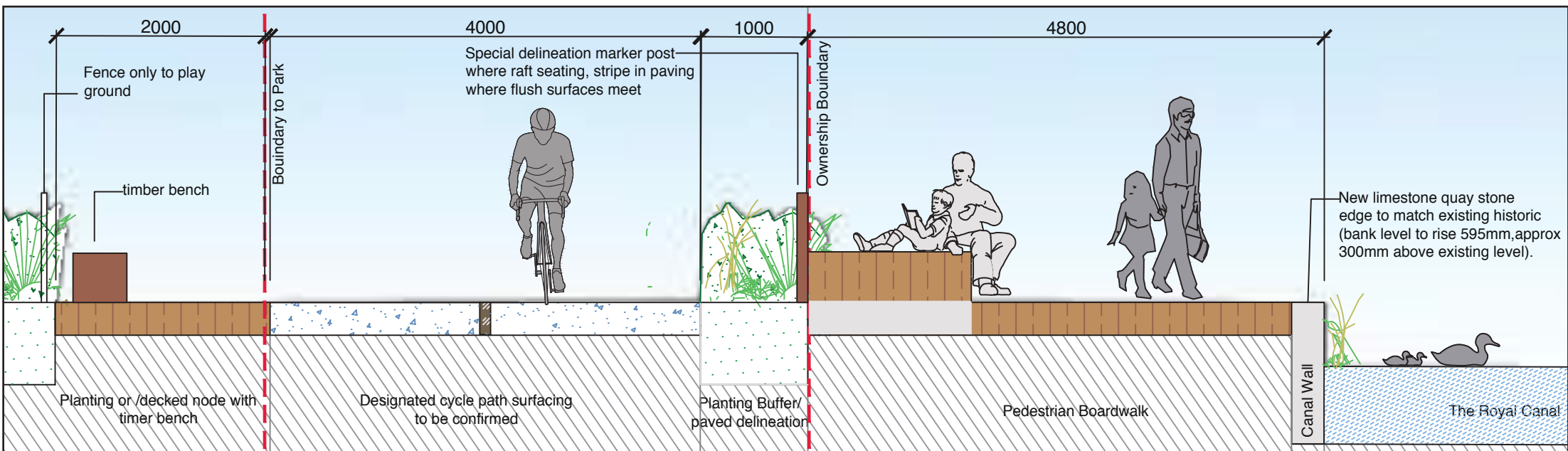
Section A-A, 1:200@A1



Section B-B, 1:200@A1



Section C-C, 1:200@A1



Waterside Section D-D, Scale 1:50 @A1

Exemplar images for boardwalk/cyclepath area.



Shared pedestrian/cycle way with planting use as buffer zone.

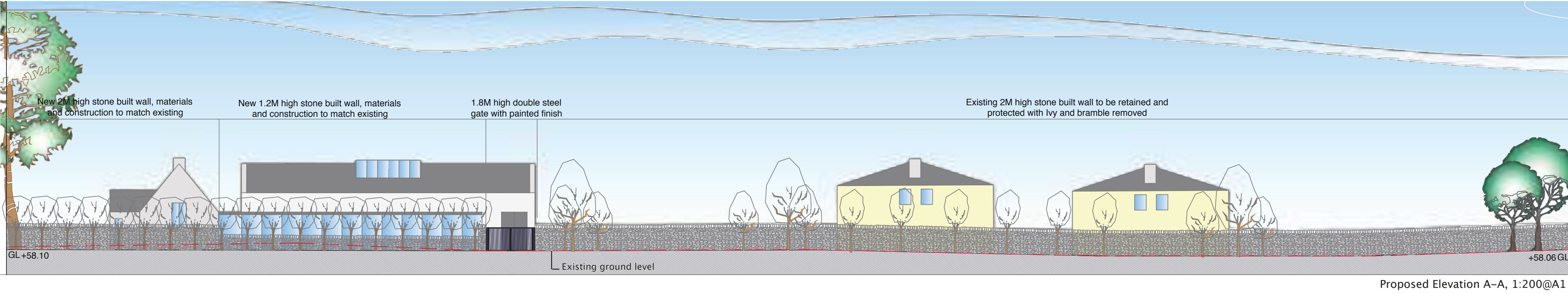
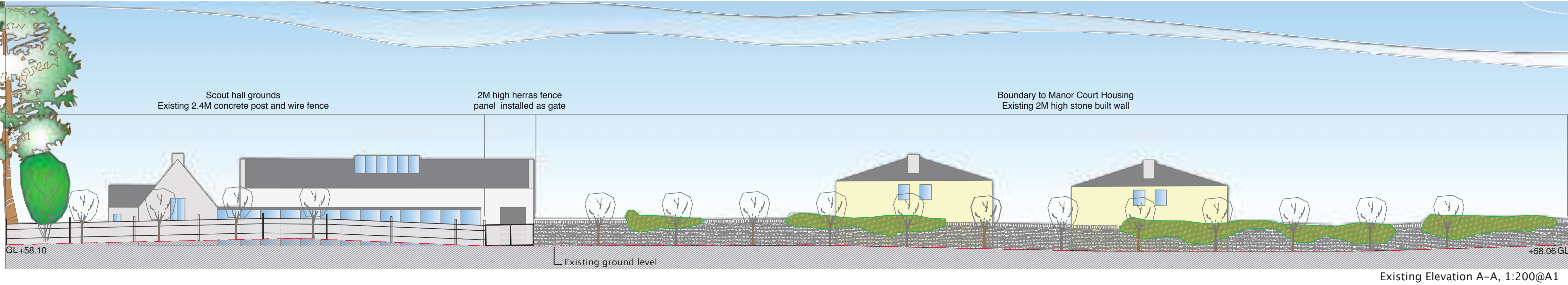
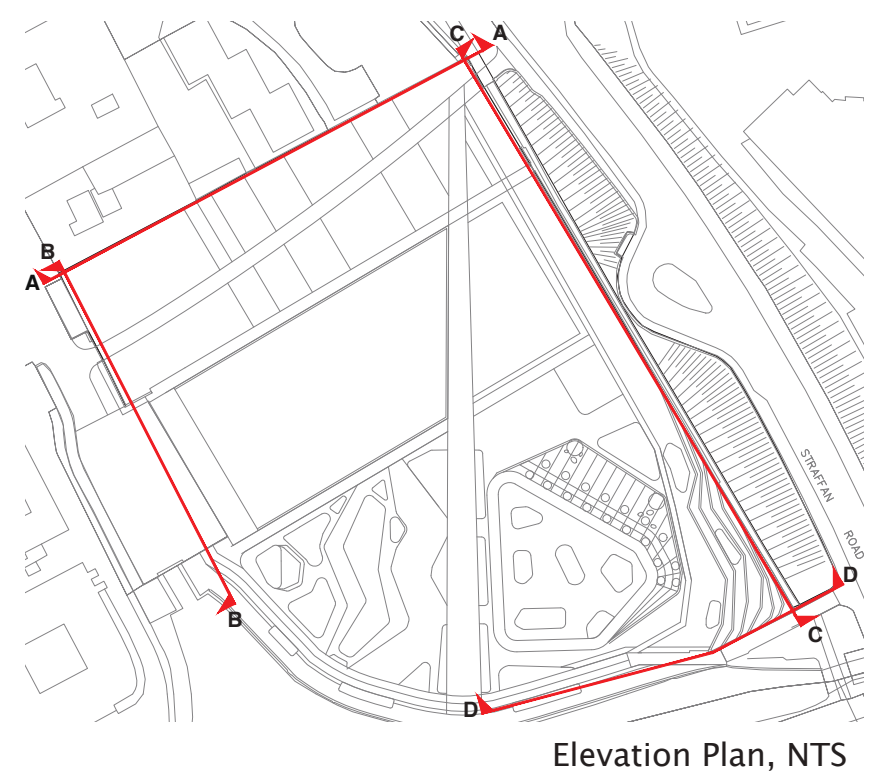


Riverside walkway with material delineation.



Lounge style seating facing waterway.

MAYNOOTH HARBOUR FIELD PARK BOUNDARY ELEVATIONS



Existing conditions along Elevation A–A.



View to the existing boundary wall



Concrete post and wire fence to the Scout's Hall



Existing stone built wall to be retained and repaired where required with ivy overgrowth cleared.



Existing conditions along Elevation B–B.



View to the existing low retaining boundary wall



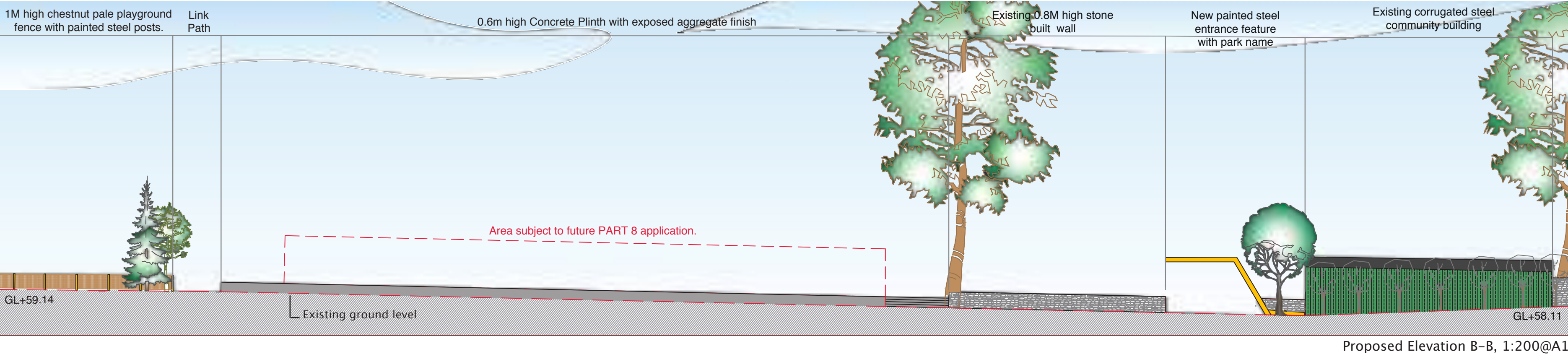
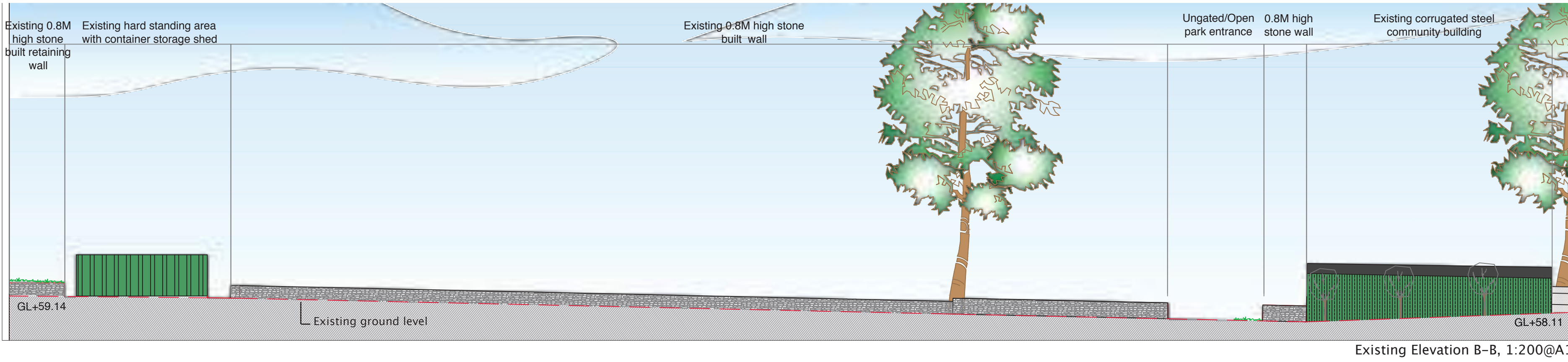
Stone built retaining wall with 0.7M level change



Narrow stepped access linking the harbour to the park

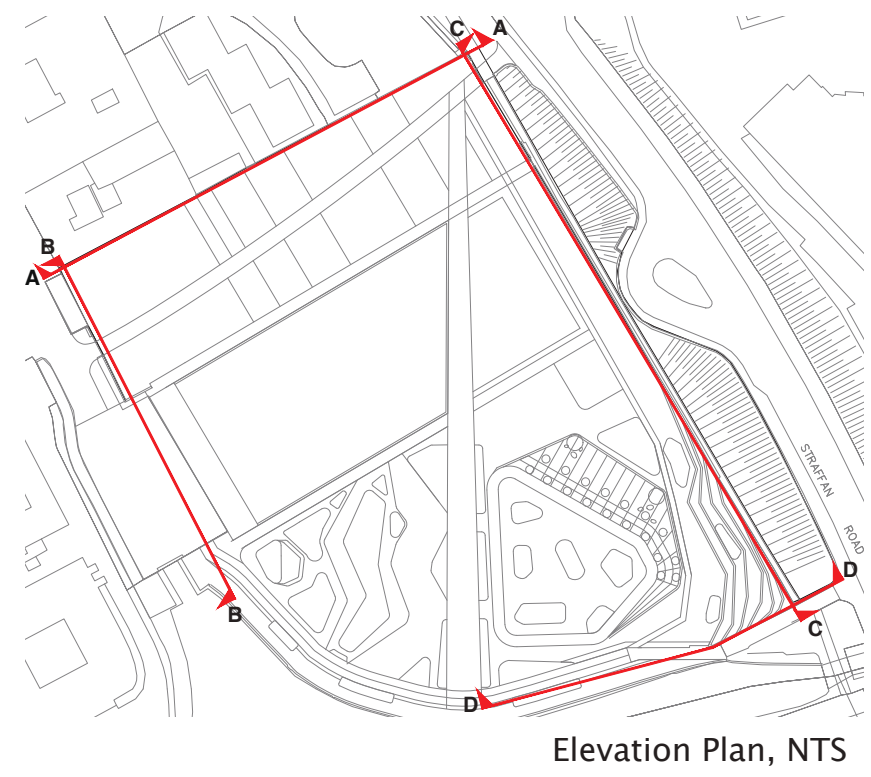


Existing containers used as temporary office/shed workspace



Proposed Elevation B–B, 1:200@A1

MAYNOOTH HARBOUR FIELD PARK BOUNDARY ELEVATIONS



Elevation Plan, NTS

Existing conditions along Section C-C.



Timber post and beam fence at main Straffan Road Entrance



Pedestrian path with changing boundary conditions

Existing conditions along Elevation D-D.



Existing stone wall to secondary Straffan Road entrance



Mature but stunted trees within grassed embankment



Existing stone pillars and rotating metal gate to be retained



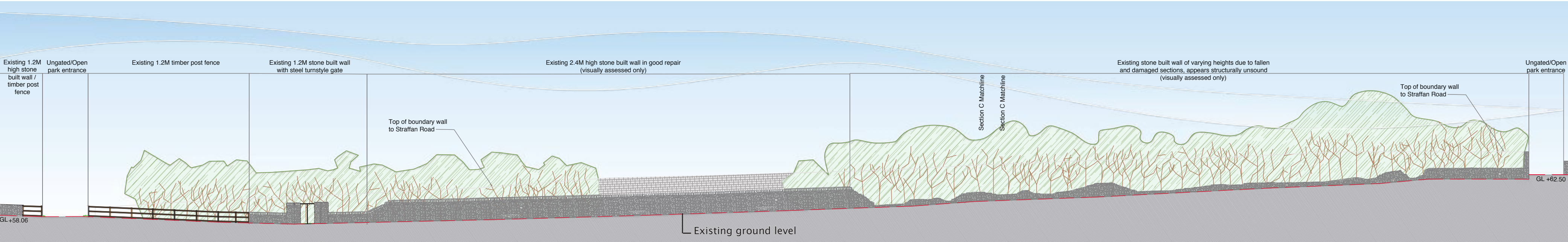
Damaged section of wall opens up the view to the park



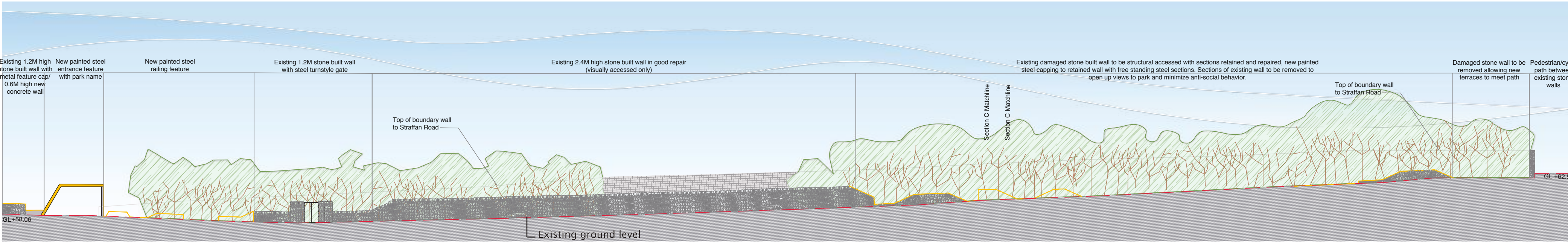
Grassed embankment blocking views to the canal walkway



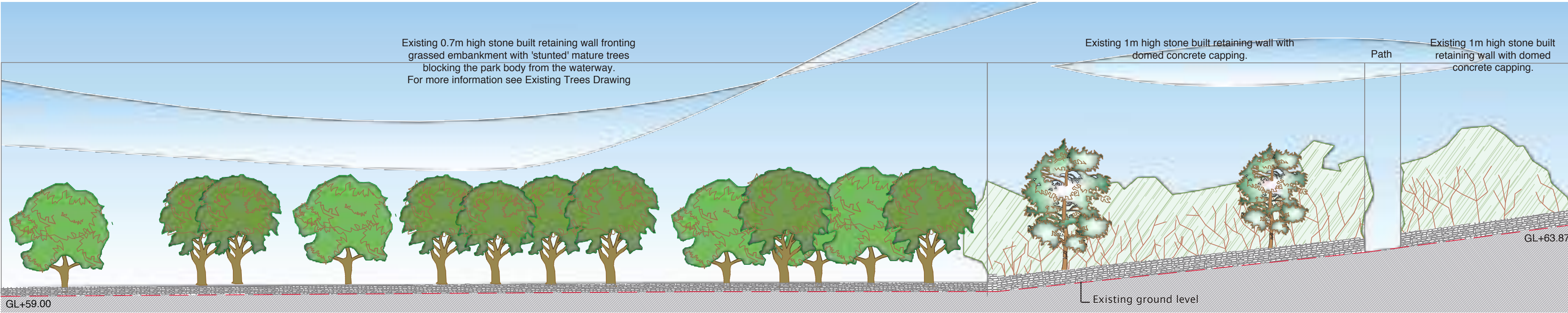
Canal path with retaining wall and fence restricting access



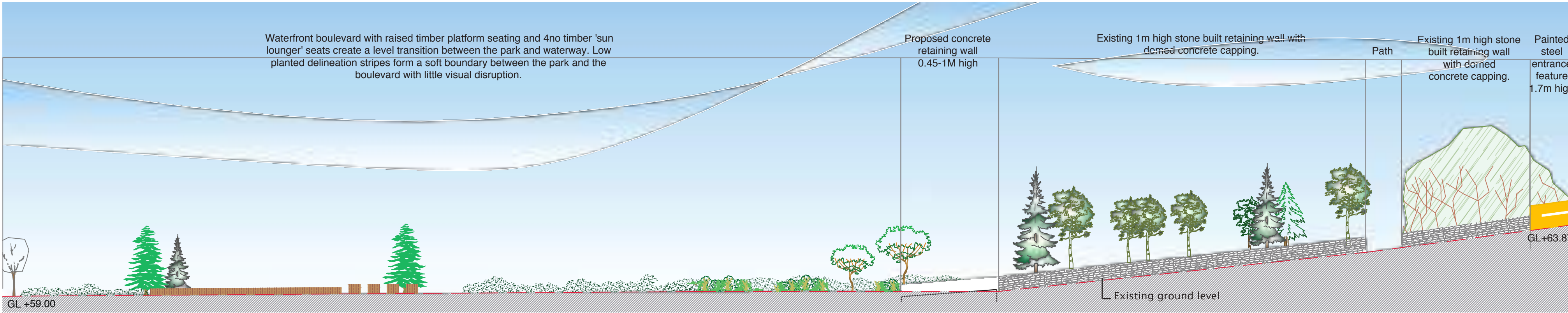
Existing Elevation C-C, 1:250@A1



Proposed Elevation C-C, 1:250@A1



Existing Elevation D-D, 1:200@A1



Proposed Elevation D-D, 1:200@A1

MAYNOOTH HARBOUR FIELD PARK FEATURE DETAILS

Sculptural Play Feature: 'Python' Corocord Rope Playground
(By Kompan or equal & approved)



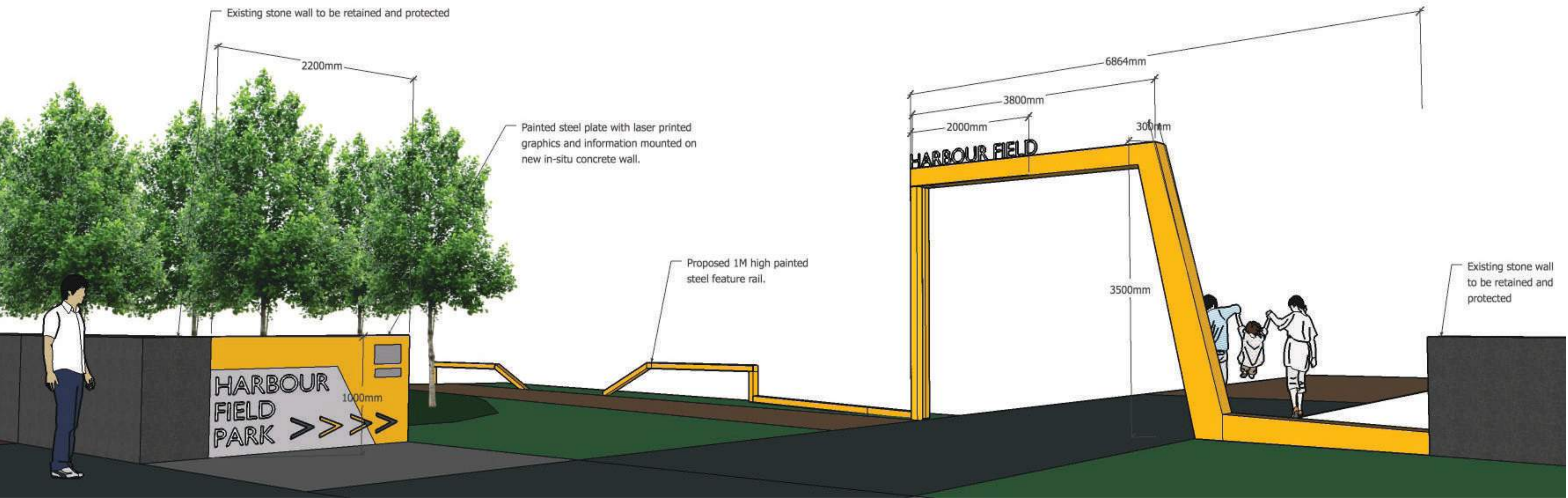
Technical data

Suitable age	5+	Impact area	54.80 x 19.50 m / 522.70 m²
Length of rope	1,740 m	Fall height	max. 2.80 m
Net rope	19 mm	Need of concrete	12.80 m³ (partly reinforced concrete)
Edge rope	21 mm	Installation time*	5 days, 3 assemblers as assistants
Mesh size	30 x 30 cm up to 30 x 50 cm	Crane with beam	4 days à 8 hours
Height of equipment	2.80 m		
Floor space	50.80 x 15.50 m		

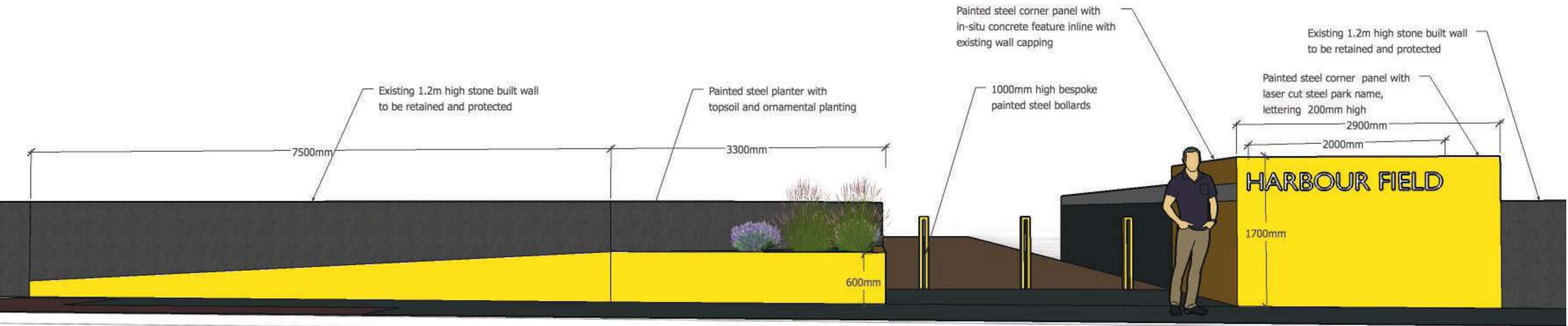
* This product requires for the installation a Corocord staff member as well as Corocord special purpose tools.

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info@corocord.com / www.corocord.com

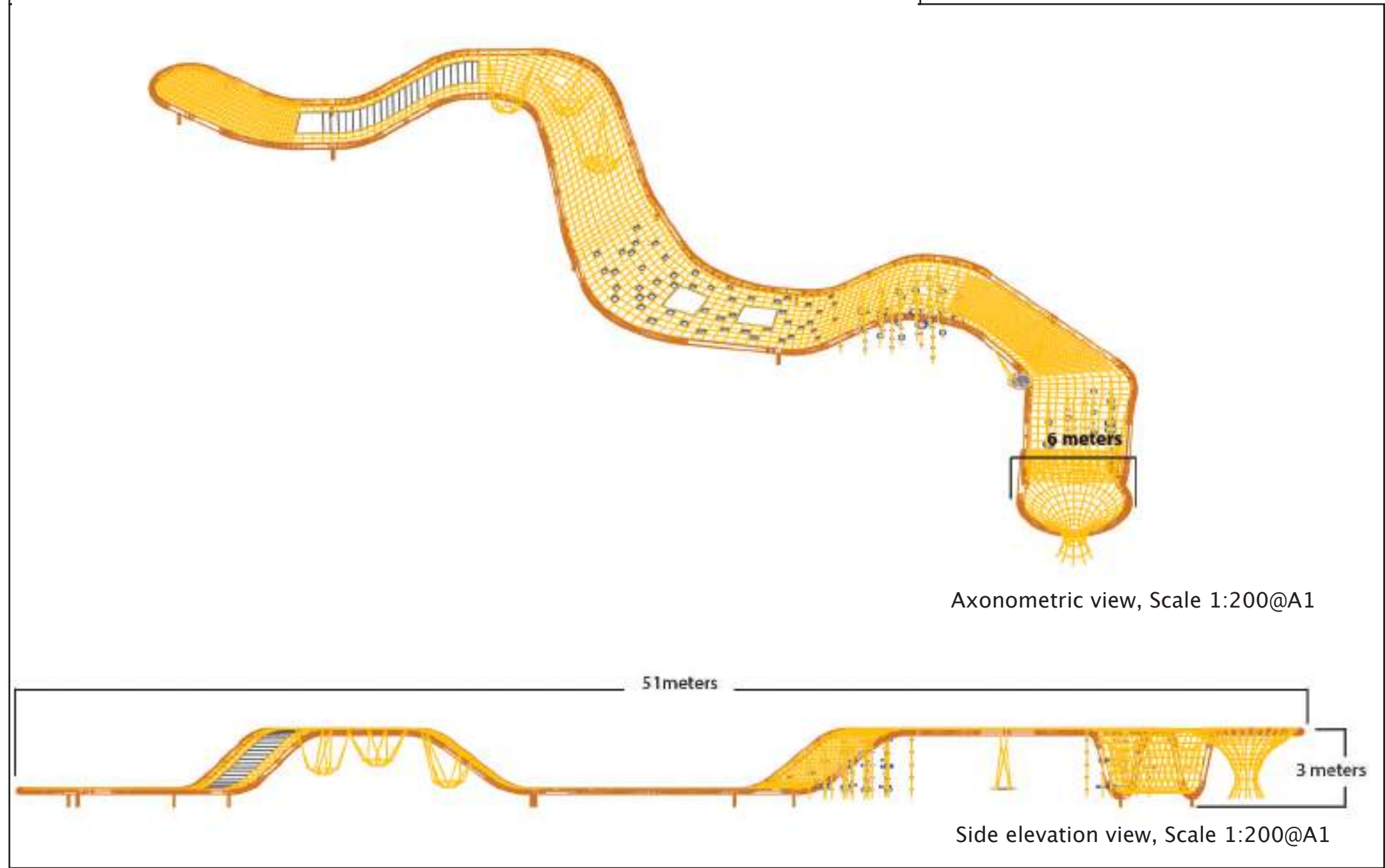
Bespoke Entrance Features in powder coated steel (Images are representative and will need reworked with structural engineers input).



3D view: Main Straffan Rd Entrance Feature, Not to Scale



3D view: Straffan Rd to Canal Entrance Feature, Not to Scale



3D view: Harbour to Main park Entrance Feature, Not to Scale