

NOVEMBER
2021

CORKAGH REGIONAL PARK

CORKAGH PARK ENHANCEMENTS

South Dublin County Council intend to enhance the visitor experience and create an exciting new Hub Zone as part of the Corkagh Regional Park Masterplan.

We are working on a series of proposed enhancements throughout the park we want your help.

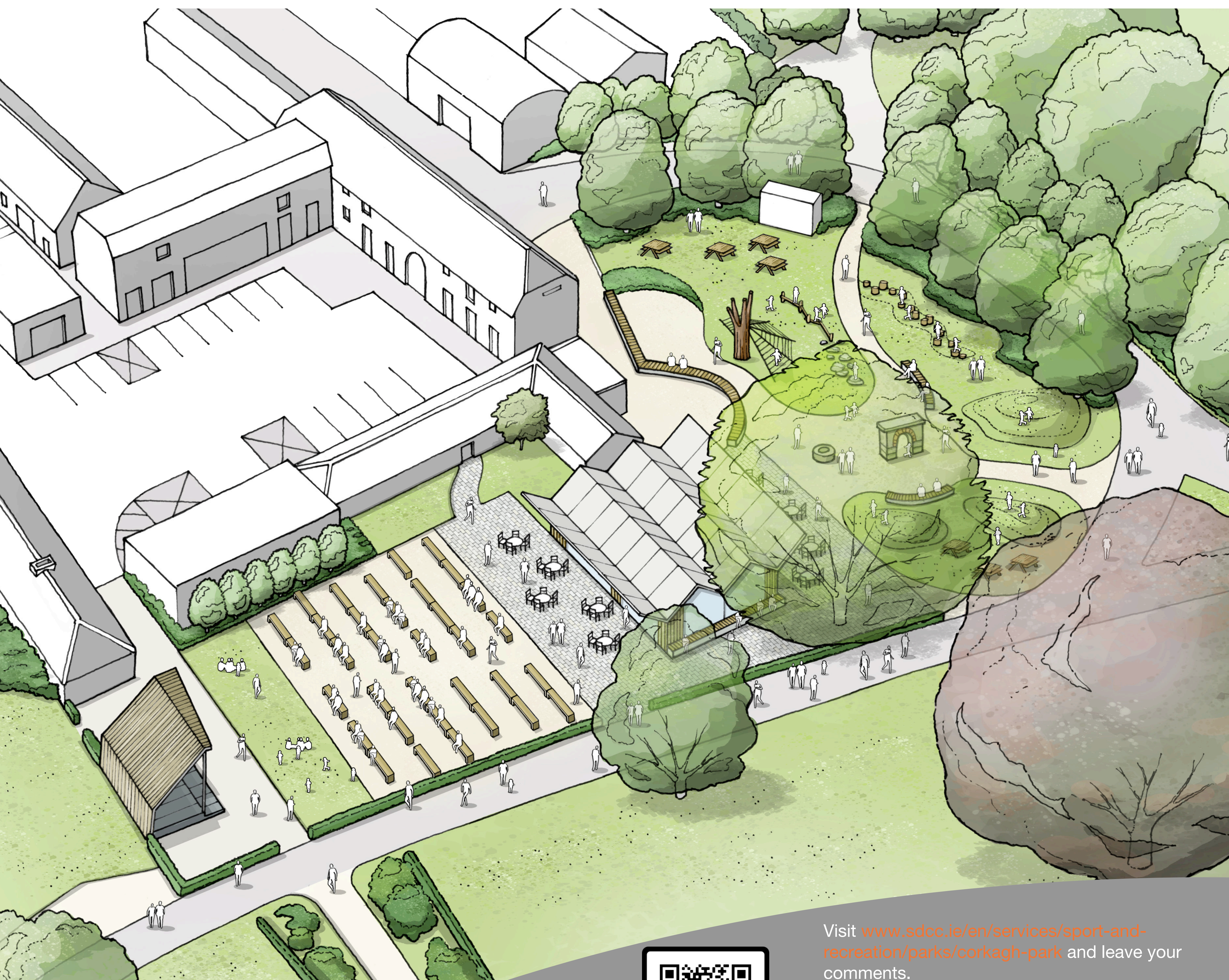
HAVE YOUR SAY ON THE EMERGING DESIGNS!

For more information visit our website or email us:

WEBSITE:

www.sdcc.ie/en/services/sport-and-recreation/parks/corkagh-park

EMAIL: corkaghpark@bdp.com



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Scan the QR code and help shape Your Park.

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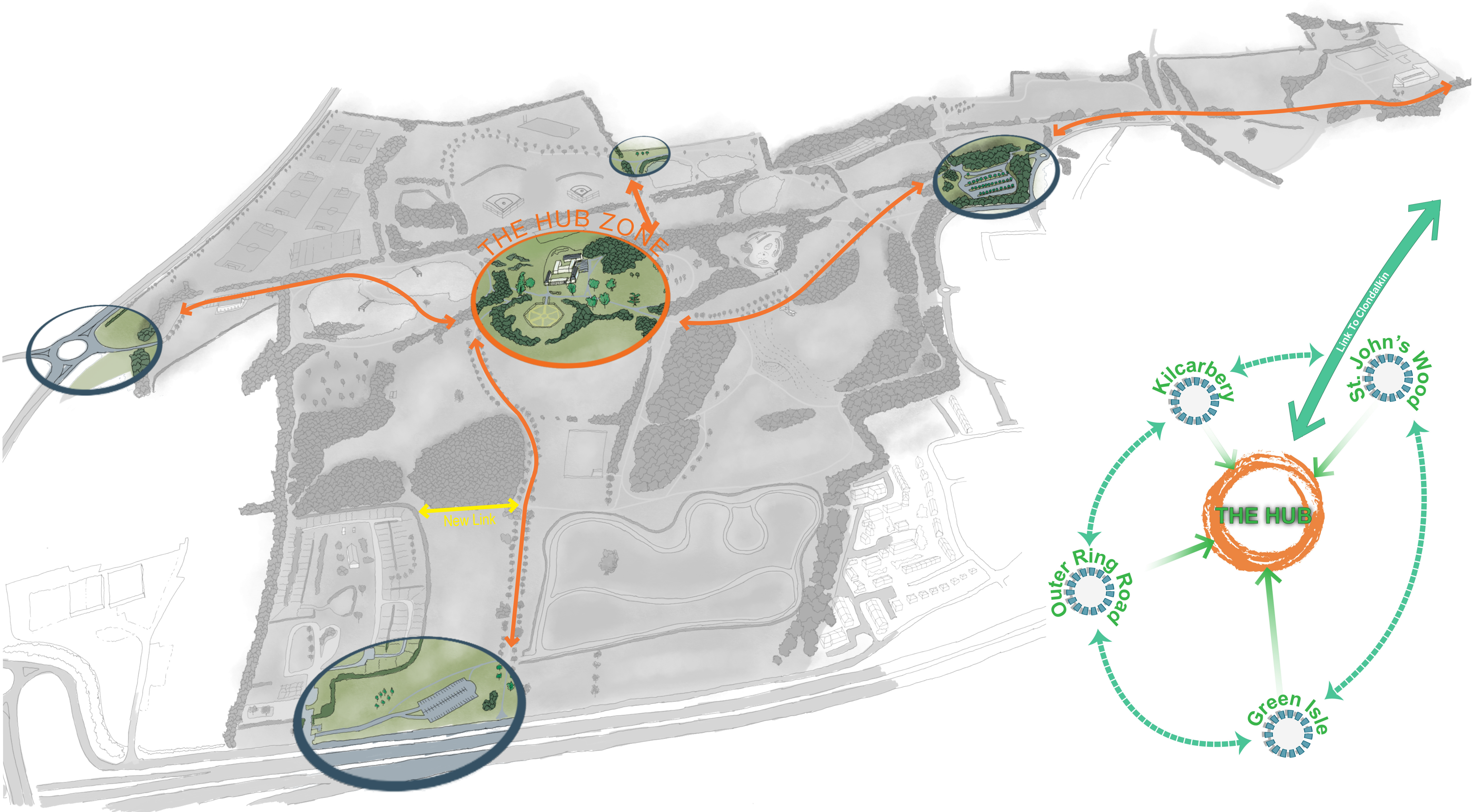
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Comhairle Contae
Átha Cliath Theas
South Dublin County Council

BDP.

A NEW 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 within the park. 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.



OBJECTIVES AND OPPORTUNITIES

- 01** To enhance the visitor experience.
- 02** To engage with local and regional visitors to bring the projects in line with aspirations.
- 03** To promote health and well-being facilities.
- 04** To create all-season destinations for events as well as recreations.
- 05** Increase revenue opportunities for SDCC to facilitate future investments in the park.
- 06** Enhance legibility and wayfinding in the park while promoting universal accessibility.
- 07** Deliver a destination, multi-scale events space.
- 08** Take care to enhance and promote the natural assets of the park while increasing local biodiversity and heritage.



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A COHESIVE MASTERPLAN



- 01** The Hub Zone
- 02** St. John's Wood Entrance and Car Park
- 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 Camp Site Link
- 08** Fairy Woodland Trail
- 09** The Lakes
- 10** The Wetlands
- 11** Primary & Secondary Routes



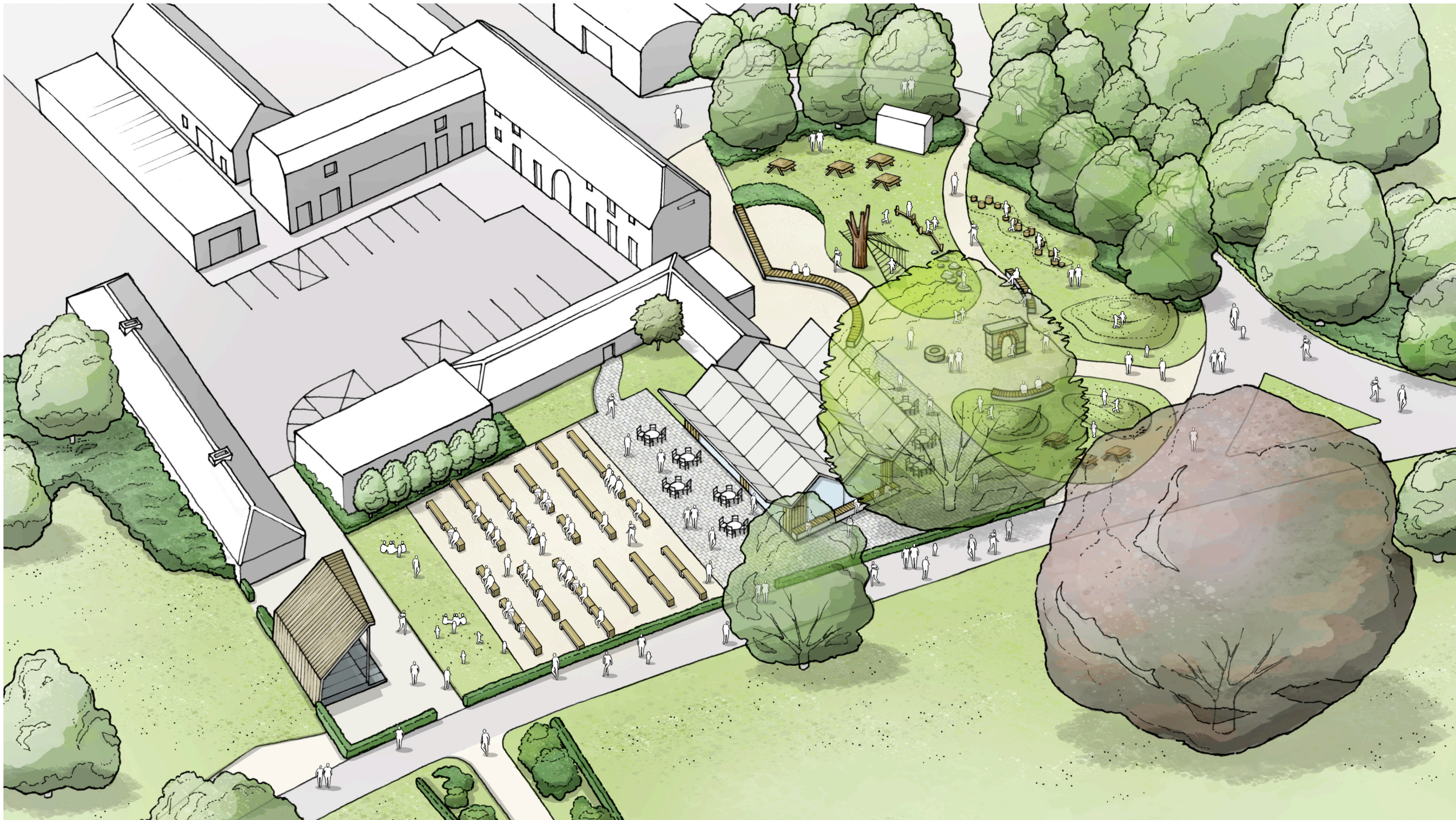
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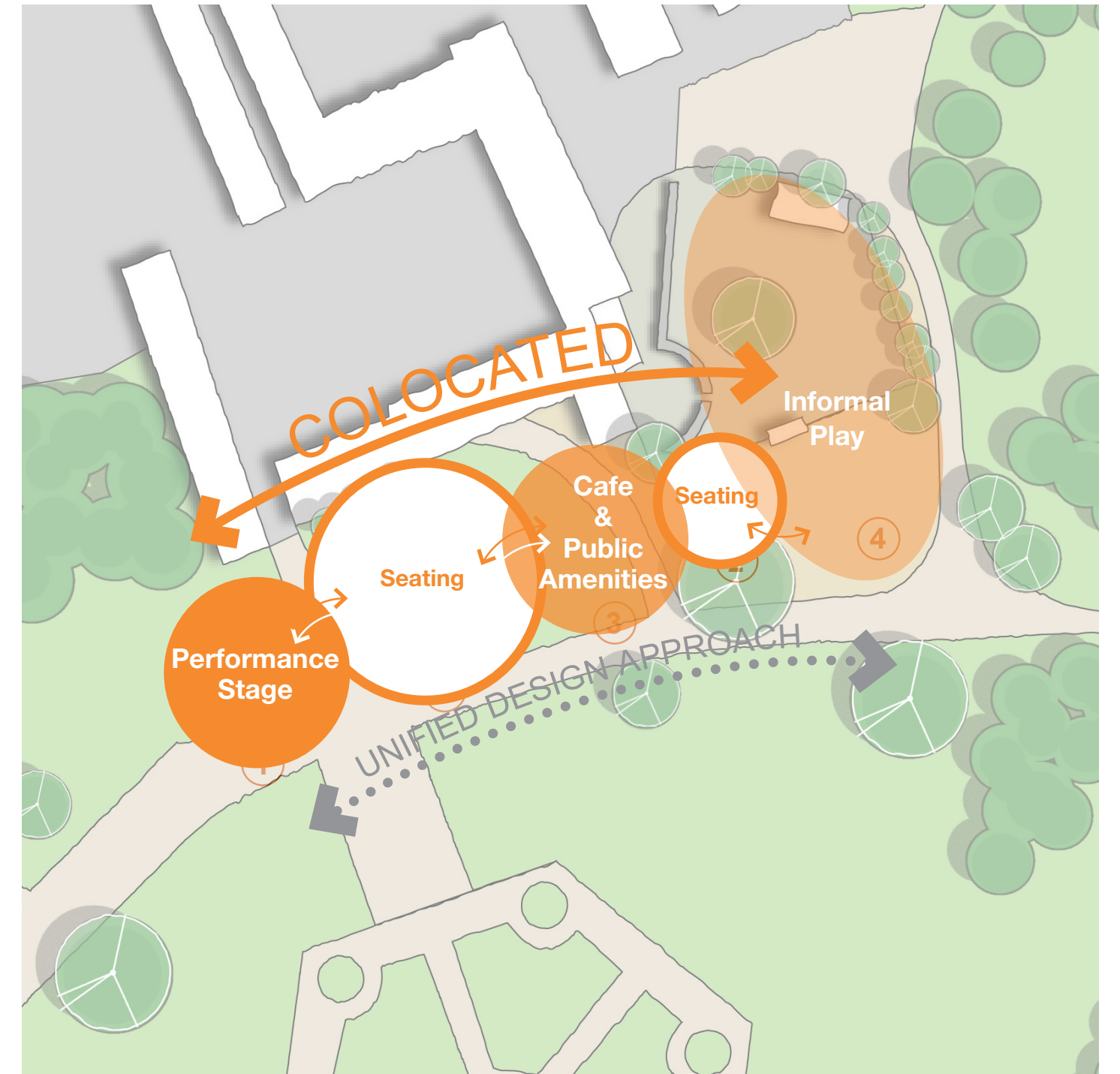
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THE HUB ZONE



ARTISTIC IMPRESSION OF THE HUB ZONE



THE HUB ZONE DESIGN CONCEPT

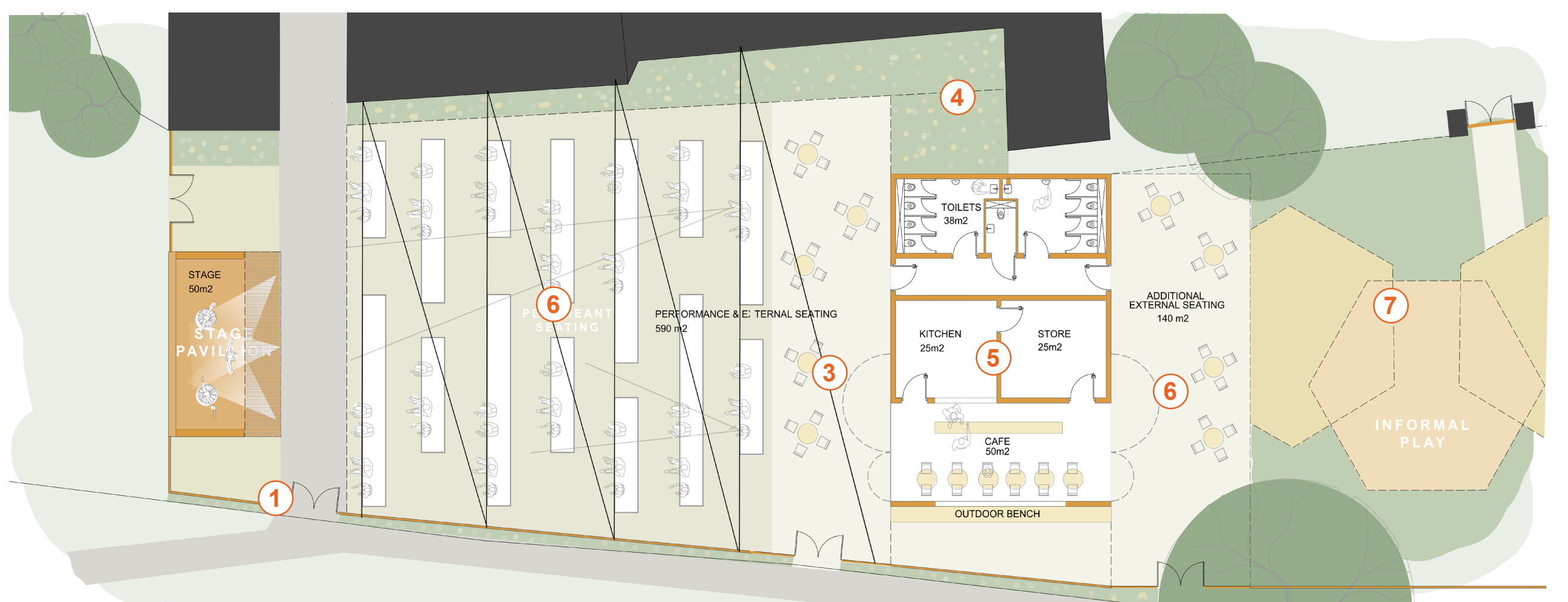
- 01** Creating a performance stage that will provide cover for multi-scale events. There will be views and vistas both in and out of the space that contribute to the sense of place.
- 03** A new purpose built café and toilet block will serve as a destination within the park.

- 02** Creating flexible 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.
- 04** A new soft-landscaped area linked to the Hub Zone that provides seating and incidental play.



THE HUB ZONE CONTEXT PLAN

- 01** Play Mounds
- 02** Amenity Lawn
- 03** Feature Trees
- 04** Picnic Tables
- 05** Existing Arch
- 06** Existing Well
- 07** Wall With Timber Slat Bench
- 08** Climbing Feature
- 09** Bouldering Wall to Existing Facade with Soft Fall Surface
- 10** Buffer Planting to Depot Entrance



THE HUB ZONE CONTEXT PLAN

- 01** The Events Stage
- 02** Events Stage Seating
- 03** External Cafe Seating
- 04** Small Courtyard
- 05** New Cafe
- 06** Additional External Seating



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CAR PARK ENHANCEMENTS

ST. JOHN'S WOOD CAR PARK



PLAN VIEW OF ST. JOHN'S WOOD ENTRANCE AND CAR



ARTISTIC IMPRESSION OF ST. JOHN'S WOOD ENTRANCE

- | | | | |
|---|--|---|---|
| 01 Gate improvements and removal of yellow gates. | 03 Pedestrian Entrance | 05 The addition of an 11m totem and orientation map. | 07 Enhanced pedestrian links through the car park. |
| 02 Replanting of tree specimens that are currently suffering from Ash dieback. | 04 Resurfacing of the car park. | 06 Widening of the entrance road to accommodate for 2-way vehicular access and egress. | 08 Implementing new traffic circulation routes. |

GREEN ISLE CAR PARK



ARTISTIC IMPRESSION OF THE GREEN ISLE ENTRANCE



PLAN VIEW OF THE GREEN ISLE ENTRANCE AND CAR PARK

- | | | | |
|--|---|--|---|
| 01 Gate improvements and removal of yellow gates. | 03 A new pedestrian and cyclist arrival space. | 05 An extension of the existing car park. | 07 Large format 'CORKAGH PARK' sign. |
| 02 Native Edge Planting Mix | 04 The addition of an 11m totem and orientation map. | 06 Widening of the entrance road. | |



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THE FAIRY WOODLAND TRAIL



ARTISTIC IMPRESSION OF THE FAIRY WOODLAND TRAIL



EXISTING VIEW



PLAN VIEW OF THE FAIRY WOODLAND TRAIL

- New Play Features
- New Pedestrian Link

Fairy Woodland Trail Enhancements:

- 01** New play features including natural and designated play.
- 02** New Seating opportunities throughout.
- 03** The addition of a new pedestrian link for improved accessibility to and from the lakes.
- 04** Fairy Woodland themed interpretation throughout.
- 05** Existing mature trees to be retained.
- 06** Ornamental shrubs and grasses to enhance sense of place



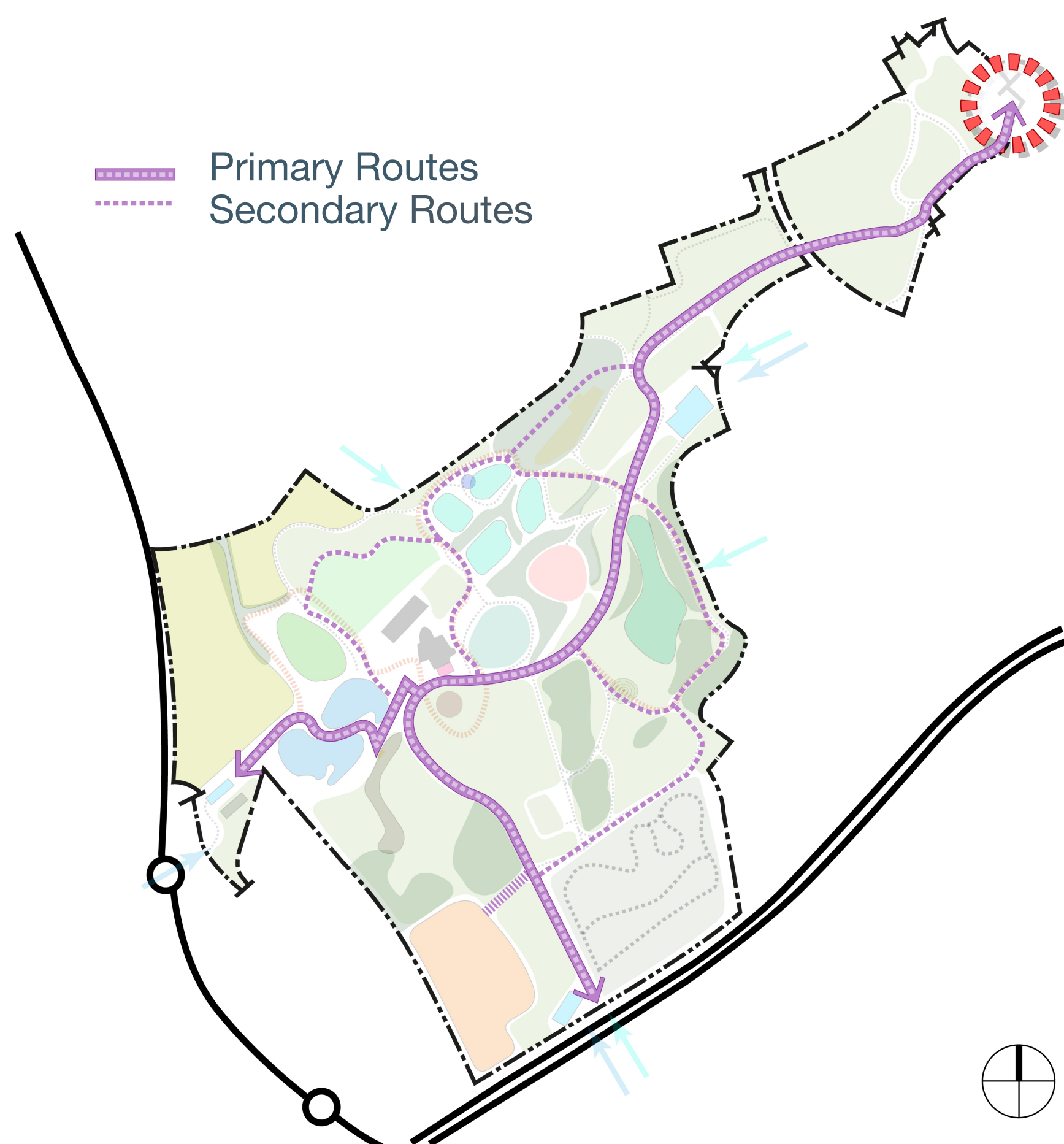
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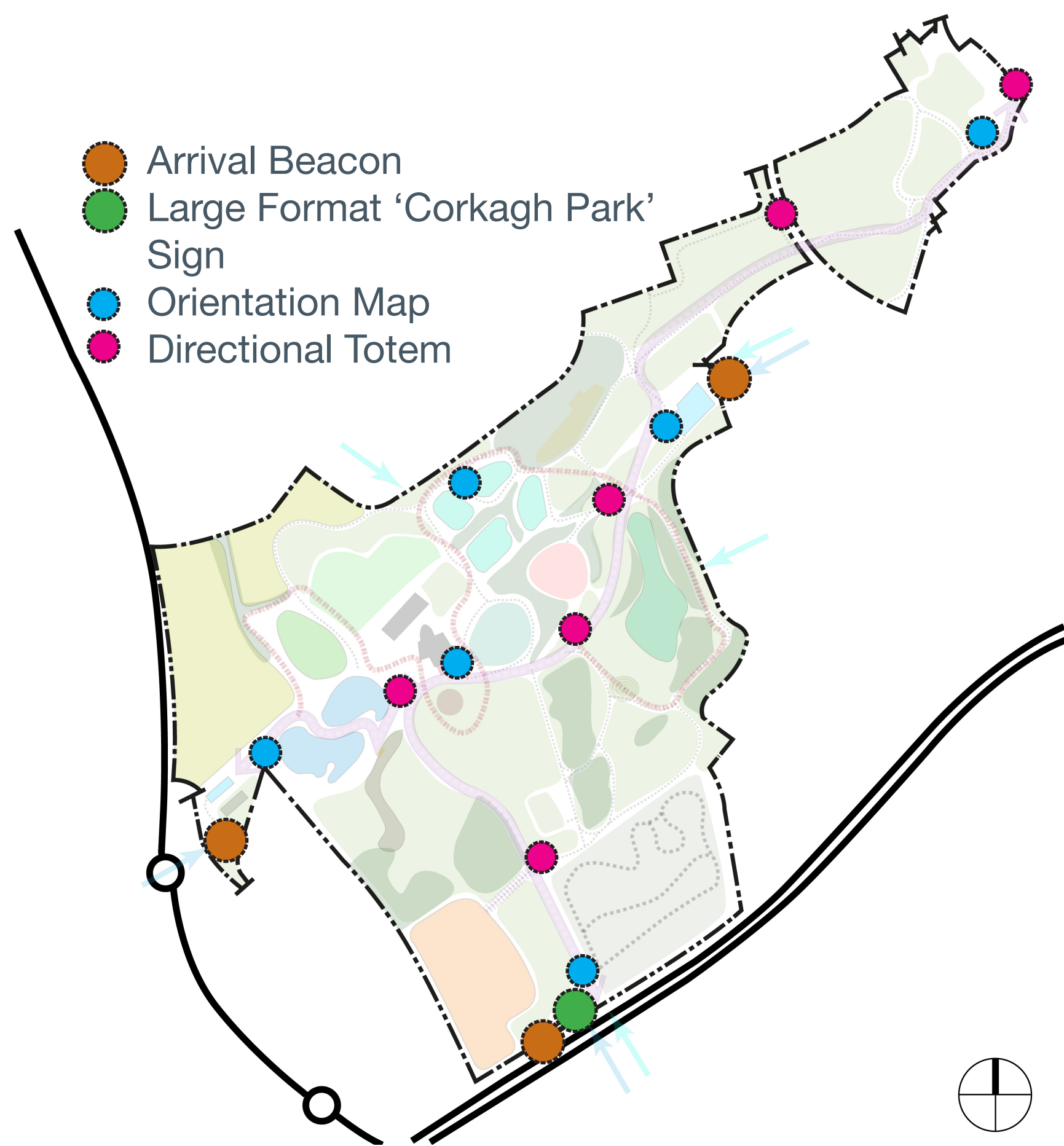
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WAYFINDING AND SIGNAGE

PRIMARY AND SECONDARY LINKS DESTINATIONS

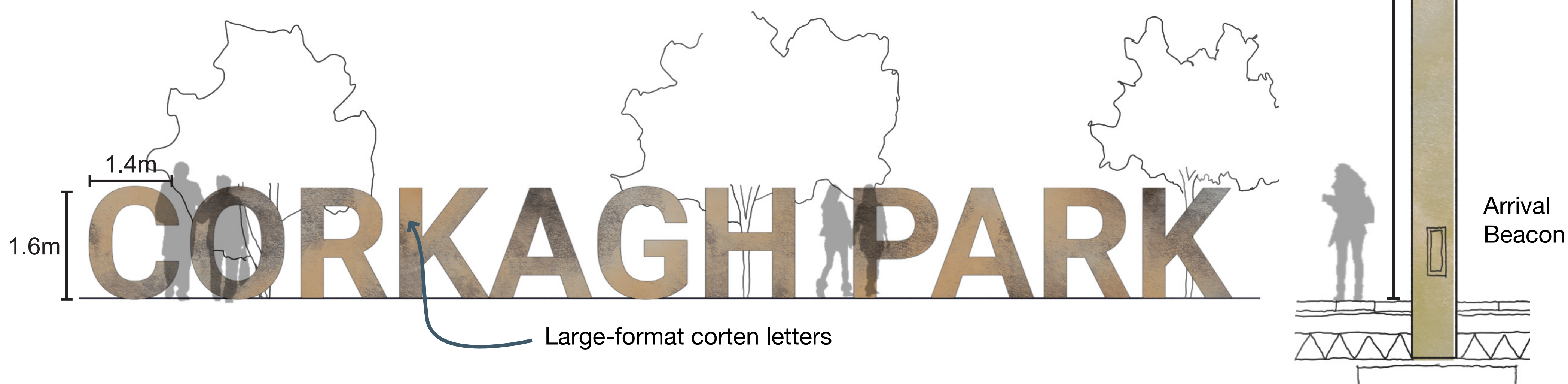
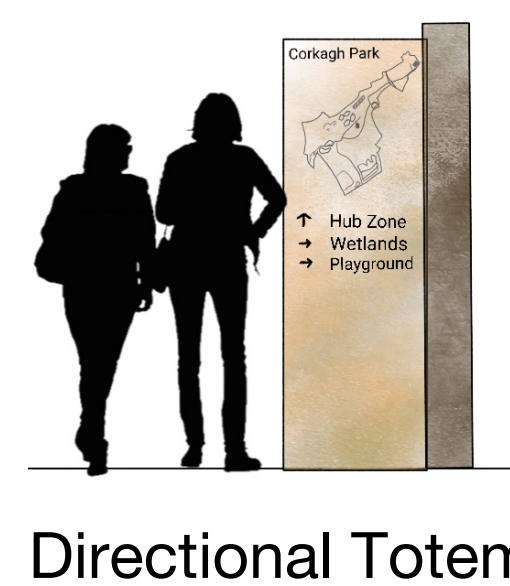


WAYFINDING AND SIGNAGE



- 01** Camac Valley Camping Park.
- 02** Green Isle Car Park.
- 03** Cycle Track.
- 04** Corkagh Park Dog Run.
- 05** Adamstown Cricket Club.
- 06** The Lakes.
- 07** Walled Garden.
- 08** Baseball Fields.
- 09** Cafe.
- 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



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