On behalf of Kildare County Council

Landscape Masterplan

Layout Proposal

Images for illustration of concept only

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Sheet 2 of 2

Principal Design Elements and Features

- 1. Playground area. Consisting of formal and informal natural play equipment. Suggested low mounding shown for illustration only. Precise playground equipment and arrangement to playground supplier design.
- 2. Angled childcare facility staff parking.
- 3. Entrance to playground area.
- 4. Paved Entrance hub. To facilitate access to play area, MUGA and perimeter loop. Hard surface area for gathering on occasions, for relaxation and offset seating / passive supervision near play area and 'Eco' area
- 5. Entrance to Park area through defined entrance and framing partial arch structure (to facilitate maintenance vehicle entry. Access pathway from car park and hedge boundary.
- 6. Circulation route around play area. For looped walks and for passive supervision of adjacent play area. Facilitates maintenance vehicle access to all areas. .
- 7. Denotes Reinforced grass surface to facilitate maintenance access.
- 8. Outdoor exercise equipment arranged in linear fashion adjacent to pathway. Optional surface underneath with artificial grass band. Adjacent existing mid sized hedge to provide visual separation and definition from childcare facility.
- 9. Link path around MUGA (multi-use games area) to facilitate looped walks and access to outdoor exercise equipment and Pump
- 10. Viewing area adjacent to Pump Track. Optional stepped platform / integrated seating for standing and sitting. Possible low wall and / or railing for separation / protection facing MUGA. Convenient access both sides.
- 11. Pathways to create a pleasant journey through the elongated linear nature of the plot and allow users to navigate the area in a figure 8, thereby maximising the use of space. Surface to consist of contrasting beige hoggin surface, tarmacam or similar approved.
- 12. MUGA (multi-use games area). Precise surface specification and perimeter fencing to further detail
- 13. Offset space adjacent to entrance hub. 'Eco' corner may contain for example, bug hotel, interpretive panels of natural and local history, optional interactive educational elements and general notices.
- 14. Suggested location for optional future covered sheltered area / pop up coffee kiosk for convenient access off entrance hub, for passive supervision of play area and to act as a visual focal point within the park design.
- 15. Framing mid size hedge for shelter, perimeter definition, partial enclosure and separation from surrounding usage. Supplemented by 1.8 metre high decorative green weldmesh fence for security
- 16. Perimeter fence stepped to inside of ESB pylon to restrict access to this area. Area visually softened at front with low to mid sized planting.
- 17. Low ornamental planting to provide a pleasant approach as visitors enter and exit and at key points adjacent to the walking loop.
- 18. Existing hedge retained by childcare facility boundary and supplemented with new hedge where required.
- 19. Pump Track area. Undulations and routing to specialist design.
- 20. Entrance to Pump Track Area
- 21. Reversing / Turning space for Maintenance Vehicles
- 22. Proposed new bow top railing backed by low ornamental planting to allow views into activity areas from approaching cars and pedestrians.
- 23. Entrance Feature art. Subject to future competition. Possible themes of local history or industry.
- 24. Existing gate to adjacent facilities widened to incorporate pedestrian gate for convenient access.
- 25. Proposed new mid to low trees at key locations (Note positioned away from overhead wires)



All elements shown are indicative and subject to final design