

To: The chairperson and members of
North Central Area Committee

Cara Park additional housing - Notification of the proposed Local Authority Works under Section 179A of the Planning and Development Act 2000 (as amended) for Cara Park, Belcamp, Dublin 17 - A Traveller Accommodation Unit Project for 9 new houses at Cara Park.

Background

Cara Park is an established Traveller housing estate. It has been built in several stages up until the year 2000. Currently, the estate has 41 no. homes, comprised of a mixture of 3 & 4-bedroom bungalows. As with other neighbourhoods in Dublin there is a need for additional housing. At present, the Community Centre is not in use and the functions of the Training Facility building have been provided for elsewhere.

As such it is desirable to facilitate the growth of this community within the estate or immediate environs, in-so-far as it is possible.

Project Description

As the Community Centre and Training Facility building have both fallen into dis-use and the pressure for additional housing has continued to increase, their demolition and removal provides scope to build new housing in their place. There are 3 sites in the proposed development.

Site A will result from the demolition of the Community Centre. This will accommodate 6 new 3 bedroom houses. They will be semi-detached, 2 storey dwellings, each with front and back gardens and suitable for 6 persons.

Site B is an existing undeveloped site and will accommodate 1 new 3 bedroom house. It will be a 2 storey dwelling similar to the houses on Site A, with a front and back garden and suitable for 6 persons.

Site C will result from the demolition of the Training Facility building. Here it is proposed to build 2 new 2 bedroom houses, each suitable for 3 persons. They will be semi-detached single storey dwellings. These bungalows have potential for use by residents with mobility issues.

The Traveller Accommodation Unit of the Housing Department, Dublin City Council, is the sponsor for this proposal.

John Flynn, Senior Executive Architect, City Architect's Division