

The Ballyfermot People's Park

Program update

June 2020



The People's Park, Ballyfermot.

Following 8 months of onsite conversations and two consultation events, Dublin City Council Parks, Biodiversity and Landscape Services have developed a design that responds to ideas put forward by local residents to create The People's Park, Ballyfermot on the greenspace beside the Civic Centre.

The proposal includes a winding perimeter path and gentle earth mounding that will be planted with a diverse mix of new trees and herbaceous plants to bring seasonal colour and energy.

The park will provide the infrastructure for small community gatherings with the inclusion of an open pergola structure and a market space to hold food, plant and craft markets. At the edge of the park will be a movement trail that will include playable elements for play and exercise.

As part of the improvement works, a program will be developed with local residents to create an edible garden over the next 2-3 years.

Working with the civic centre, we hope that the Ballyfermot People's Park will be a place to engage with nature, planting, movement, play, music and storytelling.

Parks have reviewed the proposals with Dublin City Council area planner who has confirmed that these works fall within the Exempted Development Provisions for works carried out by the Local Authority (Class 36 (a)) so a Part 8 is not required to progress works.

Parks, Biodiversity and Landscape Services plan to put the plans on public display at the park and on the digital platform citizen space for 6 weeks from June 2020. Following the plan will be updated if necessary based on feedback.

It is intended that the works will be implemented in phases subject to funding with phase 1 involving the construction of the pavements and earthworks/ground contouring.



Park Access & Edge

- 01 Park Entrance - Refer to 076-DCC-L-1-04 & 076-DCC-L-5-02
- 02 Secondary entrances - Refer to 076-DCC-L-1-05 & 076-DCC-L-5-02
- 03 Access from car park
- 04 Existing Railing retained
- 05 Chestnut Pale fence - Refer to 076-DCC-L-5-02

Hard Surfaces & Infrastructure





- 06 Main Circulation path - Tar & Chip, Refer to 076-DCC-L-5-01
- 07 Existing paving retained
- 08 Granite paving to entrance & to terrace - Refer to 076-DCC-L-1-04 & 076-DCC-L-1-07
- 09 Granite Kerb - Refer to 076-DCC-L-5-01
- 10 Feature central surface treatment - Refer to 076-DCC-L-1-06
- 11 Market Stall location markers - Refer to 076-DCC-L-5-01
- 12 Electricity plug in - Refer to 076-DCC-L-5-06
- 13 Water plug in - Refer to 076-DCC-L-5-06
- 14 Slot drainage channel- Refer to 076-DCC-L-5-05
- 15 Drainage Gully - Refer to 076-DCC-L-5-05
- 16 Soakaway -Refer to 076-DCC-L-5-05

Park Structures

- 17 Feature pavilion/stage area -Refer to 076-DCC-L-1-06 & 076-DCC-L-5-03 &
- 18 Benches - Refer to 076-DCC-L-5-04
- 19 Planter edge railing/lean to - Refer to 076-DCC-L-5-02
- 20 Nature play elements - Refer to 076-DCC-L-5-08
- 21 Cafe awning - fixed to the building - Refer to 076-DCC-L-5-07

Soft Landscape

- 22 Edible garden - Refer to 076-DCC-L-1-11 & 076-DCC-L-1-12
- 23 Mounding - Refer to 076-DCC-L-3-01 & 076-DCC-L-3-02

-  Lawn
-  Herbaceous & bulb planting - Refer to 076-DCC-L-1-12
-  Existing trees to be retained- Refer to 076-DCC-L-1-09
-  Proposed trees - Refer to 076-DCC-L-1-11
- 