

Laytown Park

Part X Summary of Design Proposals

LTP-BDP-XX-XX-RP-L-0001

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01

Introduction

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- 1.5 Site Areas

1.1

Laytown Park

Laytown Area

Meath County Council intend to redefine and reimagine the existing Laytown Park at Laytown, County Meath. BDP (Building Design Partnership) have worked together with Meath County Council to prepare the design for the park. This has been developed in conjunction with Fers Ecological Consultants and Stakeholder requirements.

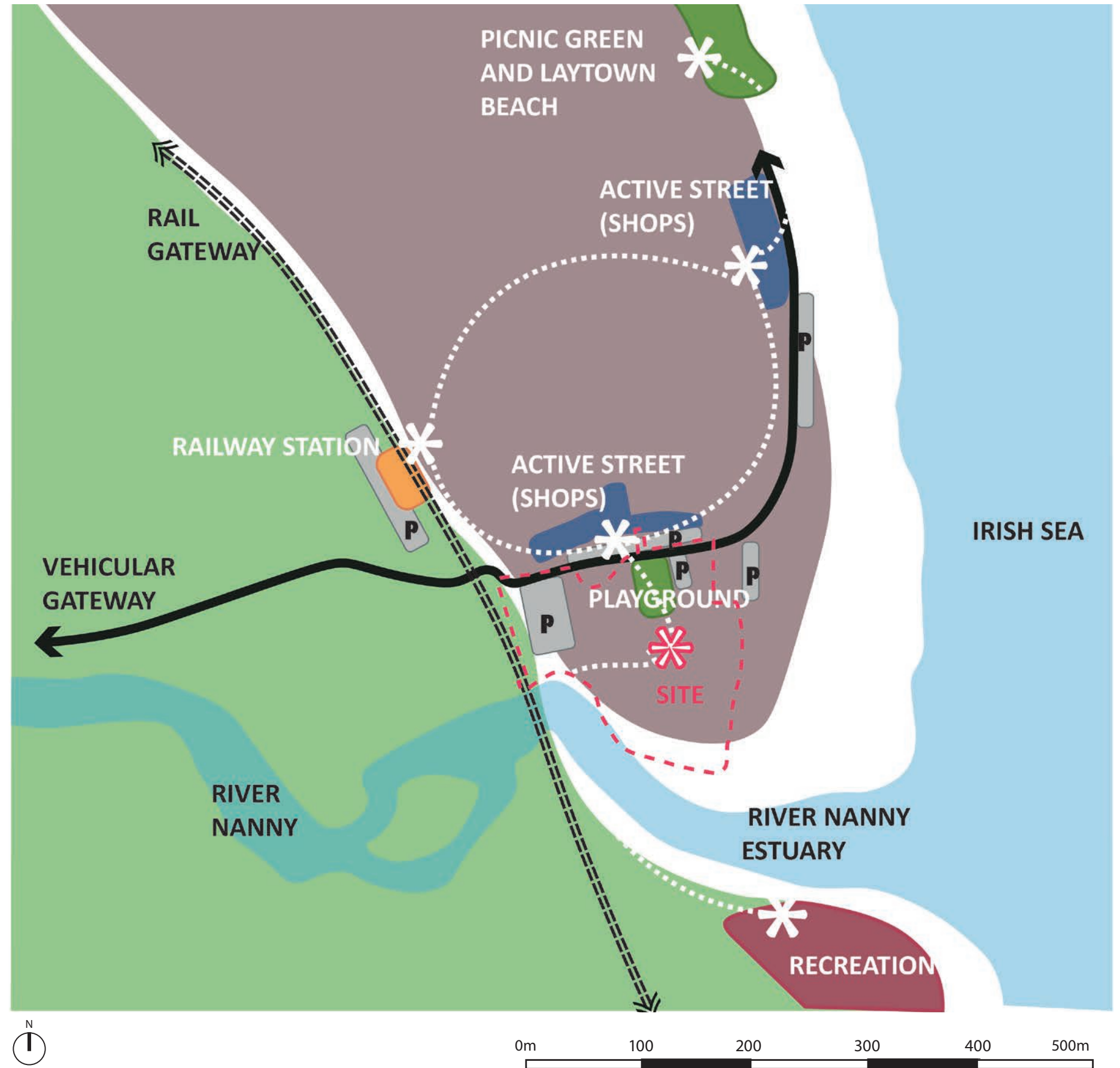
Laytown is located on Ireland's east coast, 2km south of Bettystown. It is connected to surrounding areas by both road and rail, benefiting from beaches running the length of the town.



1.2

Existing Site - Wider Context

Laytown is bounded by the railway line to the west and the beach and sea to the east, with recreation grounds located to the south. The proposed Laytown Park is located on the Coast Road at the estuary of the River Nanny.



- Rural / Undeveloped
- Urban / Residential
- Waterbody

1.3

Existing Site - Immediate Context

Within the vicinity of the proposed park there are a number of heritage assets, most notably Alverno House and the historic Railway Station. To the west is a pedestrian bridge connecting the southern bank of the River Nanny and recreation grounds with the town; the pedestrian route follows the northerly edge of the site extending along the coastline. The easterly edge of the park is bordered by the Tavern and private residential dwellings, with the remainder of the perimeter bound by coastline.

Existing facilities include two car-parks servicing both the existing playground and beach access. The site largely consists of open grassland articulated with small areas of hard-standing.

- Electric Charging Point
- ✱ Destination Point
- P Car Park
- Active/Commercial Frontage Buildings
- Irish Rail
- Transport for Ireland Bus route Routes D1 (Bus Eireann), D2 (Bus Eireann)
- Transport for Ireland Bus route 910 (Matthews Coach Hire)
- Local Bus Stop
- Cycle Route
- ← Main Pedestrian Route
- ← Secondary Pedestrian Route
- ★ Heritage Conservation Significance



1.4

Existing Site - Site Photos

The proposed site covers a 3.07 hectare area that is of natural significance locally. The site's ecological value comes from the River Nanny and the biologically diverse sand dunes and shoreline.

The site's topography is largely flat throughout and is strategically located with good access routes to the wider area.

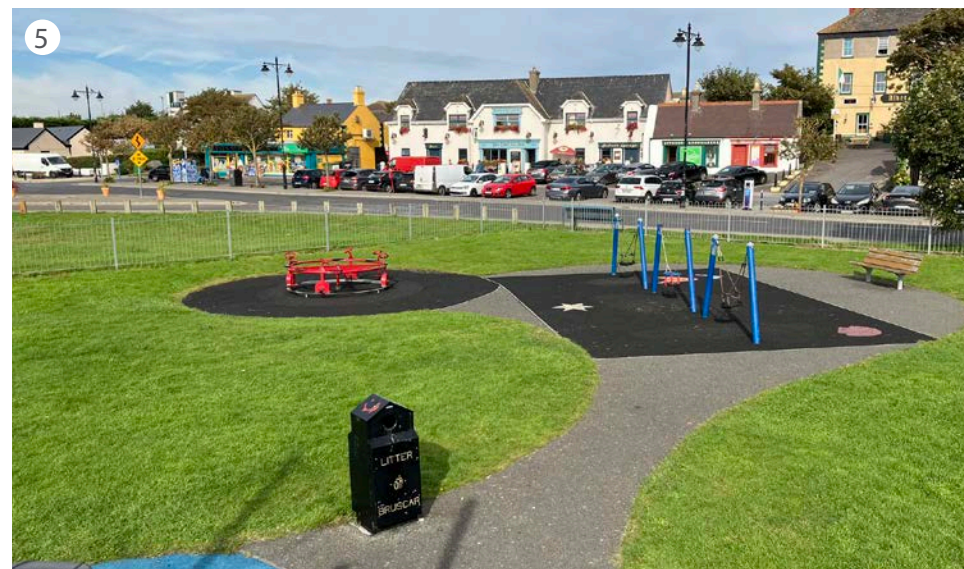
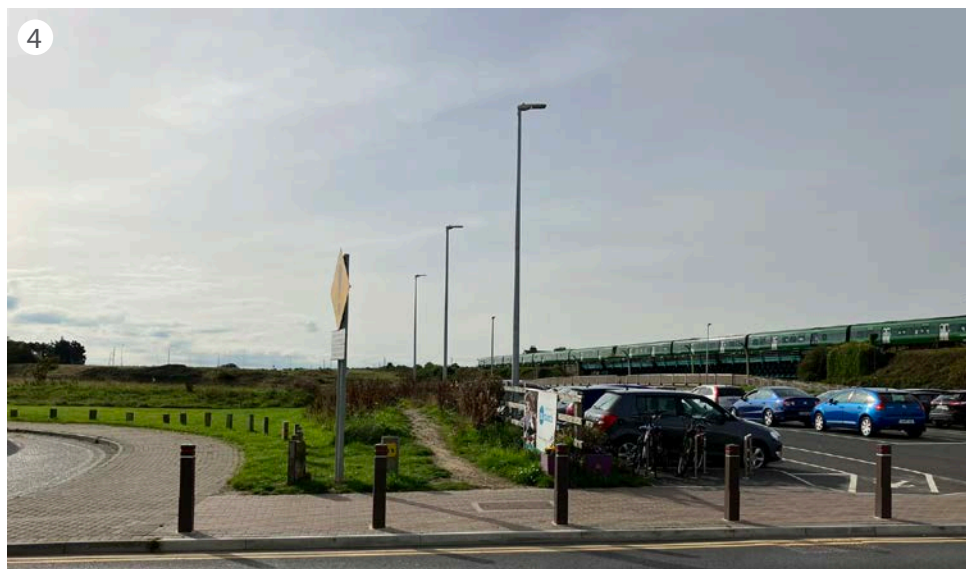


0m 10 20 30 40 50 100m

1.4

Laytown Park

Existing Site - Site Photos



1.5

Existing Site Areas

Within the expanse of the site boundary, four opportunity areas have been identified. Each will have its own distinct character that is appropriate to the existing setting and scale.

-  Car Park
-  Active/Commercial Frontage Buildings
-  Informal Green Space
-  Sandy Shore
-  Dunes Edge
-  Playground



02

Overall Vision for the Park

- 2.1 The Concept Vision for Laytown Park
- 2.2 Design Objectives
- 2.3 Conceptual Design Structure/Strategy

2.1

Laytown Park

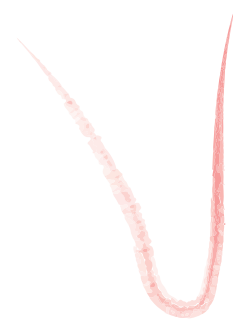
The Concept Vision for Laytown Park

Laytown is shaped by its natural assets and Laytown Park will utilise the geography of the area to create a functional space for the community. The diversity of habitats, from sea to the beach to the town, present a unique opportunity to connect the community to its surroundings.



The Concept Vision for Laytown Park

The vision for Laytown Park follows three key concepts. Firstly, the creation of an active space to be used by the community. By facilitating an active use in this under-utilised parcel of land, users will be empowered to live a more active lifestyle. By creating spaces in the park to be used for local activities a stronger sense of community will be fostered. Secondly, accessibility will be improved by linking the bridge, road and shore. New pedestrian and cycle routes will be implemented to allow for improved permeability. Lastly, the protection and enhancement of the natural environment is central to the vision.



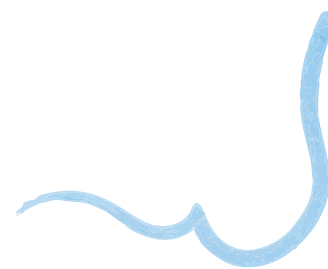
ANCHORING THE TOWN



Creating an Active Town Centre



ACTIVE



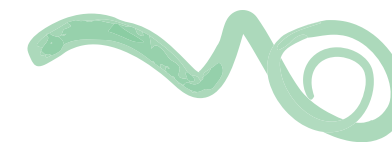
TIDING THE RIVER



Strengthening Movement Links Along Shore, Bridge and Road



LINKS



NURSING THE SEA



Fostering Ecology and Conserving Nature



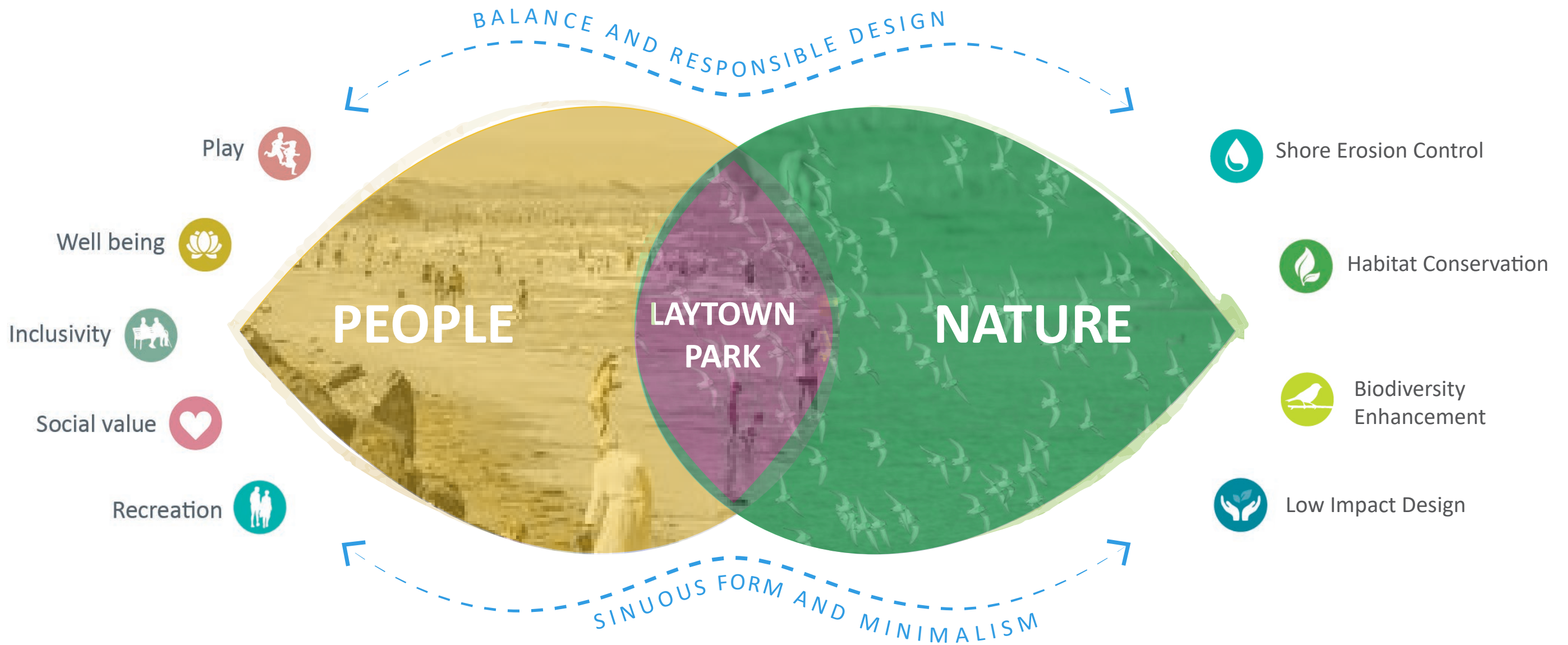
NATURE/
ECOLOGY

+

+

Design Objectives

The conceptual approach to the park layout seeks to reach a balance between people and nature. It provides core amenity and active areas whilst retaining a significant portion of the sites natural assets. Conservation and enhancement of valuable existing habitats are integral to the park's design objectives. The design objectives focus on minimal intervention and low impact design to ensure its sustainability and link to the coastal character of the setting.



Design Objectives

The design approach focuses on creating a new destination for local people and visitors. Additionally, it focuses on generating opportunities for all age groups to interact with the natural environment, its setting and the wider scale ecological assets.



01: Connection
 Creating a network of new links and connections between the town and the seashore that activate the area.

02: Safety
 Making the Park functional and safe by providing open space and panoramic views, as well as adequate signage and landscape furniture.

03: Play
 Offering a wide range of interactive and innovative play experiences catering for all age groups and abilities.

04: Activity and Wellbeing
 Making Laytown Park a destination for the town by offering a wide range of activities, spaces to relax, gathering with friends and families.

05: Education
 Promote education through supporting interaction and interpretation of the site and all components within it.

06: Ecology
 Protecting the natural habitat and environment of the sand dunes and enhancing biodiversity value of existing green spaces.



Conceptual Design Strategy

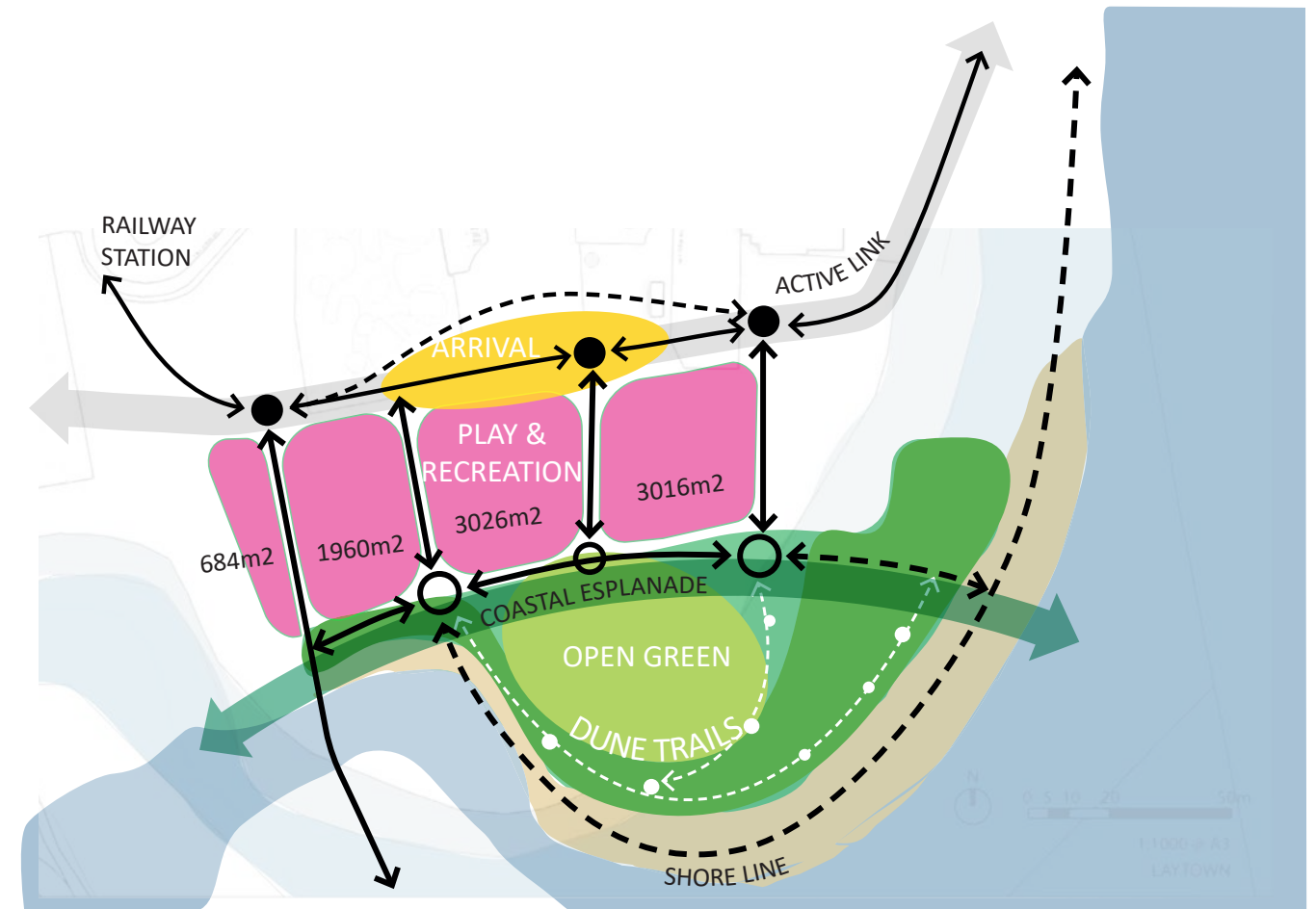
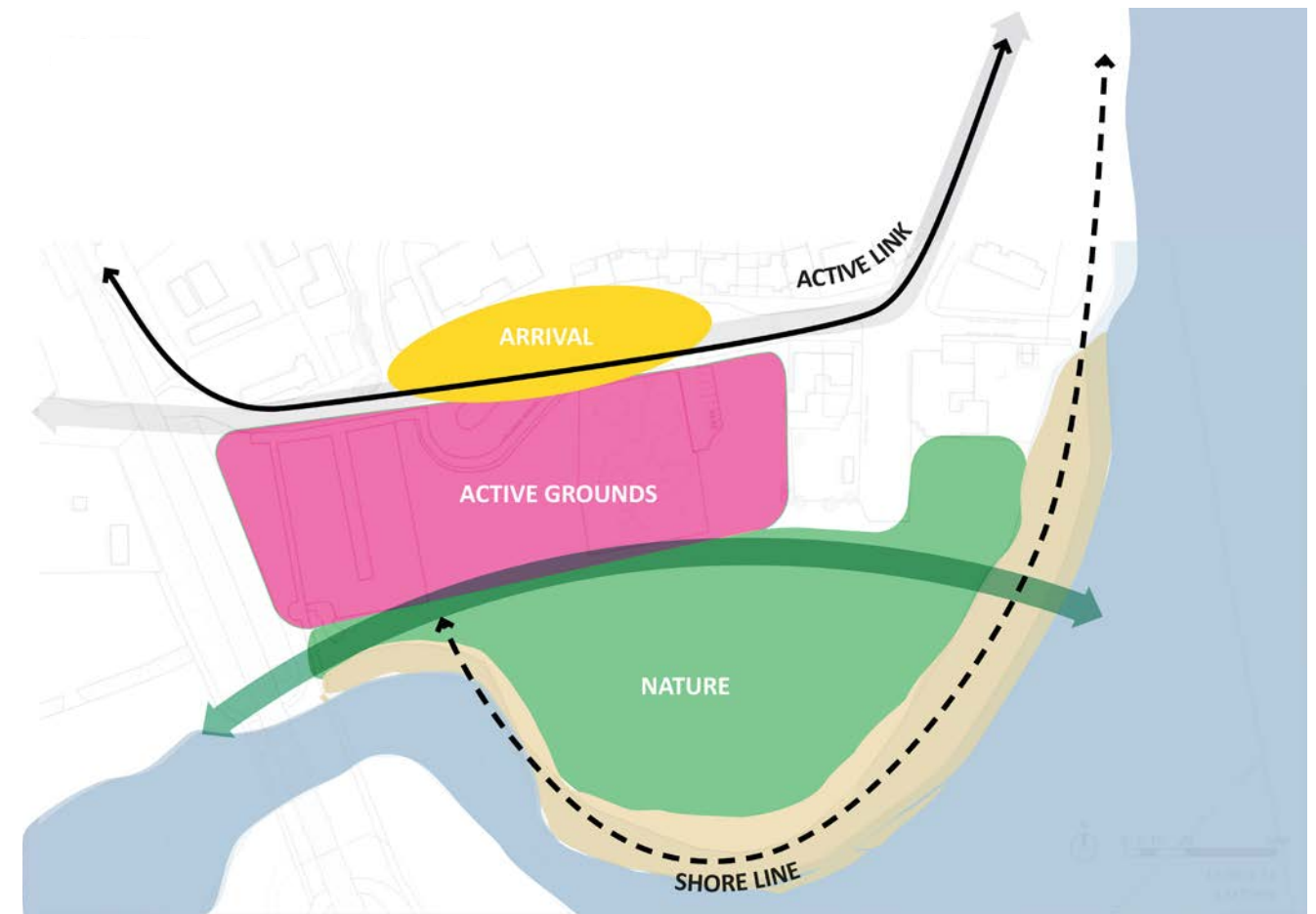
Following the design objectives the conceptual design structure is based on the following:

- Improving connections to and within the site.

Connections from the active link corridor along the main Shore Road to the shoreline corridor flow through the arrival zone, through the active zone across the park to the sea.

- Definition of three main zones (urban to semi-urban to natural), from the north to south of the park.

The active grounds zones identify where most park programming would fall, with low impact activities planned for the nature zone, and minimal design intervention that preserves the integrity of the natural habitat. Within the active grounds four distinct 'rooms' will be created with a variety of functions.



2.3

Conceptual Design Strategy

The design strategy follows the hierarchy of connections across the park that subdivide the site into character zones: urban (arrival spaces), semi-urban (active grounds) and natural. All of these are further subdivided into 'rooms' with a variety of activities.

By subdividing the areas into 'rooms', as below, the programme and phasing of delivery is highly flexible.

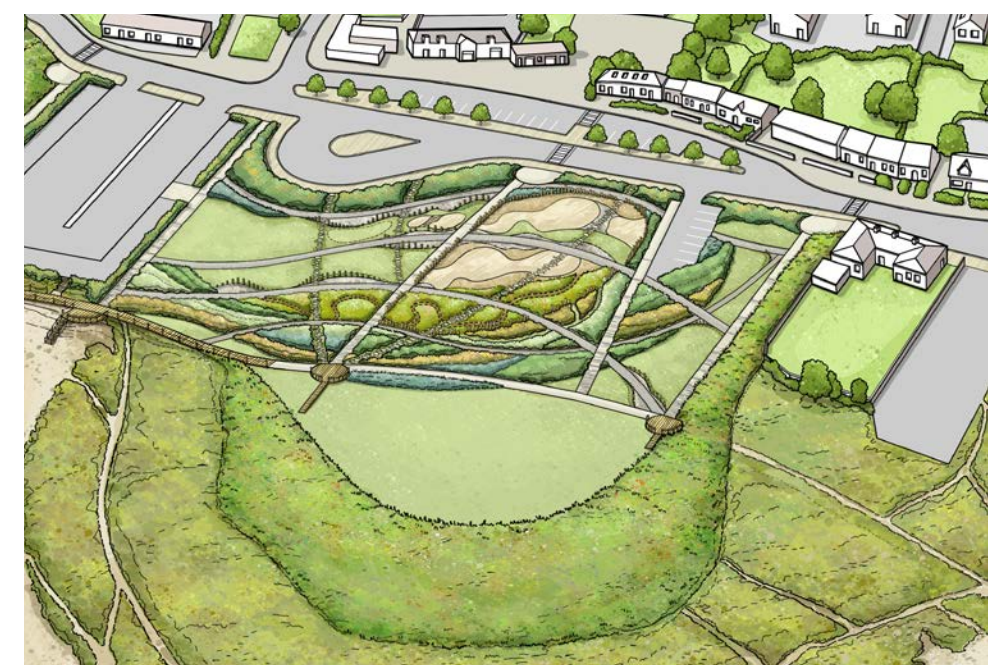
EXISTING



CONNECTIONS



ROOMS



03

The Design Details

- 3.1 Masterplan
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3.1

Laytown Park Masterplan

Key:

- ① Coast Road
- ② Proposed crossing
- ③ Existing carpark
- ④ Pedestrian main entrances to the Park
- ⑤ Existing Natural Sand Dune areas
- ⑥ Sea shore
- ⑦ River Nanny Estuary
- ⑧ Existing foot bridge
- ⑨ Existing path resurfaced
- ⑩ Key pedestrian routes to the shore
- ⑪ Promenade
- ⑫ Elevated promenade over dunes
- ⑬ Lookout and shelter
- ⑭ Secondary routes
- ⑮ Buffer Planting
- ⑯ Kickaround areas/Open Lawn
- ⑰ Play area
- ⑱ Meadow
- ⑲ Multi-use games area
- ⑳ Table Tennis Courts
- ㉑ Flexible Events Ground Space
- ㉒ Picnic Areas
- ㉓ The Central Garden
- ㉔ The Coastal Garden



3.1

Laytown Park

Masterplan - Artist's Impression of the Park

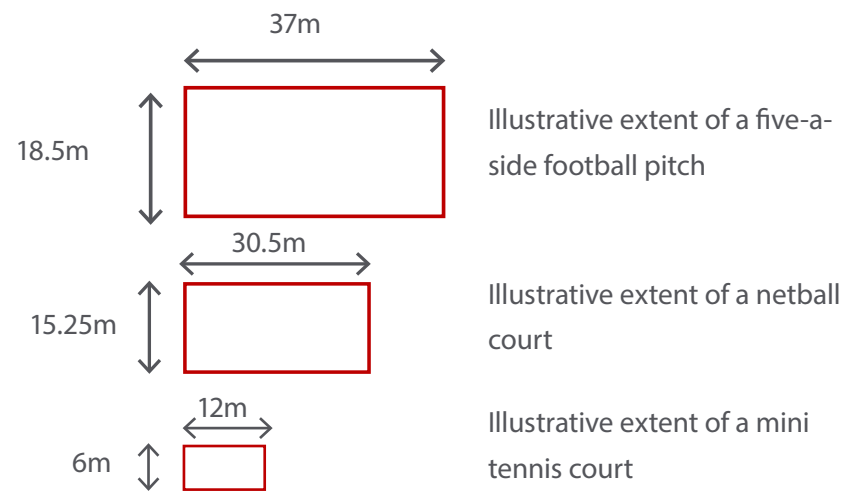


Uses & Character Area

The park will provide a wide variety of amenity and recreation areas, both passive and active for people to enjoy the outdoor space and natural setting of the park. There will be a series of character zones, with each sub divided into rooms.

Whist some areas have equipment for specific activities, others remain open for flexible use.

- Flexible Grounds/Event Space
900m²
- Play Space
1240m² approx.
- Open Green Fields
2006m²
- Multi-Use Active Areas
378m² approx.
- The Garden
756m² approx.



Uses & Character Area

The design of the park aims to create a series of legible, enjoyable and interconnecting spaces. The images below give examples of what could go into each character area.

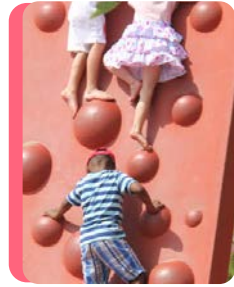
CHILDREN'S PLAY



NATURAL BOULDER PLAY



BOULDERING



ADVENTURE GROVE



SCULPTURE TRAIL



PUMP TRACK



OUTDOOR GYM



TABLE TENNIS



SOCIAL SEATING



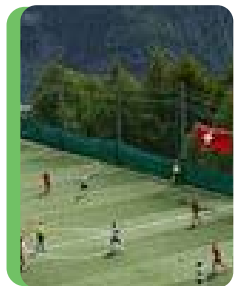
EVENT SPACES



PICNIC AREAS



FIVE-A-SIDE FOOTBALL



Uses & Character Area

The design character and use of materials of Laytown Park is inspired by coastal land and its elements that are evident across the shores of Laytown, Bettystown and beyond. Some of the elements from which materials are inspired include such as groynes, boardwalks, rocky shores, and bluffs. Materially, design furniture, paths, edges and surfacing materials connect thematically to these elements by focusing on sourcing timber, aggregate and grasses.



3.3

Play Areas

The play area is located to the north of the park, in close proximity to the carpark for ease of access.

The play area has been carefully designed to cater for all ages and will provide an inclusive environment. It will contain a range of facilities that will provide challenge, interest and a rich play experience to users, including table tennis equipment and a small climbing wall. The northern area of the park is viewed as an active hub where toddlers, children, young people, families and adults can interact and play.



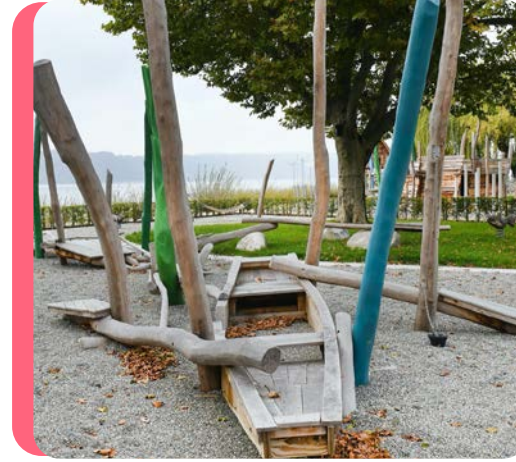
IMAGINATIVE PLAY



ACTIVE PLAY



COASTAL THEME



SENSORY PLAY



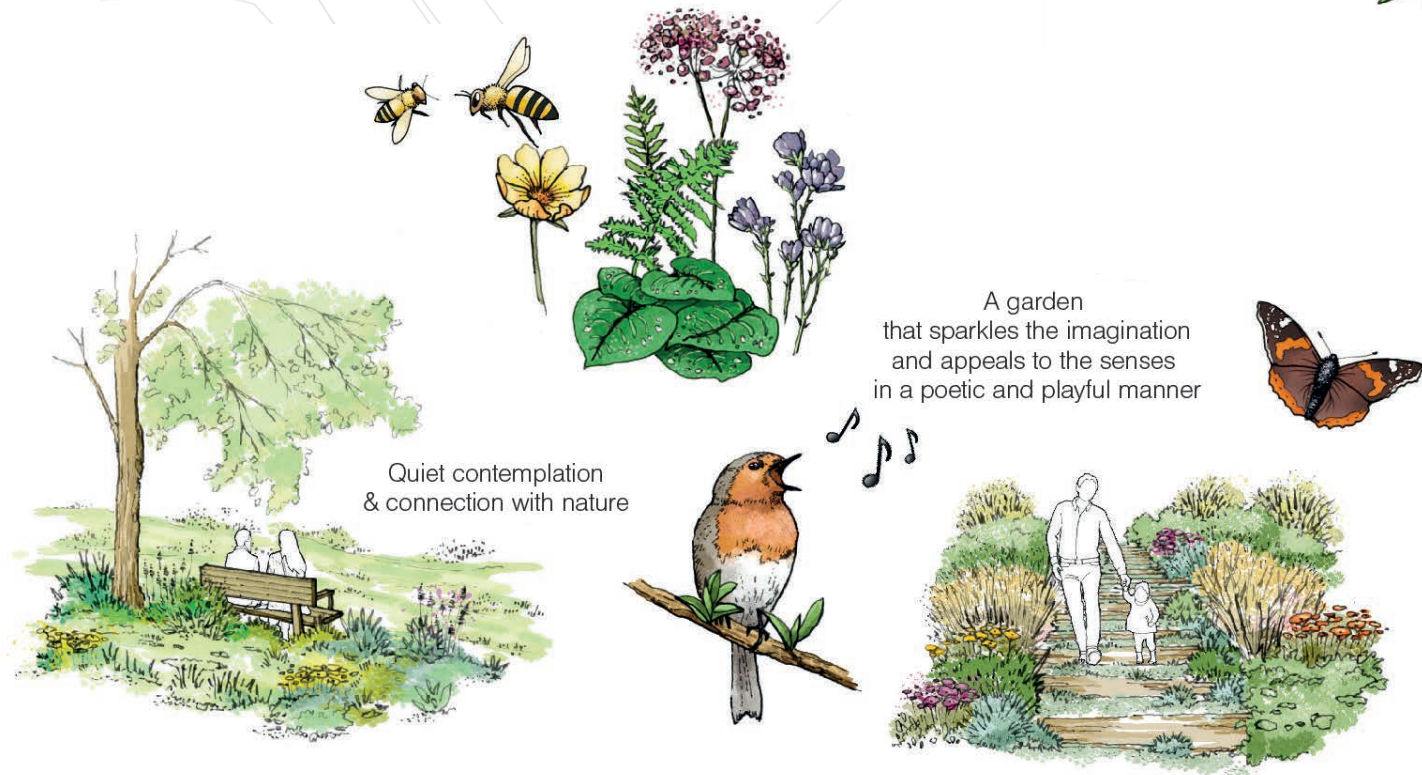
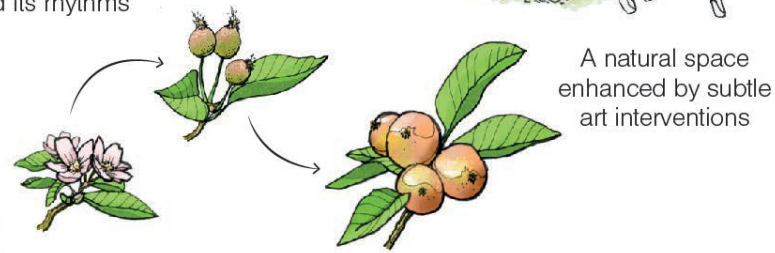
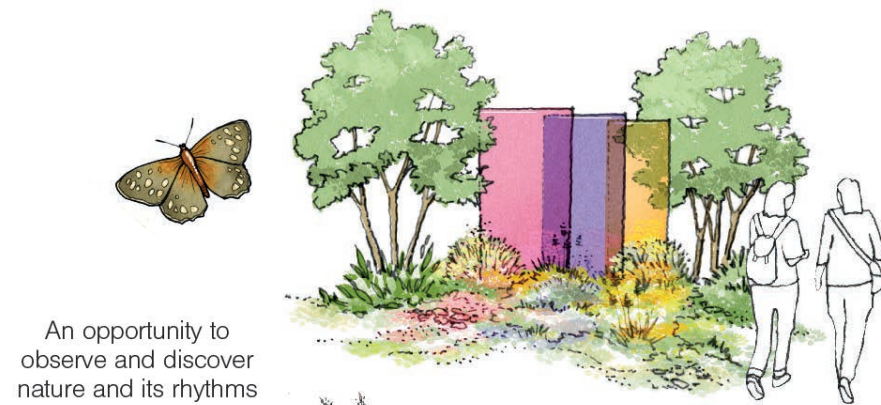
INCLUSIVE PLAY



3.4

The Garden

The garden is situated in-between the play area and the promenade, buffering the active zone from the quiet area of the dunes. The garden is defined by varied informal paths, and creates opportunities for enjoyment of nature along planting borders. There is scope to provide ecologically enhancing corridors and create educational experiences through interpretive signage boards and ecologically themed sculptures and art installations. Within these garden areas there is also the opportunity for fitness equipment which accompany the meandering paths.



FITNESS TRAIL

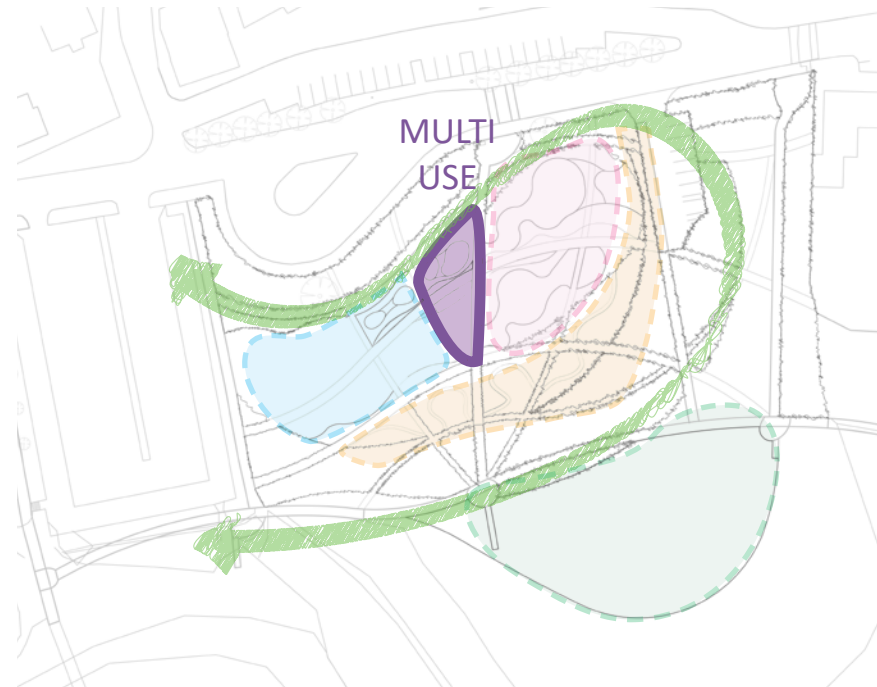


Additional Active Space

This additional active area is a space between the main event space and play space, designed for informal adult / teenage play and interactions.

The area will support table tennis, fitness trails and outdoor gym equipment.

Bespoke social seating is provided to ensure the space can be enjoyed by both those using and those spectating.



OUTDOOR GYM



TEENAGE PLAY / SOCIAL SEATING



TABLE TENNIS

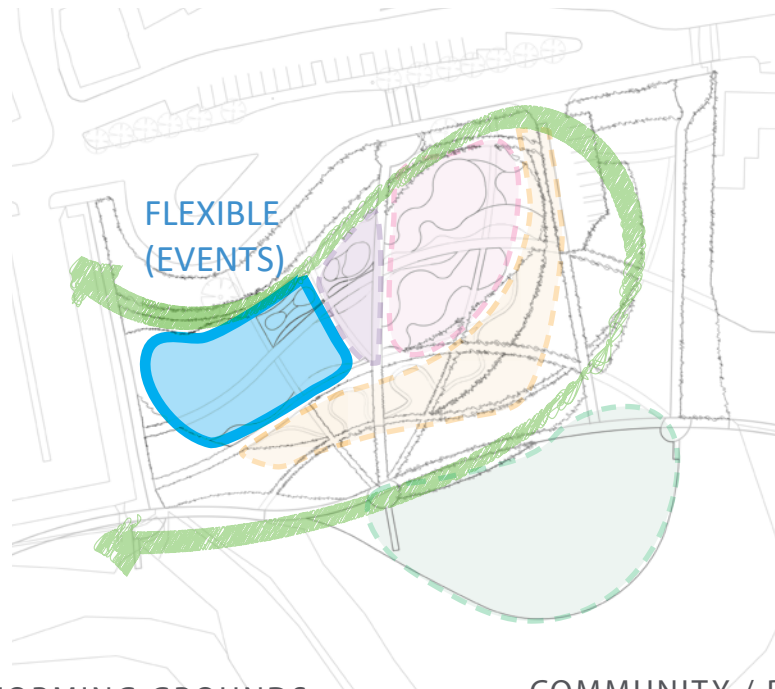


3.6

Flexible Ground/Event Spaces

Further in the northwest end of the park, flexible open grounds will provide opportunities for larger events, such as temporary open stage performances, markets and stalls. When not in use for festivals or markets, the space can continue to be used as picnic grounds and host community pop-ups or smaller scale performances or outdoor group gatherings.

This area is positioned next to the car park to ensure the space would be accessible. Given its active use it is situated as far as possible from the natural habitat areas to protect from light and noise disruption. This space is key to enabling a flexible programme of delivery and phasing. A dedicated vehicular access route will be provided into the space from the carpark.



PERFORMING GROUNDS

COMMUNITY / POP-UPS

MARKET STALLS/ KIOSKS

LEISURE

PICNIC GROUNDS



3.7

Open Green Fields

Situated in the southern area of the site, this open area would enable a variety of passive and low-impact activities. The open space would be meadow grass to accommodate for activities such as gatherings, informal play, flying kites, and football kick-around areas.



INFORMAL GATHERING



RELAXATION / LEISURE



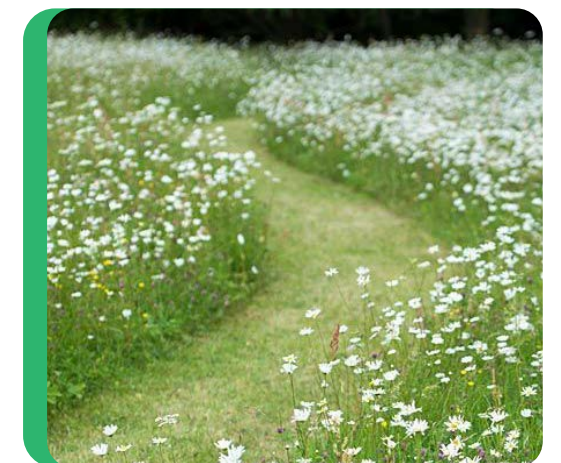
INFORMAL PLAY



FAMILY TIME










NATURE EXPERIENCE



Paths Strategy

There are 5 primary paths envisaged in the park which connect the town to the beach through the park. The paths are fully accessible and enable users to travel across the space with ease. The material strategy for main paths connecting the town edge to the esplanade and inter spatial areas is inspired by the natural process of weathering and coastal action.

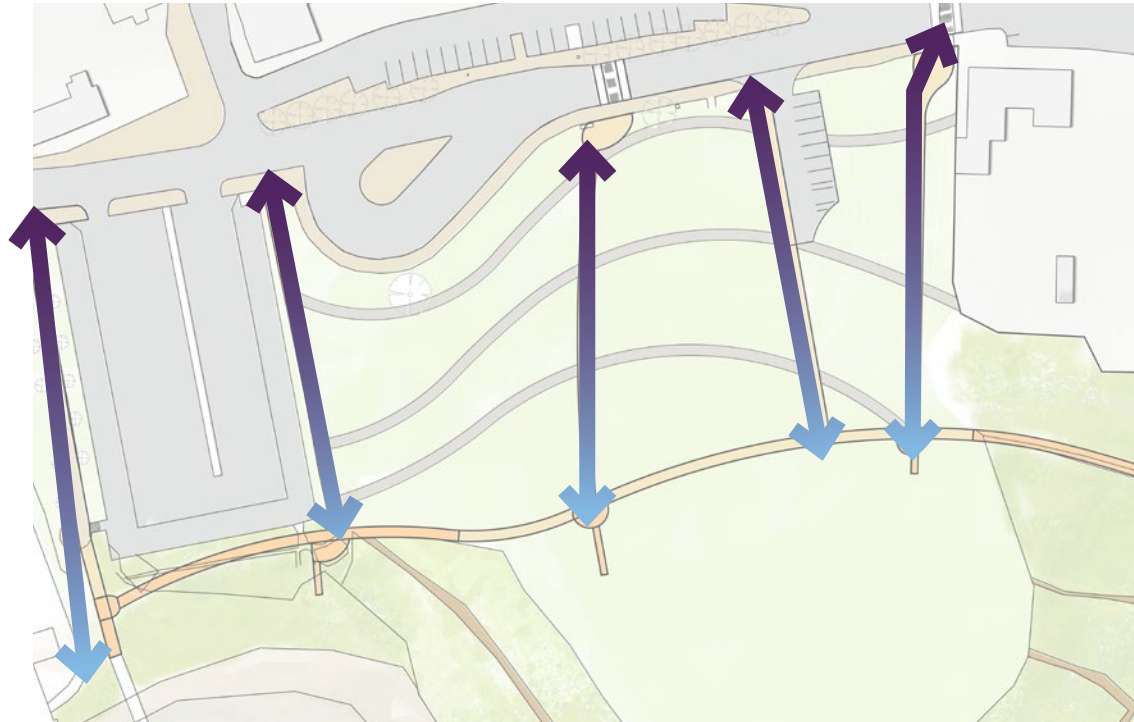
-  **1** Primary Main paths
A grid of new key routes and connection between the town and the seaside shore that provide structure to the landscape layout.
-  **2** Secondary paths
-  **3** Informal trails
Links between key routes that subdivide the space.
-  **4** Coastal Esplanade
-  **5** Existing Dune Trails
-  Key pedestrian entrances to the site
-  Proposed and existing pedestrian crossings



3.8

Paths Strategy and Materials - Main Paths

(P1) - IN-SITU CONCRETE WITH TIMBER INLAYS - The density of the timber inlays increases towards the shoreline, representing the transition from urban to rustic, eventually joining the timber coastal boardwalks.

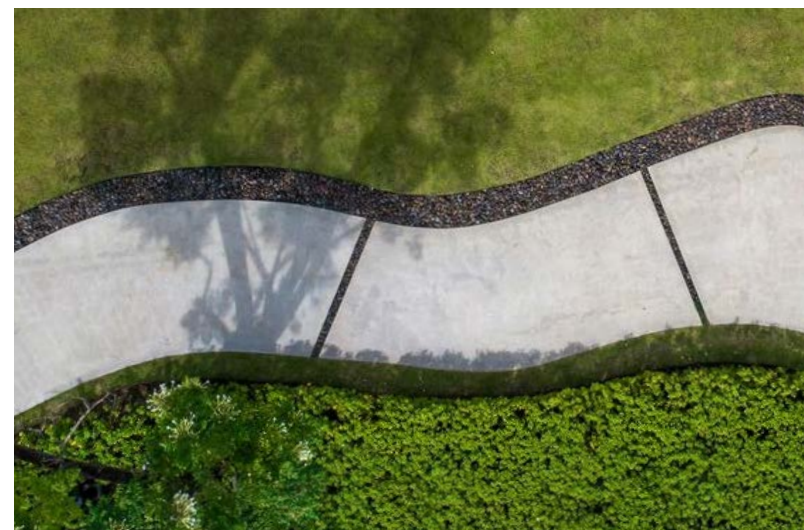


IN-SITU CONCRETE WITH TIMBER INLAYS

TIMBER SLATS



(P2) - EXPOSED AGGREGATE CONCRETE PATH - the concrete paths closer to the shoreline to gradually reveal more exposed aggregate.



LESS EXPOSED AGGREGATE

MORE EXPOSED AGGREGATE



3.8

Paths Strategy and Materials - Boardwalk

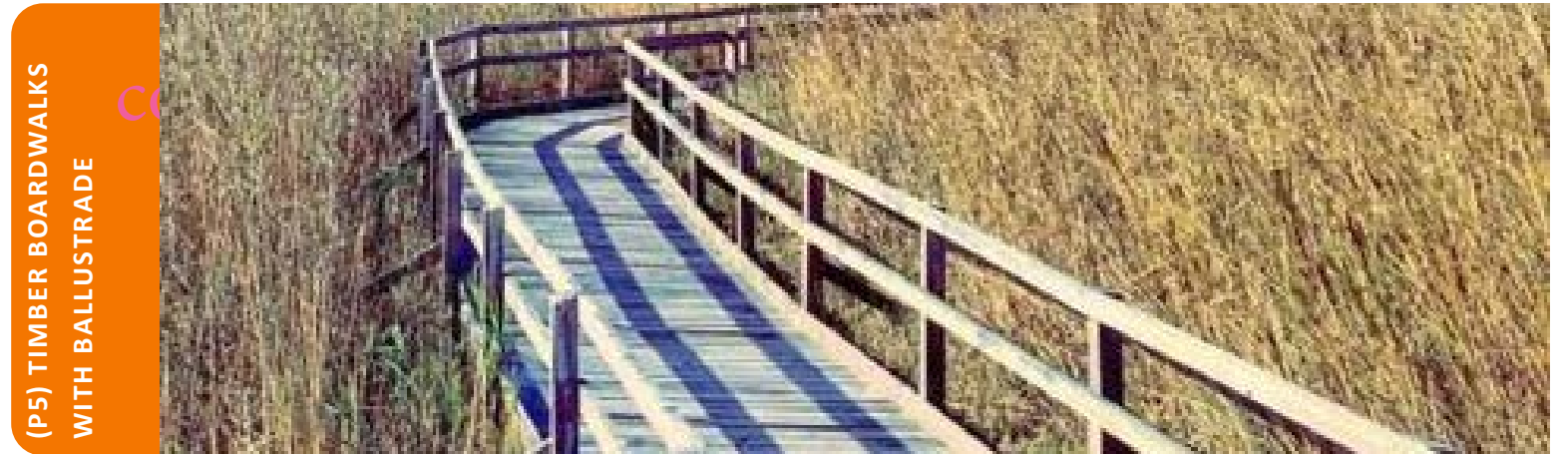
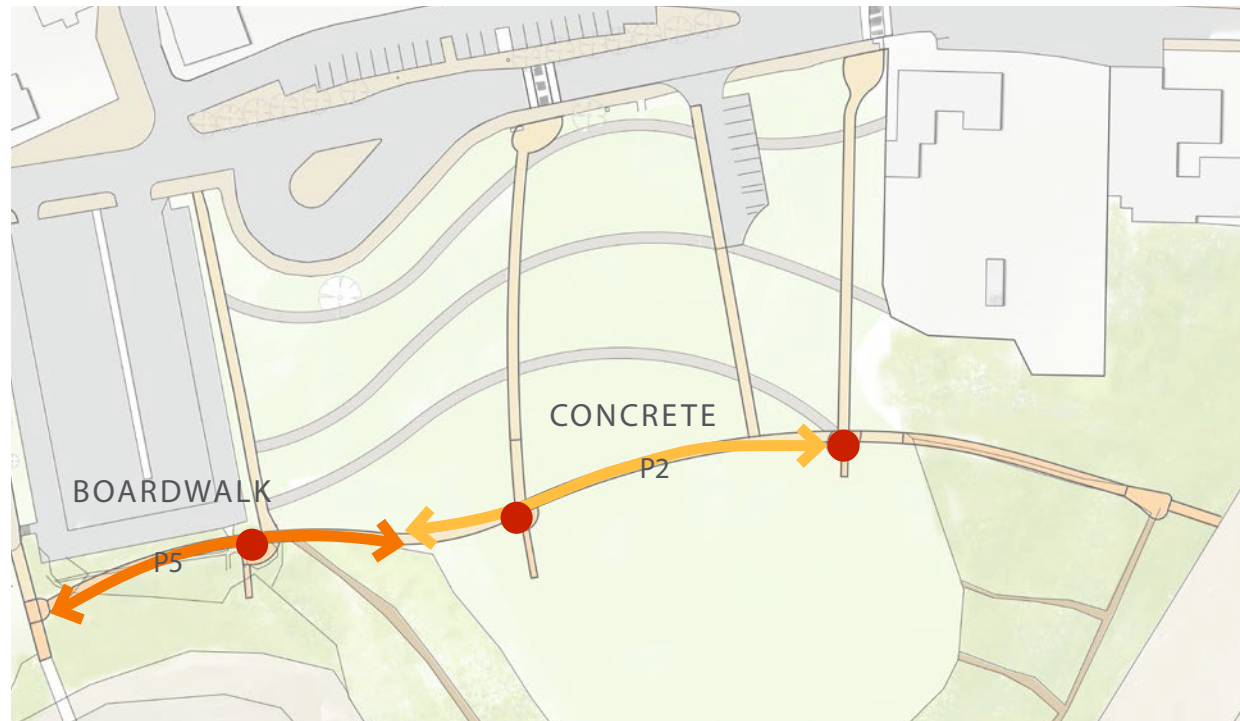
The scheme includes a new promenade which divides the park from the more natural areas, with elevated sections as necessary to allow continued access over the dunes. The central section would be a concrete path that follows the natural contours of the site, the boardwalks then continue the path, gently ramping to bridge over the natural sand dunes to prevent impact and erosion.



METAL AND TIMBER INTERPRETIVE BOARDS



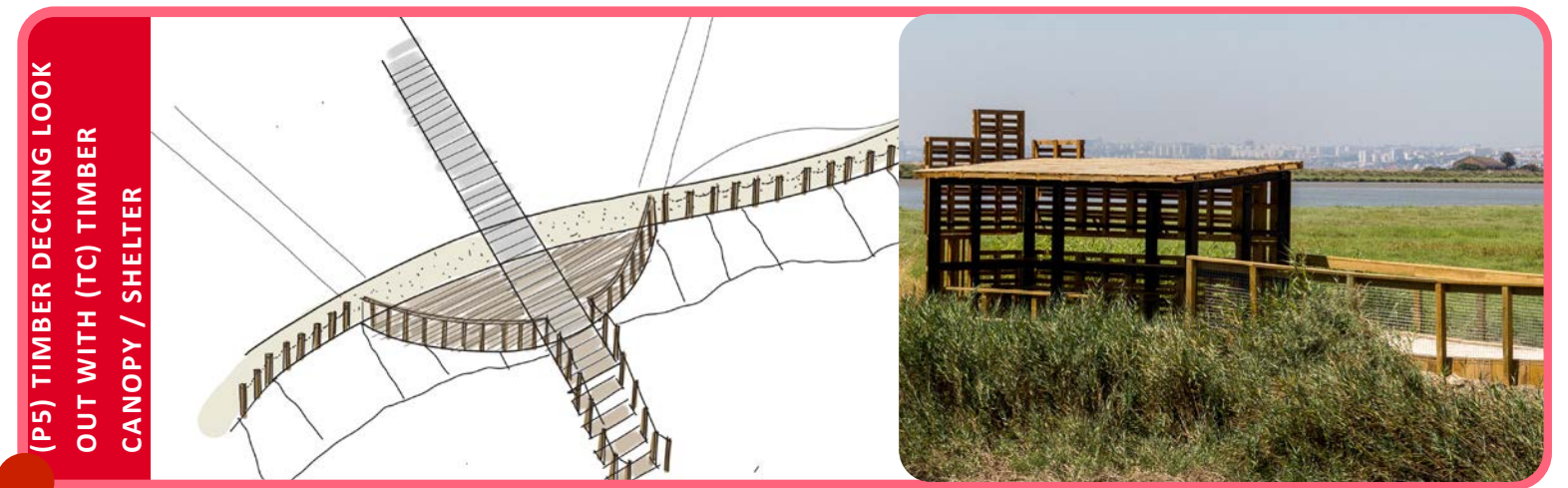
METAL AND TIMBER TIMBER BENCHES



(P5) TIMBER BOARDWALKS WITH BALLUSTRADE



(P2) EXPOSED AGGREGATE CONCRETE PATH WITH TIMBER POST AND ROPE RAIL



(P5) TIMBER DECKING LOOK OUT WITH (TC) TIMBER CANOPY / SHELTER

3.8

Paths Strategy and Materials - Secondary Paths

The path strategy aims to create a network of secondary links between key routes that subdivide the space. The material strategy for the paths subdividing the 'rooms' follows the inspiration of coastal action, taking on the form of paving slabs in high use areas, and staggered flagstone in garden areas.

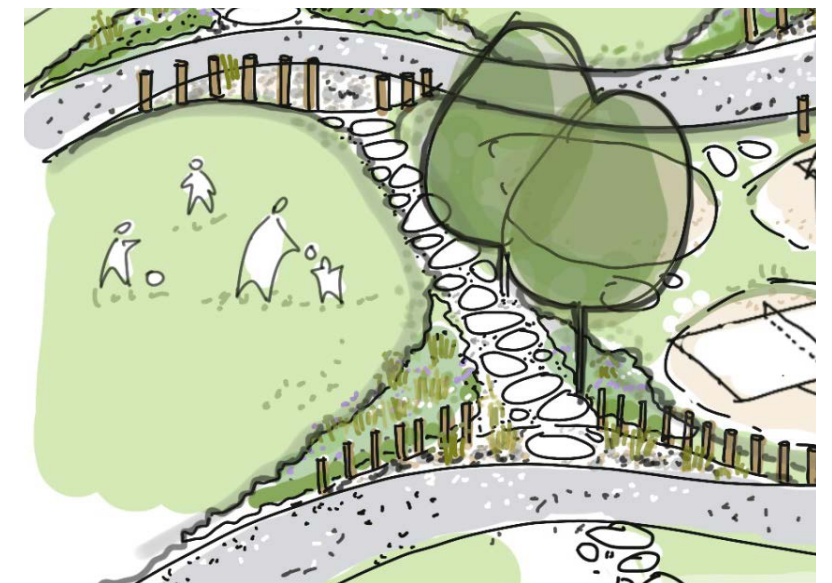
- (P3) NATURAL STEPPING STONES IN GRAVEL
- (P4) CAST IN-SITU CONCRETE SLABS



PAVING SLABS



STAGGERED FLAGSTONE



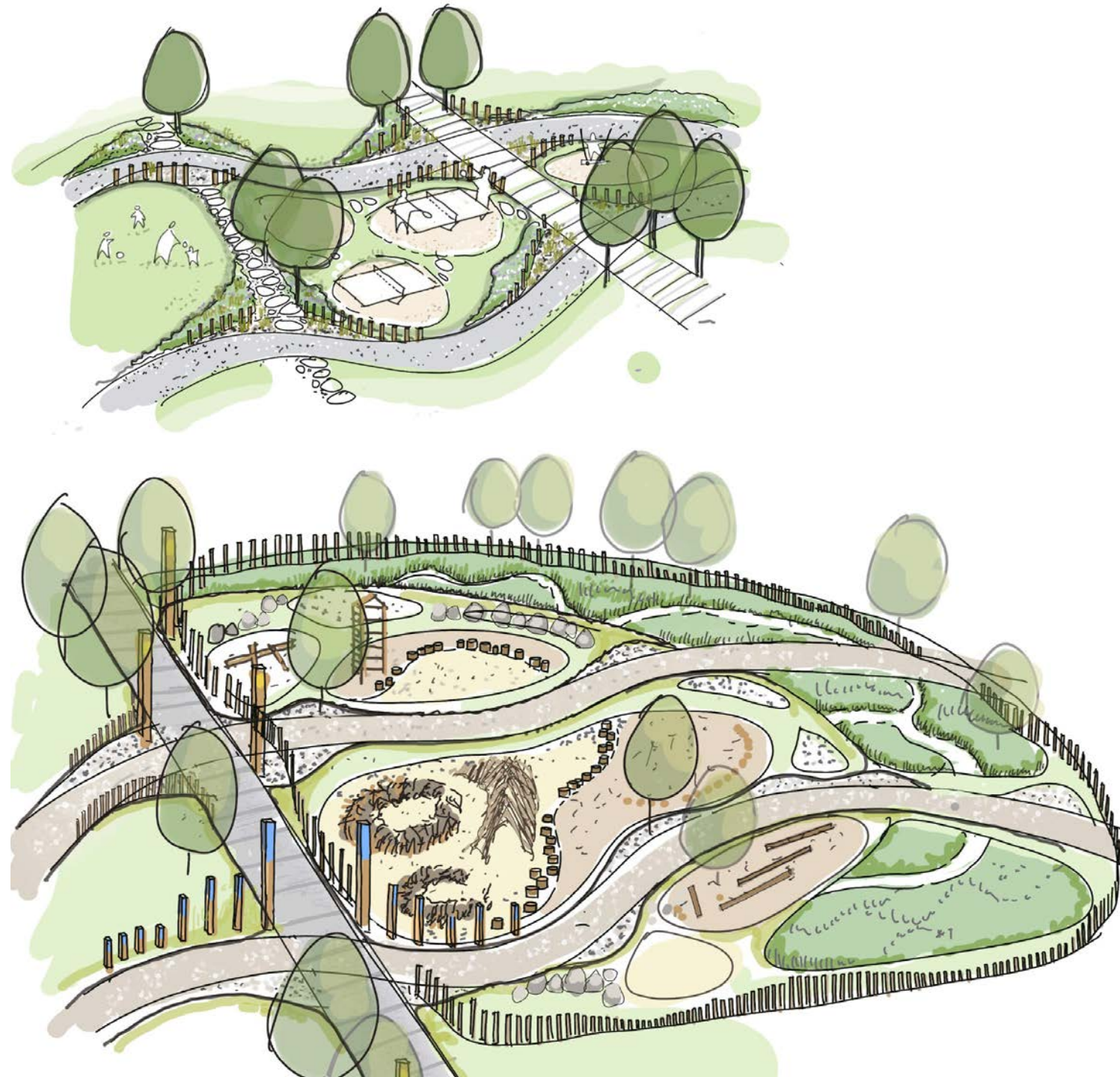
Edges Strategy and Materials

The subdivision of the landscape into 'rooms' allows a story to be told, as users travel from the northern urban edge of the space, moving down towards the coastal areas where materials grow increasingly natural and seamlessly blend into the coastal environment. This story can be told through both the path strategy and the edges used throughout the space.



Edges Strategy and Materials

The variety of surface finishes, edges and planting provide a secondary layer within the path structure. Timber elements and planting edges create a sense of enclosure to facilitate a range of activities within the landscape rooms. A variety of vertical timber structures will be utilised, that have both functional and aesthetic purposes, seamlessly defining spaces within and between 'rooms'.



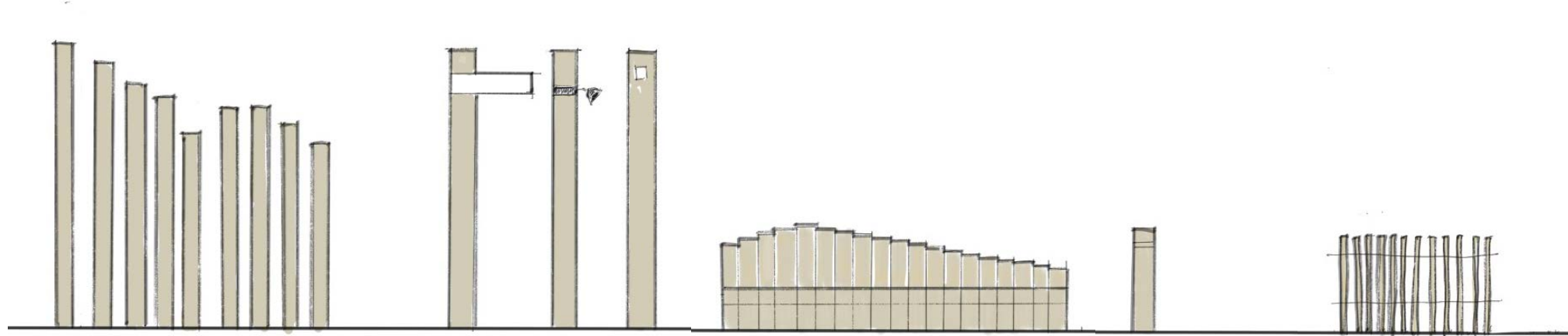
Furniture Strategy and Palette

The furniture strategy follows the same theme as the materials strategy, inspired by the existing natural environment. Most furniture elements feature timber in materiality, and supplement the uses across the park with improvements such as spatial legibility, spatial definition, safety, well-being, accessibility and comfort.

The strategy includes benches with armrests and backrests every 100m, for comfort and accessibility for all ages and bins and water fountains, for cleanliness and wellbeing. Legibility is improved through the use of wayfinding elements and signage along with fencing, gates and structures. Bollards are introduced where necessary for pedestrian comfort and control of vehicular access.



Furniture Strategy and Palette



STRUCTURES

- sculptural element
- unique character

WAYFINDING

- wayfinding : guiding from the street through the park to the
- with power supply, suitable for light fixing

SEATING

- feature seat element

BOLLARD

- less visually intrusive vehicular barrier ,option with power supply

FENCING

- referencing to the coastal element
- feature element that links timber elements
- plant protection

(TC) CANOPY / SHELTERS



(E3) STRUCTURES



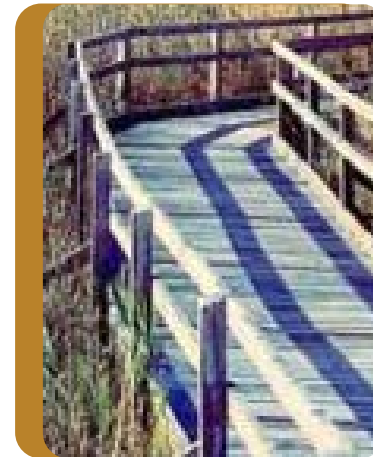
(E5) TIMBER POSTS AND ROPE FENCING



(E1) PLAYSPACE FENCE



(P5) BOARDWALK with BALLUSTRADE



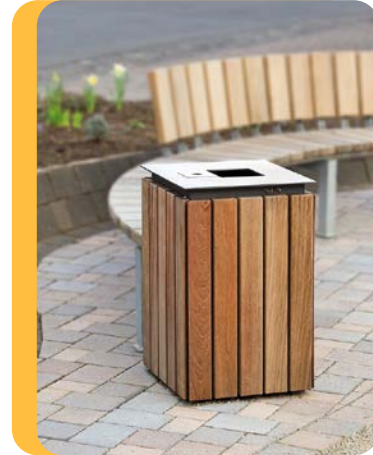
(W1) WATER FOUNTAINS



(PB) BOLLARDS with POWER SUPPLY



(BN) BINS



(B) TYPICAL BENCH



(E2) CHESTNUT PALING FENCE



(BS) BESPOKE SOCIAL SEATING



Art

Art is an integral part of the design strategy, providing an opportunity to create a unique identity for the park, tying together its history, heritage, community and vision for its future. The richness of this approach to the framework comes from its flexibility, art can come and go and move around the space. A variety of art components are proposed, including:

INSTALLATIONS & SCULPTURES



MONUMENT SCULPTURE



SPACE FOR ART ACTIVITIES/ WORKSHOPS



The above illustration shows indicative locations of where art installations, monuments, sculptures and temporary art spaces could occur.

Lighting and Power

The lighting strategy proposes that no further lighting is installed on site. However, it is proposed that power source provisions to allow for temporary lighting be installed, to supply the site when night-time events are planned in the open grounds and flexible/events space grounds. This will be achieved through a series of timber posts with power sockets attached to them. These posts could also be used for CCTV if deemed necessary.

The above-ground power bollards, each with variations of sockets offering combinations of 16 and 32 Amps, would support equipment for performance/ temporary event set-ups, markets, and stages.

A drinking fountain will be located in the centre of the park.

- 4M HIGH TIMBER POSTS WITH POWER
- TIMBER BOLLARDS WITH POWER
- WATER SUPPLY



Wayfinding and Signage

The wayfinding strategy for Laytown Park includes a family of signage forms.

Two forms or totems are proposed. The first which will have a park map to aid orientation and provide information about the park. These will be located on the main entrances from the town centre.

The second totem will have directional signage clearly marking routes and destination within the park and surrounding areas. The totems will be 4m high and where appropriate will be the same posts identified in section 3.12 for Lighting and Power.

The signage strategy also includes orientation and interpretation boards located predominantly along the coastal route and esplanade walk, acting as an educational feature, informing site visitors of the ecological value of the site and where local natural habitats can be observed.

- ① (S1) Totem with Park Orientation map - 4m high
- ② (S2) Totem with Directional Signage - 4m high timber post
- ③ (S3) Metal and Timber Interpretive Boards



Wayfinding and Signage

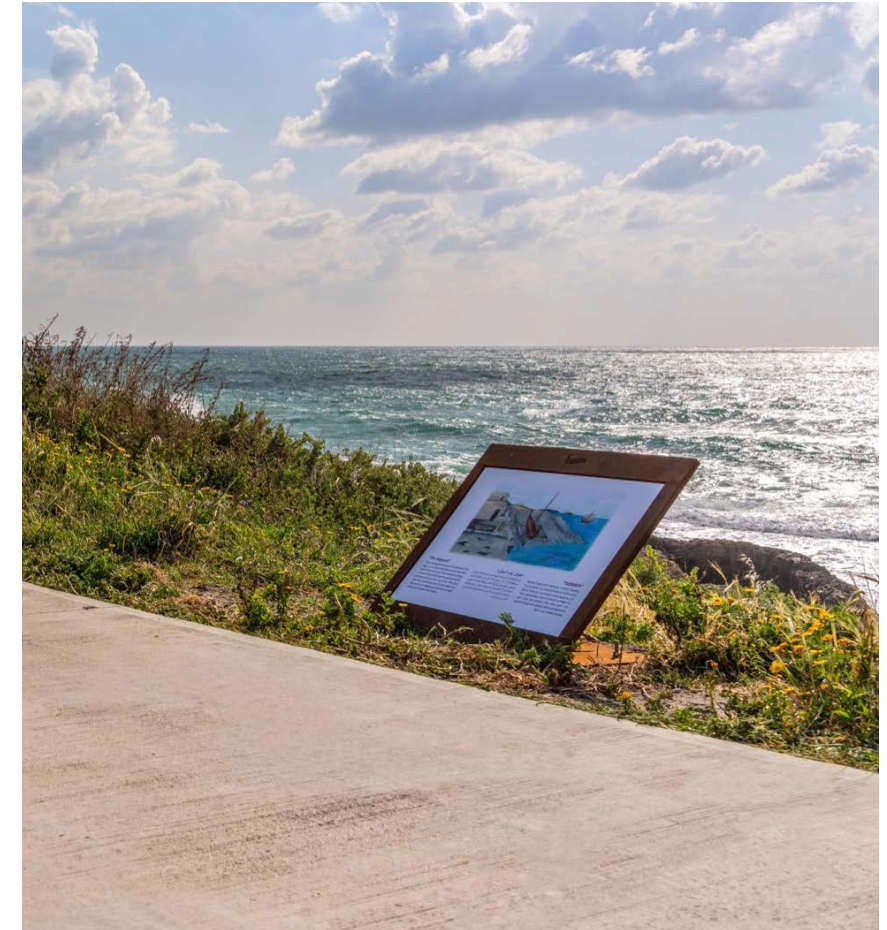
1



2



3









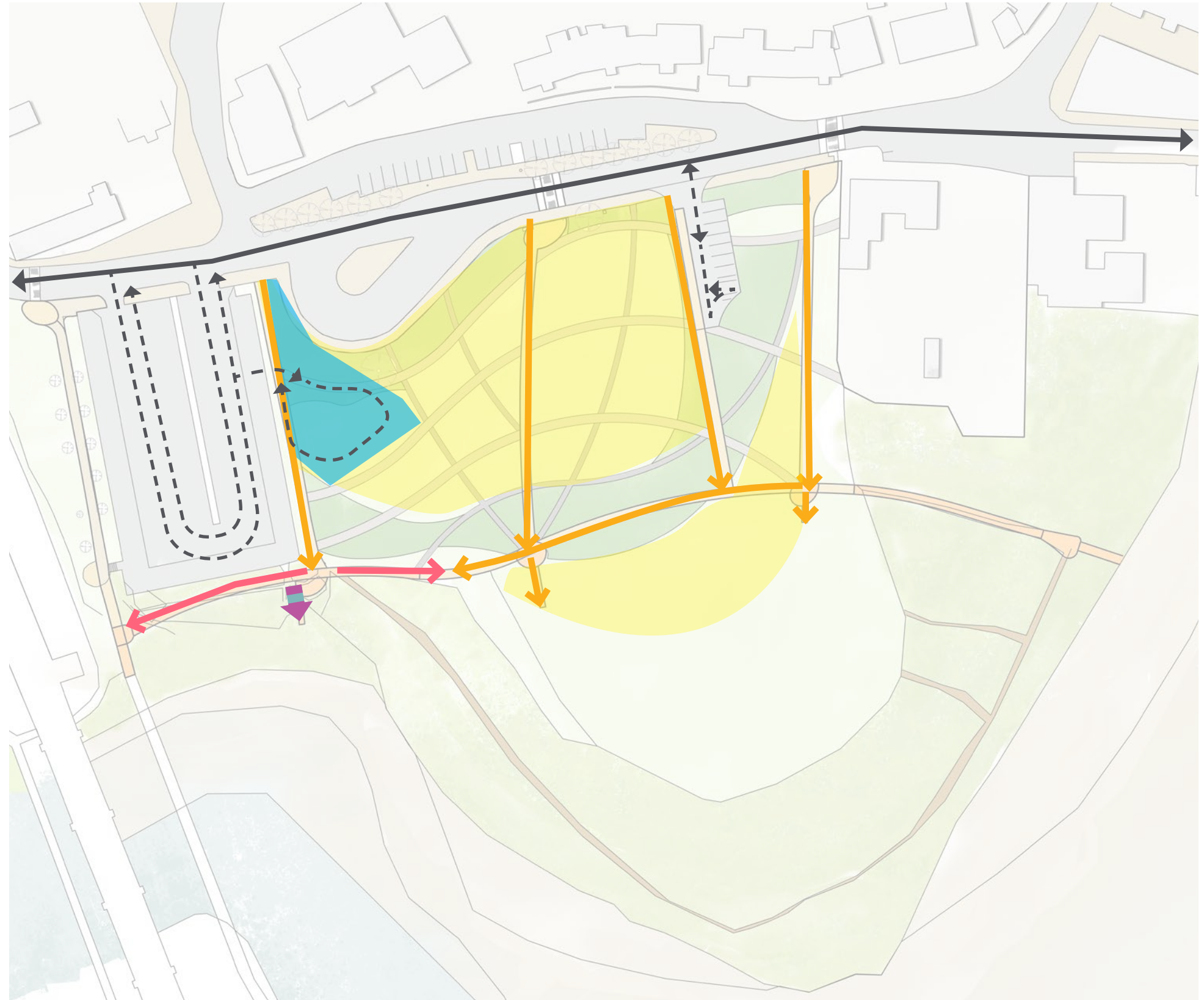
Levels and Access

The current levels across the Laytown Park site are proposed to be retained, minimising disturbance and ensuring an accessible site.

The east border of the western carpark is to be regraded levelling out the ridge along the elevated path following the perimeter of the carpark; this is to allow for vehicular access into the events space.

The central esplanade path continues along and across the dunes as elevated boardwalks that direct footfall away from this ecological valuable habitat and prevents from erosion.

-  Vehicular Access
-  Accessible Key Pedestrian Routes
-  Pedestrian Access - Gentle Ramp (up to 1:21)
-  Stepped Access to Shore
-  Area regraded to link to car park levels - to allow vehicle access onto the events area
-  Flat Accessible Area - as existing



Site Strategies

- Demolition & Waste

The intent of the proposal is to retain as much of existing site as possible and cause minimal disturbance. All suitable materials are to be reused on site. This will facilitate minor regrading and profiling of small mounds for play, shelter and habitat creation.

Where possible existing surface materials should be crushed and reused as a sub-base for new paths.

Any non usable materials that cannot be retained on site are to be removed and recycled off site.

- Construction Environmental Management Plans

This is to be developed and adopted by the contractor.

- Utilities & Services

These are to be installed as necessary for the provision of power, temporary lighting and CCTV. Additional ducts will be considered for futureproofing the different spaces and rooms within the design.

- Drainage & SUDS

It is proposed that no positive drainage is installed within the site. All surfaces should either be permeable or be installed with nominal falls to shed water to adjacent sustainable urban drainage systems.

- Parking

The two existing car parks are to be retained.

- Lighting

The existing lighting to the main commuter car park is to be retained. No new permanent lighting is proposed. Bollards and timber pillars with power supply, that can accommodate for temporary light installations etc , have been located at strategic points within the park.

04

Planting

- 4.1 Existing Vegetation
- 4.2 Proposed Enhancements
- 4.3 Planting Strategy
- 4.4 Undercanopy Palette
- 4.5 Long Grass Meadows Palette
- 4.6 Tree/Canopy Palette
- 4.7 Planting Seasonality

4.1

Existing Vegetation

The diagram below shows the different zones of existing vegetation.

EXISTING SITE AREAS	m ²
EXISTING SHORELINE SAND	9440
EXISTING SAND DUNES	8975
EXISTING CARPARK TOTAL AREAS	2740
EXISTING BUS LOOP	802
EXISTING PLAYGROUND AREA	1070
EXISTING OPEN GRASSLAND TOTAL AREAS	10560
EXISTING MEADOW AREAS	0
EXISTING BUFFER PLANTING AREAS	0
EXISTING GREEN MULTI-SURFACE AREAS	0
TOTAL SITE AREAS	33,587



4.2

Proposed Enhancements

The diagram below shows the new composition of the different zones of vegetation. The existing shoreline, sand dunes are untouched and the existing open grassland area is enhanced by introducing new planting and meadow grass, providing an overall net benefit to the site.



PROPOSED DESIGN AREAS	m ²
EXISTING SHORELINE SAND	9440
EXISTING SAND DUNES	8975
EXISTING CARPARK TOTAL AREAS	2740
EXISTING BUS LOOP	802
PROPOSED MULTI-SURFACE PLAY AREA	1500
PROPOSED MOWN GRASSLAND	3074
PROPOSED UNMOWN MEADOW GRASS	3547
PROPOSED BUFFER SHRUB + PERENNIAL PLANTING	2183
PROPOSED GREEN MULTI-SURFACE ACTIVITY SPACE	1326
	33,587

Planting Strategy

The planting proposal focuses on three key principles:

- Ecology - to preserve and enhance existing valuable habitats in and around the River Nanny estuary, promoting development of new habitats and biodiversity.
- Low maintenance - ensuring planting is low maintenance, drought resistant and climate adaptable.
- Sensory - planting will be an important part of the area and selection of species will promote an interaction that will help engage with nature through all senses.
- All species are to be suitable for exposed and coastal conditions, withstanding salt sprays and winds.



Ecology

+



Low maintenance

+



Sensory

The planting proposal identifies several planting zones:

- Road verge - creates a buffer zone from the street, allowing for a natural edge to the active area, creating safe and aesthetic barrier. Low maintenance shrub species used to create a dense hedgerow low in height to prevent visual barriers.
- Central gardens - ensuring all year round sensory planting that involves colour, sound, touch and smell.
- Pictorial Meadow - a strip of a long grass with ornamental species to add colour and interest around the play space.
- Coastal buffer - an area that separates more active zone from the dunes and natural habitat, creating a shelter from sea winds to the play space.
- Meadow - along the sea shore to include high percentage of native species and grasses to be left long apart from the area passive activities.

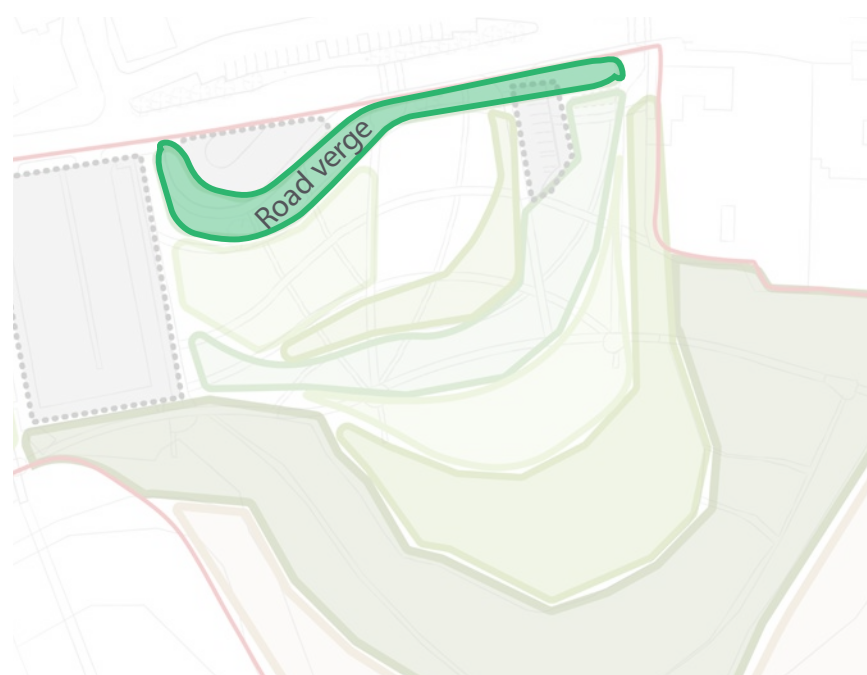


Undercanopy Palette

The road verge creates a buffer zone from the street, allowing for a natural edge to the active area, creating safe and aesthetic barrier.

By utilising a large percentage of shrub species, a dense but low hedgerow can be created, to provide a barrier but not obstruct visibility.

The selection is based on the key planting principles as previously described, where low maintenance is a key and therefore a large proportion of evergreen shrubs, perennials and grasses has been proposed, under-planted by a selection of bulbs.



Road buffer

SHRUBS



Pittosporum tenuifolium 'Golf Ball'



Pinus mugo



Elaeagnus 'Quicksilver'



Hypericum "Hidcote"



Rosa pimpinellifolia

GRASSES



Libertia formosa



Deschampsia cespitosa



Astelia 'Silver Spear'



Molinia caerulea



Stipa arundinacea



Sesleria autumnalis



Festuca rubra

HERBACEOUS



Malva sylvestris



Verbena bonariensis



Kniphofia 'Bees Sunset'



Artemisia schmidtiana



Galium verum

BULBS



Primula veris



Narcissus poetidus



Crocus tommasinianus



Tripolium pannonicum



Agapanthus 'Timaru'

Undercanopy Palette

The variety of species within the central gardens ensures all year round interest and sensory planting that involves colour, sound, touch and smell. The planting is situated within the gravel mulching and in-between boulders, creating an interesting overall experience.

Central gardens

SHRUBS



Pittosporum tenuifolium 'Golf Ball'



Rosa pimpinellifolia



Tamarix ramosissima 'Rosea'



Brachyglottis 'Sunshine'



Viburnum opulus 'Compacatum'

GRASSES



Libertia formosa



Deschampsia cespitosa



Triglochin maritima



Molinia caerulea



Stipa arundinacea

HERBACEOUS



Verbena bonariensis



Kniphofia 'Bees Sunset'



Armenia maritima



Galium verum



Silene uniflora



Campanula rotundifolia



Foeniculum vulgare



Artemisia schmidtiana

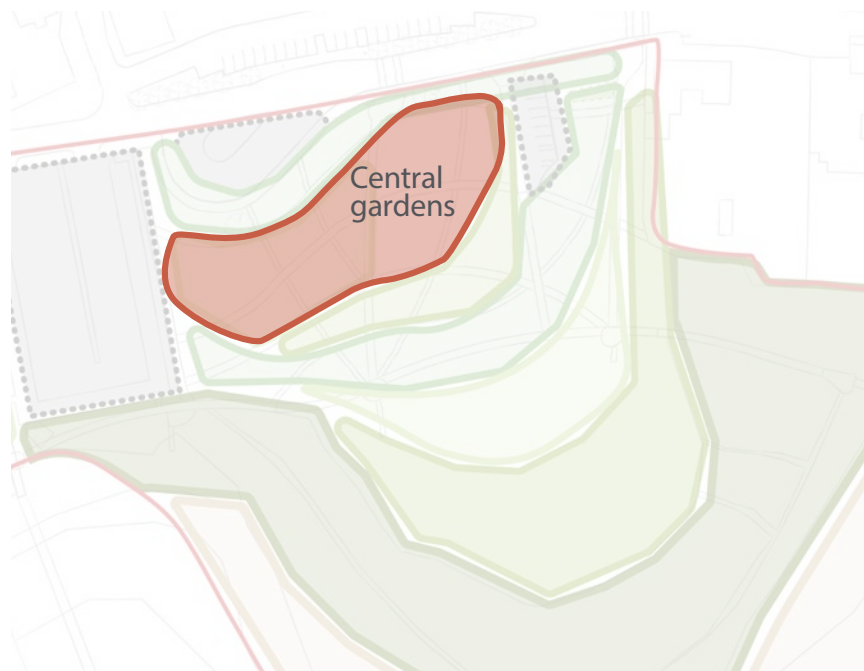
BULBS & underplanting



Primula veris



Primula vulgaris



Undercanopy Palette

The dunes create a buffer between the active zone, the sea shore and the dunes area; enclosing and sheltering the activity and playspace from the sea winds. It consists of repeating shrub species and limited perennials and grasses that can grow within gravel.

Coastal buffer

SHRUBS



Rosa pimpinellifolia



Elaeagnus 'Quicksilver'

GRASSES



Deschampsia cespitosa



Festuca rubra



Triglochin maritima



Ammophila arenaria

HERBACEOUS



Malva sylvestris



Armenia maritima



Silene uniflora



Campanula rotundifolia

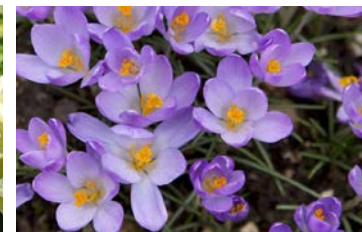
BULBS



Primula veris



Primula vulgaris



Crocus tommasinianus



Agapanthus 'Timaru'



Long Grass Meadows Palette

The proposals contain two types of meadows: a traditional wildflower meadow mix will be used inland around the playground area, with a seaside wildflower mix used closer to the shore, to better withstand the windy and salty conditions.

Traditional Irish Wildflower Meadow Mixture. This mixture contains a variety of wildflowers that are typical of many meadows that once grew in Ireland. It is a medium height mixture, for normal, dry to moist soil that is not overly acidic or alkaline. This mixture engenders memories of historic meadows that disappeared during the intensification of agriculture, and competes well with native fine grass species. The meadows must be cut once per year and all cutting raked up and removed, as with all meadows.

Species List: Traditional Irish Wildflower Meadow Mixture:

Birdsfoot Trefoil, Black Meddick, Cat's Ear, Purple Loosestrife, Ragged Robin, Red Clover, Corn Marigold, Corn Poppy, Corncockle, Cornflower, Cowslip, Devil's-bit Scabious, Kidney Vetch, Lady's Bedstraw, Lesser Knapweed, Meadow Buttercup, Meadowsweet, Ox-Eye Daisy, Ribwort Plantain, Rough Hawksbit, Selfheal, Smooth Hawksbit, Sorrel, Common Vetch, Wild Angelica, Wild Carrot, Yarrow, Yellow Agrimony, Fleabane and Yellow Rattle




Seaside Wildflora Mix to be used in exposed coastal situations this mixture may not require cutting. The Seaside mix will grow short in windy exposed sites or where rabbits occur, or it can be maintained as a low growing meadow. It is a colourful mixture containing a few species that will not grow inland. This

mixture attracts butterflies and insects. If used to feed migrant birds, cease cutting and allow the mixture to set seed in late summer. If this mixture is sown with annuals, or contains annuals, they will flower profusely in the first year, provided they are sown before June.

Species List: Seaside Wildflora (Mix):

Birdsfoot trefoil, Black Medick, Wild Chamomile, Corn Marigold, Corn Pansy, Corn Poppy, Corncockle*, Cornflower*, Cowslip, Devils Bit Scabious, Meadow Buttercup, Field Scabious, Foxglove, Hemp Agrimony*
Kidney Vetch, Lady's Bedstraw, Lesser Knapweed, Marjoram, Scentless Mayweed, Meadowsweet, Mulleinw, Ox-eye Daisy, Ribwort Plantain, Sea Mayweed, Selfheal, Sorrel, Thrift, Wild Angelica, Wild Carrot, Yellow Rattle*, Yarrow, Sea Campion, Hare's Foot Clover*, Sea Aster*, ,



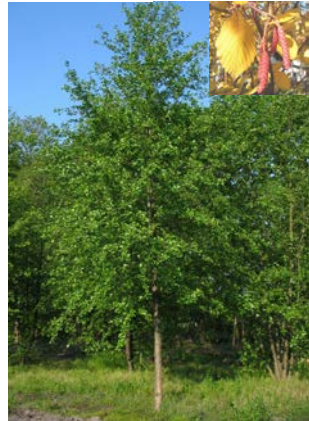
-  Traditional Irish Wildflower Meadow Mixture
-  Seaside Wildflora Mix - left long
-  Seaside Wildflora Mix - mown short



4.6

Laytown Park Trees

Screening



Alnus glutinosa - 18-20 cm girth; 4-5 m high; Extra heavy standard

Screening



Acer pseudoplatanus - 18-20 cm girth; (4-5 m high); Extra heavy standard

Exposed amenity



Pinus sylvestris - 16-18 cm girth; 4-4.5 m high;



Quercus ilex 16-18 cm girth; 4-4.5 m high; Half standard

Enclosed amenity



Crataegus prunifolia 16-18 cm girth; 4-4.5 m high; Half standard



Tamarix tetrandra 14-16 cm girth; 3-3.5 m high; Half standard



Sorbus aria 'Lutescens' 16-18 cm girth; 4-4.5 m high; Half standard



