

Killybegs Regeneration Strategy & Action Plan

For the Killybegs Regeneration Group and Donegal County Council
Stage 2 Report - February 2021

 Pasparakis
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In conjunction with:

Future Analytics

Sammon

Robert Davies Architects

This report has been prepared by Pasparakis Friel on behalf of the Killybegs Regeneration Group and Donegal County Council. It takes into account their particular instructions and requirements.

It is not intended for, and should not be relied on, by any third party
No responsibility is undertaken to any third party.

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Executive Summary

The Killybegs Regeneration Strategy and Action Plan was commissioned by the Killybegs Regeneration Group in conjunction with Donegal County Council. The project is funded by BIM FLAG and match funded by Donegal County Council. The study was led by Architects Pasparakis Friel with support from socio economic consultants Future Analytics, historic building consultants Robert Davies Architects, and cost consultants Sammon.

The purpose of the masterplan was to identify the key priorities and actions in supporting the sustainable regeneration of the town up to 2040 and beyond. The proposed masterplan is regeneration focused and considers key thematic areas: maritime heritage and infrastructure, natural and built heritage, community provision, tourism, conservation, regeneration sites, commercial/economic development opportunities, parking, access, and recreation.

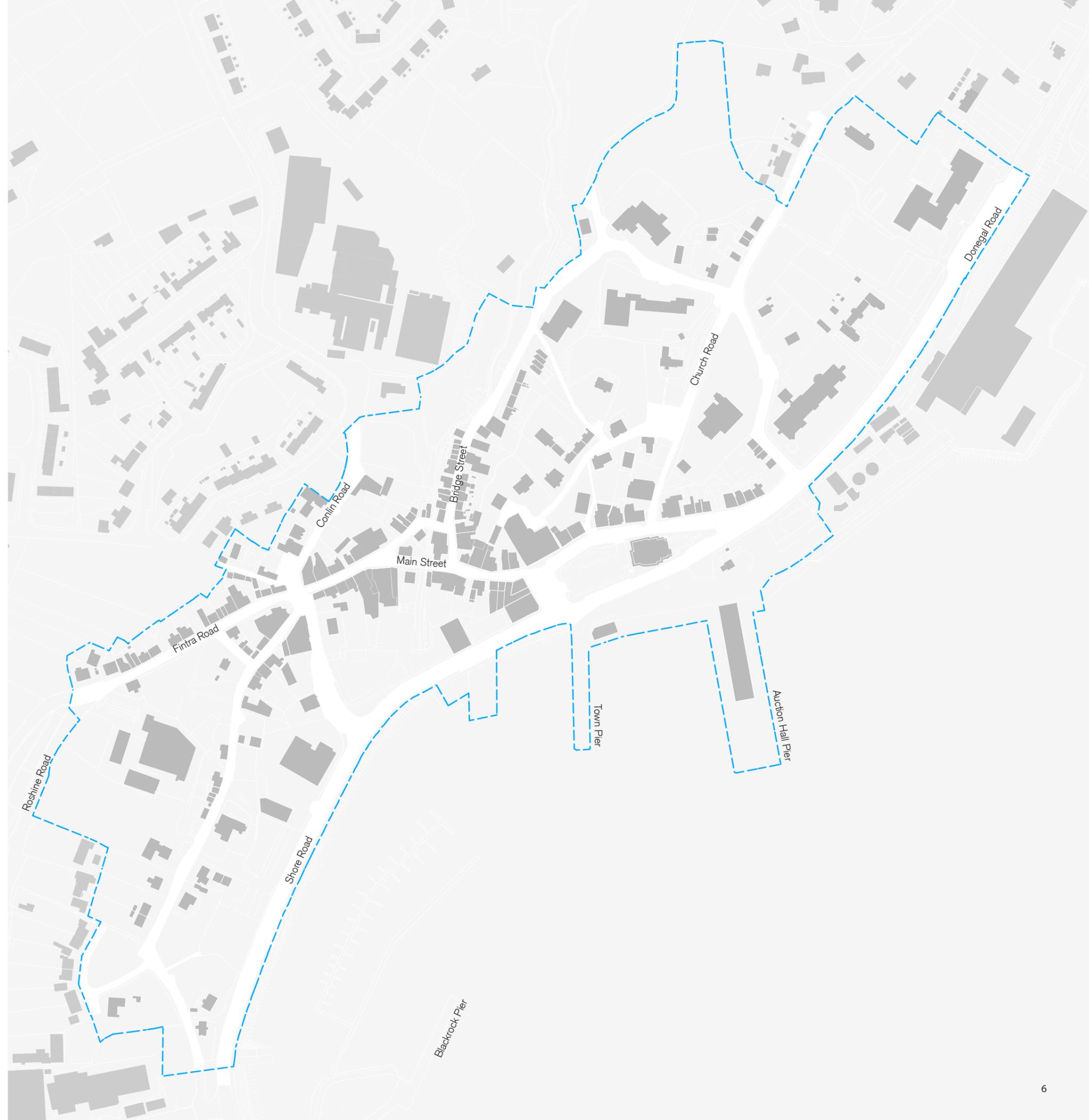
Following extensive research and needs based analysis Stage 1 of the project culminated in the identification and development of 42 projects which comprise an overall draft masterplan. The need for these projects was derived through consultation with the community, business owners and key stakeholders. These 42 projects are illustrated within the Stage 1 report. Consultation on the Stage 1 report led to a shortlist of projects to be developed in Stage 2.

This Stage 2 report constitutes the final Killybegs Regeneration Strategy and Action Plan and illustrates 11 key projects in further detail. These projects are costed. Potential funding avenues are identified. Preliminary timescales and an action plan for progressing the projects over the course of a 20 year period are outlined.

The following standalone reports should be read in conjunction with this Stage 2 report:

- Socio-economic Analysis Future Analytics. May 2020
- Heritage Report Robert Davies Architects & Historic Building Consultants. Feb 2021
- Stage 1 Report Pasparakis Friel. June 2020
- Order of Cost Sammon. October 2020

Simultaneously with the development of this study is the design and installation of historical interpretation and timeline panels along Shore Road. Developed in conjunction with the local History and Heritage group these installations are intended as a tangible means of engaging the community in the regeneration process from the outset.



1.0 Project Background

Background

Killybegs Regeneration Strategy and Action Plan was commissioned by the Killybegs Regeneration Group in conjunction with Donegal County Council. The study was led by Architects Pasparakis Friel with support from socio economic consultants Future Analytics, historic building consultants Robert Davies Architects, and cost consultants Sammon.

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Stage 1

The regeneration masterplan and action plan was developed over two stages. Stage 1 involved research and needs based analysis which were developed via the following processes:

1. Socio economic analysis (See standalone report)
2. History and heritage analysis (See standalone report)
3. Stakeholder interviews
4. Local businesses consultations
5. Public consultation through online survey
6. Field studies
7. Researched evidence base
8. Review of national and regional policies
9. Precedent analysis

From the above the team generated 'Key Findings'. These in turn facilitated the development of ten 'Project Regeneration Principles'. These regeneration principles transcend all interventions and ensured a coherent overarching thematic masterplan.

Stage 1 culminated in the identification and development of 42 projects which comprised the overall draft masterplan. These were presented to the client group. A public consultation of the emerging plan was held in Gallagher Gallery on main street in June 2020.

At the request of some private landowners certain projects have been removed from the plan completely. Others have been put on hold due to personal circumstances of the individuals whereby they were not in a position to discuss the plans at this stage. These have identified as such within the Stage 1 report.

Stage 2

Further consultation with private and public landowners was undertaken at the commencement of Stage 2. Following this, and a review of the Stage 1 client and public consultation feedback, 15 of the 42 Stage 1 projects were shortlisted. These 15 projects were developed in more detail during Stage 2. 5 of these 15 projects have been combined into one project resulting in there being 11 Stage 2 projects. These 11 projects are outlined in section 3.0 of this report.

The criteria by which projects were shortlisted was:

- A selection of projects across the five districts
- Projects that rated as highest priority through community/business consultation
- Lands in which landowners engaged proactively and were open to potential development on their sites.
- Projects that were deemed to create the greatest regeneration impact
- Projects that could be directly linked to potential funding avenues
- Projects which delivered the project aims
- A range of scale of projects
- Projects which contained flexibility to be phased or accommodate a variety of potential uses

2.0 Project Brief/Process

Key Findings

1. Town Centre Offering

The town centre lacks local retail or a range of offerings and experiences. Fundamental services are spread disparately throughout the town. This affects the social life of the street, employment opportunities, and the strength of the local economy.

2. Safety of Pedestrian Movement

Shore Road is a significant barrier between the town and the shorefront. Vehicular movement is prioritised over pedestrian movement throughout the town. Traffic calming and pedestrian cross connectivity is required.

3. Transportation

Vehicular transportation is currently prioritised over pedestrian movement. A sizeable proportion of people choose to walk to work, school or college in Killybegs, 23.8% of people walk. 1.3% cycle. Both the walking and cycling figures are higher than the average at county level, which are 8% and 0.5% respectively. This is perhaps an indication of the potential for further increases in the proportion of sustainable transport users in Killybegs.

4. Heritage and Town Character

The town retains a rich historic town core and streetscape. It is undervalued as an amenity place and at risk through dereliction and modification. Buildings on the National Inventory of Architectural Heritage (NIAH) register should be publicly identifiable, protected, and celebrated. New buildings or interventions should be complimentary to existing buildings in their massing, materiality and quality of design.

5. Tourism offering

Killybegs hosts many of the fundamental ingredients of a destination place in itself; coastline, heritage, cuisine, and water based activities. These existing offerings need to be nurtured and knitted into a more considered, extensive, and tourism focused offering.

6. Enterprise/Entrepreneurship

Killybegs exudes an air of enterprise, innovation and entrepreneurship. Fishing and Marine related services remain core employment opportunities in the town, however a blended economy which combines blue and green industries and tourism is key to its continued success and future resilience. Complimentary and mutually beneficial business types and opportunities should be identified. Diversity in employment was mentioned 63 times in the online survey.

7. Public Amenity Spaces

The town lacks substantial green space and a town park. The ability to enjoy the waterfront is limited. The development of a promenade is a fundamental requirement in creating a unique amenity space and transforming the visual character of the town. Streets and spaces merge into one another. The town lacks civic centres and spaces for social exchange. This is especially important for vulnerable groups, particularly the elderly. The lack of green space and desire for a boardwalk was raised 50 times in the online survey.

8. Character

Killybegs retains a unique character as a fishing port. The ability for the public and visitors to access the working harbour and get up close to the boats is a unique activity in this age of stringent health and safety. The change in the nature of fish catching and processing has however resulted in some of the character of old been lost. Glimpses of the 'intriguing catch' and fish markets are few. Aligned with its accolade as the premier fishing town in Ireland it should be regarded as offering the freshest seafood and most innovative fish cuisine in Ireland. A sense of the 'magical qualities of fish' should transcend the experience of a visit to the town. Killybeg's more recent engineering and manufacturing industry excellence should also become more apparent to those visiting.

9. Vacancy and Dereliction

Over 30 sites/buildings have been identified as vacant or derelict. This impacts significantly on the impression of the town centre. Many of these are of heritage value.

10. Facilities for All

The town lacks a library, a cinema, public art, heritage interpretation or spaces for cultural events. Lack of suitable sports facilities was raised 96 times in the public survey; specifically a swimming pool. The ability to swim is a fundamental life safety requirement for the people of a seafaring coastal town. A swimming pool is a necessity, it was raised 47 times in the public survey. Facilities and public realm should be age-friendly, the 2016 census identifies Killybegs as having a significant elderly population (22.4% over 65).

2.0 Project Brief/Process

Principles of Regeneration

1. Revitalise Town Centre

Identify missing retail and social services on Main Street and Bridge Street. Encourage compact growth principles which centralise a variety of offerings and services along Main Street/Bridge Street/Cunninghams Junction. Bring together the businesses under one banner and a collective marketing campaign. Encourage alternative experience offerings such as hairdressers, barbers, nailbars, etc.

2. Facilitate Pedestrians and Cyclists

Review desire lines. Join the dots between these with pedestrian and cycleways. Reduce vehicle movements by creating a safer, more walkable, and connected town centre.

3. Rationalise Vehicle Movements

Reduce need for vehicle movements where possible. Rationalise car parking in town centre by creating appropriately located car parks which are well connected to main street. Rationalise on street parking to provide greatest efficiency, reduce congestion and allow safe pedestrian movement. Reduce extent of heavy goods vehicle movements in town centre through improvements in infrastructure, i.e. raw water main project and town centre bypass.

4. Become a Heritage Town

Take every opportunity to revitalise existing structures. Utilise art, sculpture, architecture and urban realm interventions to communicate and promote the town's industrial and fishing heritage. Prioritise the preservation and revitalisation of existing and vacant buildings over new buildings to promote a sense of heritage and avoid the further degradation of buildings and an increase in 'waste capital'.

5. Be a Tourist Destination

Build upon existing strengths and identify gaps in the offering in order to establish Killybegs as a destination in its own right whilst also maximising opportunity associated with over 160,000 visitors en route to Sliabh Liag.

6. Community & Industry Symbiosis

Establish principles of how community led initiatives can support industry and vice versa. Embrace the fishing and marine industry into the plan. Utilise new interventions as a means of celebrating its past and promoting its current offerings. Identify opportunities for complimentary industries. Work to improve the efficiency and quality of industrial activities in support of improving the quality of the town centre experience.

7. Build a Network of Green Spaces

Take every opportunity to add trees and green space. Provide multifunctional and playable space beyond the playground so that this can enable everyday freedoms and create a public realm for all ages to enjoy together. Reestablish historical links. Establish new links between town, shorefront and amenity spaces

8. Demand Architectural Excellence

Good design and Architecture play a vital role in tourism. Become synonymous with good design and a destination for architectural tourism. Ensure all existing buildings are promoted, i.e. Liam Mc Cormick Auction Hall. Demand that all new buildings and urban realm interventions are by RIAI registered architects only.

9. Improve Land Utilisation

Reuse rather than build anew. Demand better utilisation of town centre land. Support and encourage infill developments. Encourage high quality, high density, town centre development as a means of creating a vibrant and walkable town centre and to reduce suburban sprawl.

10. Promote Citizen-Led Regeneration

Consider how the interventions and propositions of the plan can promote and realise a sense of health, well-being and happiness amongst the town's residents and those that visit the town. Make the community, local businesses and industry central to the development of the plan and the decision making process. Create a vision that everyone can understand and support.

3.0 Concept Designs

Masterplan Overview

The plan is a holistic vision derived from the evidence base, research and consultation. Each of the proposals are interrelated but not interdependent. The success of the vision is not reliant on the realisation of all projects, however it is strengthened with each project that is realised.

For the purposes of clarity and legibility the plan is divided into five districts as outlined on the adjacent diagram.

Fundamental to connecting the town centre to the waterfront is a reimagining of Shore Road. The road currently functions as a critical component of Harbour operations and narrowing of it is not feasible at this stage. Realising the long term aspiration of a bypass to the north of the town would facilitate a significant change in character of the town centre.

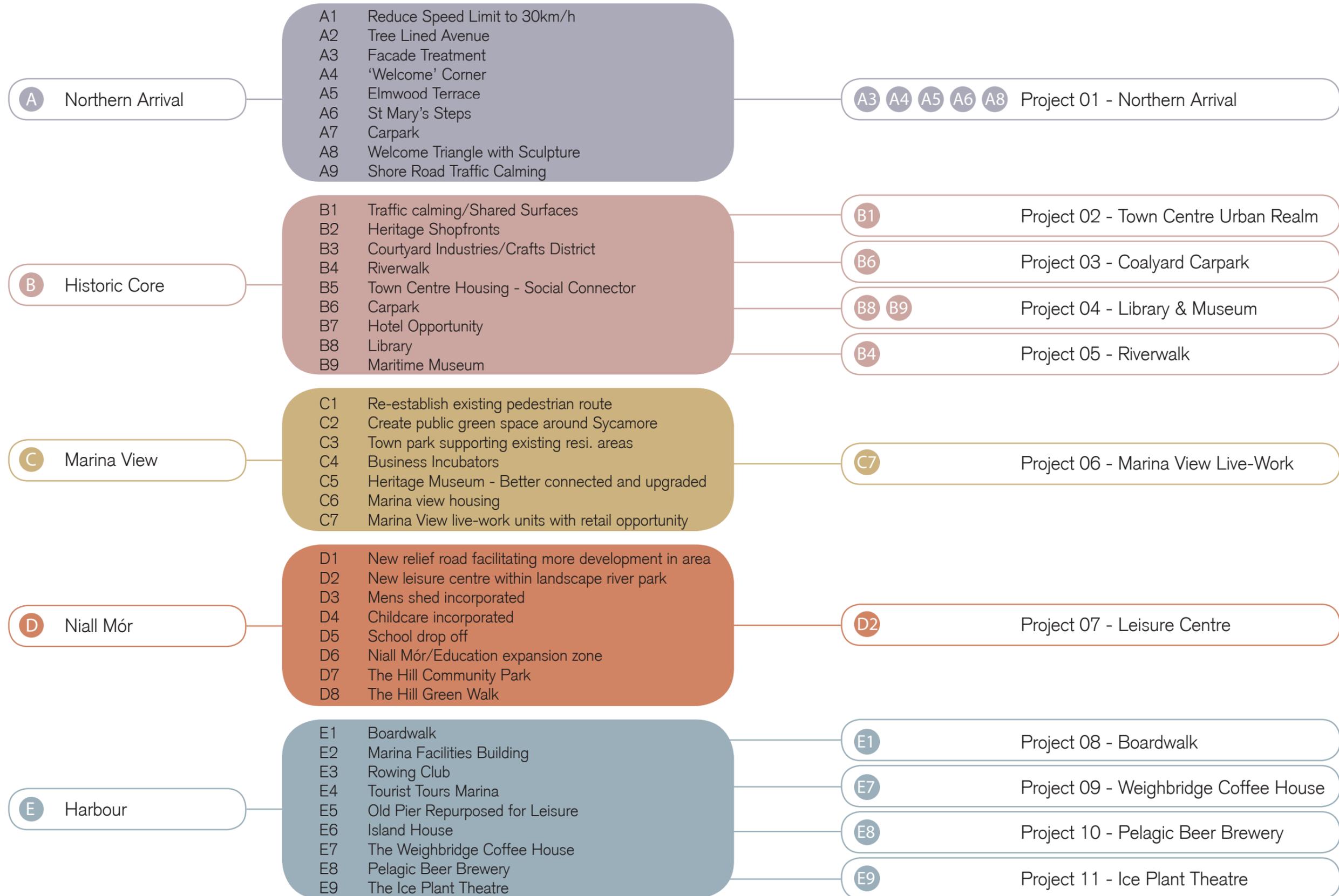


3.0 Concept Designs

Districts

Stage 1 Projects (Longlist)

Stage 2 Projects (Shortlist)



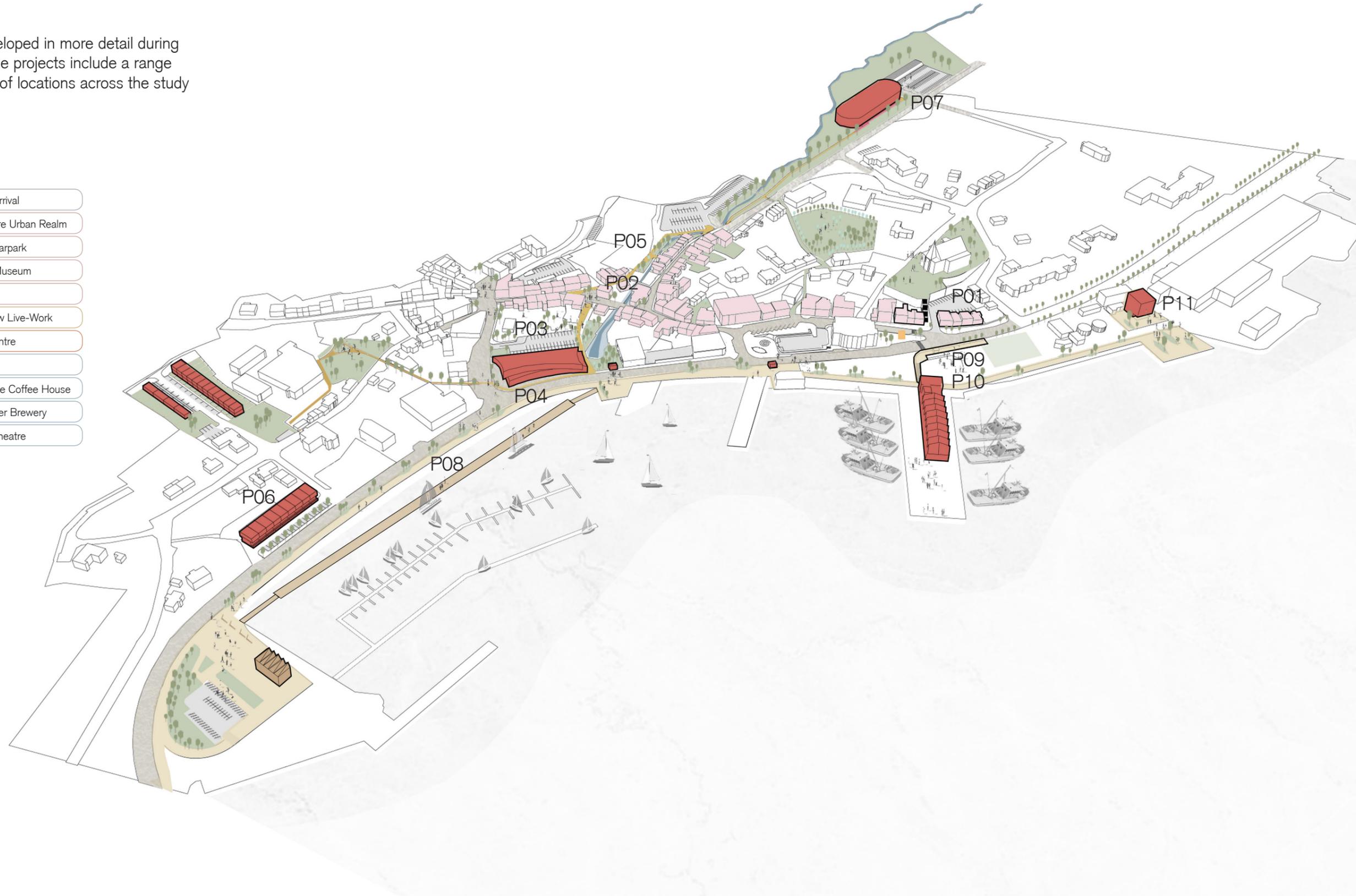
3.0 Concept Designs

Projects Overview

Eleven key projects were developed in more detail during this stage of the project. These projects include a range of project types and a spread of locations across the study area.

Project Key

- A3 A4 A5 A6 A8 Project 01 - Northern Arrival
- B1 Project 02 - Town Centre Urban Realm
- B6 Project 03 - Coalyard Carpark
- B8 B9 Project 04 - Library & Museum
- B4 Project 05 - Riverwalk
- C7 Project 06 - Marina View Live-Work
- D2 Project 07 - Leisure Centre
- E1 Project 08 - Boardwalk
- E7 Project 09 - Weighbridge Coffee House
- E8 Project 10 - Pelagic Beer Brewery
- E9 Project 11 - Ice Plant Theatre



Project 1 - Northern Arrival

A3 A4 A5 A6 A8

Project Overview

First impressions are lasting impressions. The sea, the fleet of colourful boats and the smell of fish all lend to creating memorable experiences of Killybegs today. Much can be done to improve the visual character of the arrival into the town, to slow traffic down, to encourage more visitors to stop, and to ultimately create a more enjoyable and successful edge to the town centre. A series of projects within the 'Northern Arrival' district are focused at achieving this. They propose to soften and green the hard edge to the town, create a sense of place through art, and reestablish the retail function within a revitalised and characterful, heritage terrace. St Mary's Church becomes a more integral part of this place due to a new Perron (civic stair) placed into a gap between existing buildings and creating a direct connection between the Church, the harbour and the new boardwalk (project 8).



- St Marys Steps
- Central Reservation
- Retail Use Reestablished
- External Seating
- Landscaped Berms
- Regular Crossing Points
- Pigmented Asphalt on Shore Road to identify slow zone/pedestrian priority at crossings



A4 - Welcome Corner

A public welcome with gable wall sign/art. Widen Pavement and planted trees.

Scope:

1. Design of Artwork
2. Painting of 2m x 6m sign



A3 - Facade Treatment + Elmwood Terrace

Coordinate the refurbishment of the facades. Develop in conjunction with 'Town Guidelines'.

Scope:

1. Removal of 30no. PVC windows
2. Installation of 30no. new hardwood traditional sash windows
3. Refurbishment of 5no. ex. sash windows
4. Installation of 7no. new hardwood trad. doors
5. Installation of 3no. new hardwood traditional shopfronts
6. Installation of 4no. traditional shopfront fabric/cast iron canopies
7. Replacement of all rainwater goods to front of 6no. buildings with half round painted aluminium.
8. 3no. new natural slate roofs to front of buildings
9. Painting of front facades to 6no. buildings
10. 32no. window flower boxes
11. 900m² of high quality natural stone paving (A5)
12. 5 Mature trees (A5)
13. 16no. fixed external chairs (A5)



A6 - St Mary's Steps

Perron (staircase) connecting Elmwood Terrace with St Mary of The Visitation Church

Scope:

1. Removal of trees/Clearing site
2. 50no. steps/70sq.m of high quality natural stone stepped area.
3. 50sq.m of high quality natural stone to top and bottom 'landing'
4. 75 linear metres of stainless steel balustrade with lighting integrated into hardwood handrail
5. 80m² concrete retaining wall
6. Allowance for 3 days rockbreaking



A8 - Welcome Triangle with Sculpture

Creation of landscaped public plaza with public art/sculpture

Scope:

1. Removal of tree planter
2. Relocation of signage
3. Relocation of bus stop shelter
4. 200sq.m of high quality natural stone landscaping
5. Landmark/high quality public art/sculpture
6. Public seating



Project 2 - Town Centre Urban Realm

B1

Project Overview

The reclamation of the shoreline during the mid 20th century was fortuitous in respect that it relieved land pressures for space from the historic town centre. Much of the historic fabric remains as a result in the form of a tightly knit Main Street and Bridge Street. The spaces between Main Street and the shoreline are loosely developed and the urban edge along Shore Road is ill defined. The 'Historic District' projects seek to celebrate and enliven the historic core, creating a space for people, business and tourism. The proposals seek to strengthen the existing character of the area through a series of strategic interventions and initiatives. Vacant town housing stock across the town centre should be encouraged and promoted for guest house/airbnb stock to support extra seasonal bed nights to accommodate growing visitor numbers.



New link between Bridge Street and New River Walk

New link between Conlin Road, Main Street and new carpark to rear

New/Extended Carpark

Bank of Ireland

Retail/Craft Courtyard Opportunity Site

Heritage Shopfronts Initiative Established

New link between Conlin Road, Main Street and new carpark to rear

Main Street - Shared Surface. On street parking removed

Hughie's Bar

Cope House

Main Street - Shared Surface. On street parking removed

Cunninghams Junction - Raised Junction

Link between Shore Road and Main Street and new carpark

Carpark



Town Centre Urban Realm

Main Street

- Shared surface roadway - 65m long (500sq.m) high quality paving suitable for heavy traffic including vehicles.

Bridge Street

- Shared surface roadway - 100m long (600sq.m) high quality paving suitable for heavy traffic including vehicles.

Cunninghams Junction

- 1000sq.m of raised intersection of which 200sq.m to be paved footpath to match that on B1 - B - Main Street.

Shore Road

- 700m long (6,800 sq.m) Red Asphalt.
- 5 no. crossing points demarcated by contrasting coloured high quality paving (200sq.m).



Project 3 - Coalyard Carpark

B6

Project Overview

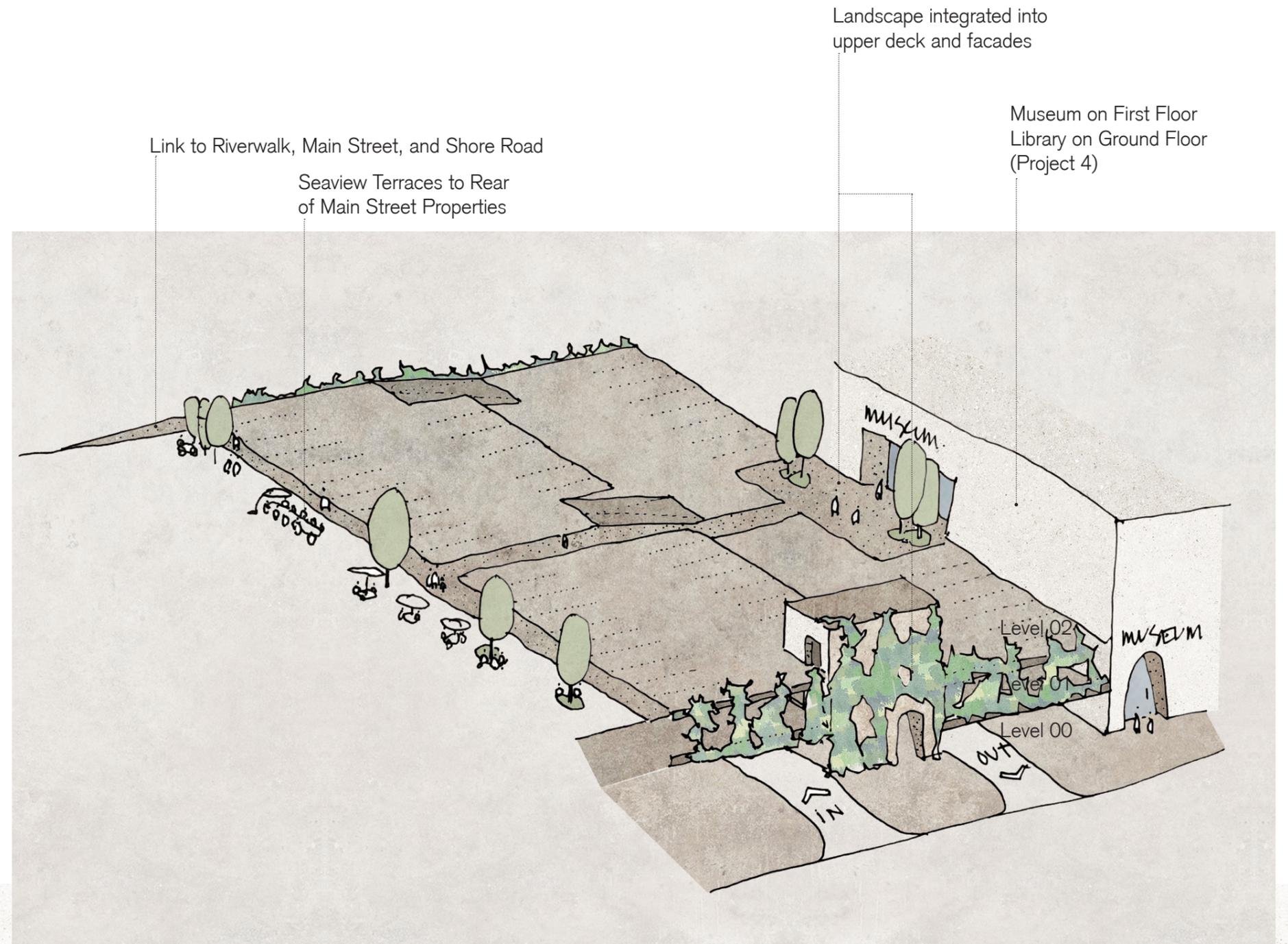
Convenient town centre car parking was a high priority for many of the community people and businesses consulted. Some cited a lack of parking. Others identified uncontrolled parking on Main Street, Conlin Road and Cunninghams Junction as causing congestion.

Rationalising parking via a central hub for parking in the town centre will a) provide additional parking and b) facilitate the opportunity for removal of on street parking on main thoroughfares and in doing so allow the ability for traffic calming or pedestrianisation.

The proposed carpark on the site known as the coal yard is a three level high quality concrete structure. Level 00 and 01 would be parking. Level 02 would be parking and landscaping, set level with terraces to the rear of buildings on Main Street. The new Museum could also be accessed from Level 02. The proposals takes advantage of the approximately 6m change in level between Main Street and Shore Road and beds the carpark into the site. The entrance is identified as being on the west side of the site. An alternative entrance could be achieved off Main Street however this would be reliant on the acquisition of a new route through in the vicinity of The Cope and Apache Pizza takeaway site.

The site is would be bounded to the south by the proposed new library and museum. It would be open on the eastern side to the riverwalk. It is proposed that this eastern facade has creeping or trailing planting as a backdrop to the adjacent new riverwalk and pedestrian link between Shore Road and Main Street.

The final detailed design of the carpark should consider a flexible use structure that could facilitate alternative future uses for the structure should car use/dependency decline



Main Street
+6.0m

Terraces to rear of Main
Street buildings

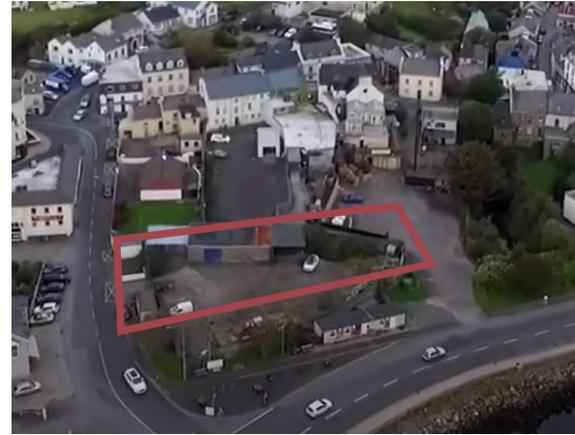
Level 03

Level 02

Level 01



Shore Road
+0.0m



Car Park

Three level concrete car park. Footprint 50mx32m

1. Level 00 Deck: 50mx32m - 60 spaces, 3 ramps, 2 stair cores, one elevator
2. Level 01 Deck: 50mx32m - 60 spaces, 3 ramps, 2 stair cores, one elevator
3. Level 02 Deck: 50mx32m - 28 spaces, 3 ramps, 2 stair cores, one elevator and landscaped terrace
4. North Elevation: 50m long X 3m high retaining wall between level 00 and 01
5. East Facade: Tensile cable structure between Levels 00 and 02 to support climbing planting



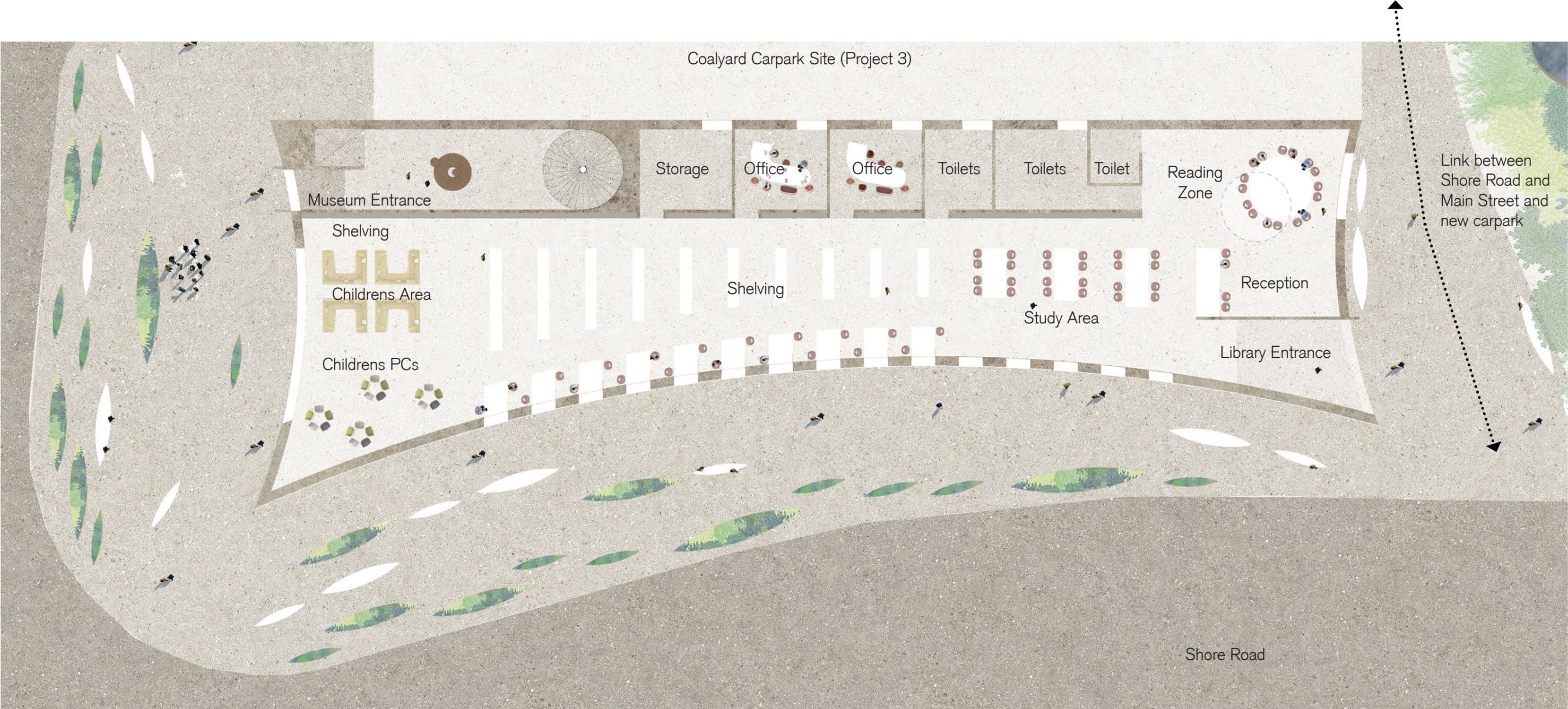
Project 4 - Library & Museum

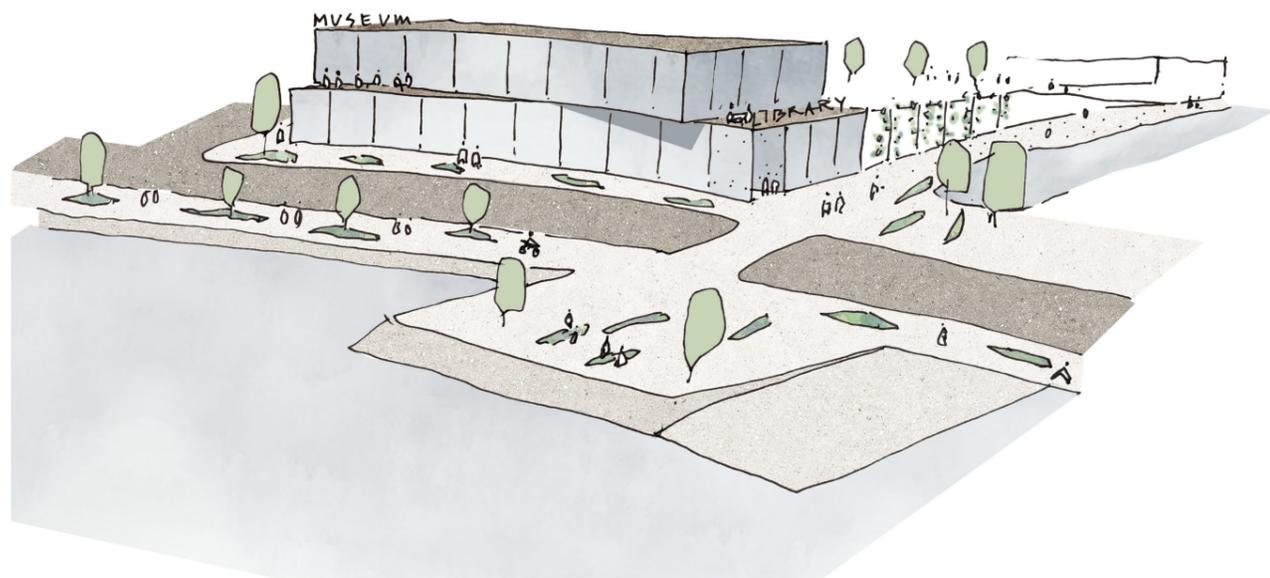
B8

Project Overview

The value of a library to a town such as Killybegs can not be underestimated. A library affords so much more than just access to books. It affords opportunities for social interaction to all age groups from infants to elderly. Libraries are welcoming to all community members. Killybegs has been without a library from some years. Its location in southwest Donegal and the enormous hinterland which it serves make it a high priority in Donegal for a new library. This gap in provision is identified as such in the Local Area Plan.

This key site overlooking the bay has the capacity to accommodate a building of at least two stories. In this proposal a library occupies the ground floor and a museum occupies the second floor space. The museum is accessed from both street level and from the upper deck of the new carpark behind. In this strategic location on the waterfront the museum holds potential to be a significant attraction and one which could promote maritime heritage, ocean innovation, folk and fish or other such themes.





Library - 700sq.m community library

- Lobby
- Reception
- Childrens Area
- Ocean View Reading Room
- Study Area
- PC Area
- Childrens PCs
- Office A
- Office B
- Staff Kitchen
- File Storage
- Accessible WC
- Staff WC
- WC A
- WC B
- Plant Room

Museum 700sq.m museum

- Reception
- Cafe
- Museum Space 01
- Museum Space 02
- Childrens Area
- Workshop 01
- Workshop 02
- Office A
- Staff Kitchen
- Accessible WC
- Staff WC
- WC A
- WC B
- Stores
- Plant Room

External
1000sq.m high quality paving

External
Harbour view terrace - 100sq.m
Marina view terrace - 100sq.m



Project 5 - Riverwalk

B4

Project Overview

The river is an important component of Killybegs's history. The new town was built around it. Bridge street is named after the historic first crossing point on the river. Like so many other Irish towns the river in Killybegs has become embedded into, and lost amongst, buildings and infrastructure. Physical access to it is restricted. Visual connections with it are blocked. The pleasant sound of running water is suppressed.

A new linear park is proposed; a riverwalk. It runs from Niall Mor through the town centre and culminates in an intersection of riverwalk and boardwalk. It comprises soft and hard landscaping. Like all good parks it provides opportunities for both solitude and social interaction. It can be a walk space and a place for a jog; allowing one's blood pressure to drop or increase as they see fit. The riverwalk and the boardwalk together form Killybeg's town park.



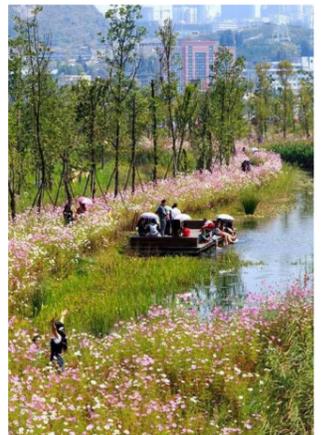
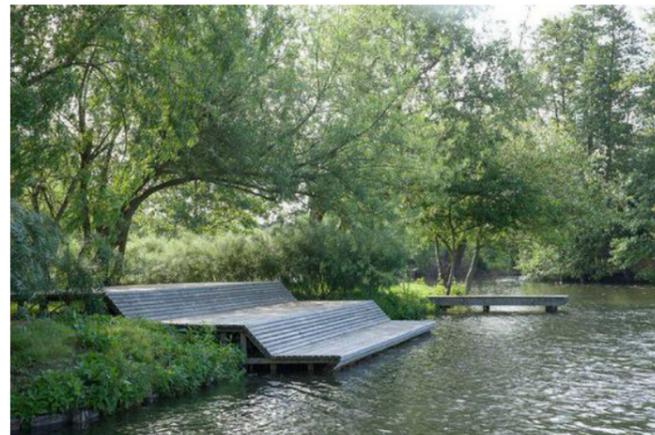


River Walk

500m long landscaped river walk from Shore Road to Niall Mor Centre

Scope:

- Site clearance
- 80m long x 2m wide high quality paving
- 320m long x 2m wide self binding gravel walkway
- 100m long x 2m wide boardwalk walkway
- Localised drainage from pathways into river
- 800m² of soft landscaping
- Lighting of pathways
- 30no. 3m long architectural quality precast concrete benches
- 100no. semi mature native trees (3-5 years old)
- 100m² wild flower planting
- Replacement of 3no. solid masonry bridge balustrades with steel stanchion balustrades. 15 linear metres of balustrade.



Project 6 - Marina View Live-Work Units

C7

Project Overview

Killybeg's waterfront is arguably its greatest asset. Development should be arranged in a manner which addresses the waterfront, nods to its importance, and ensures that the greatest number of people benefit from it.

'Marina View Live-Work Units' establishes the concept of Killybegs as a great place from which to work remotely or set up a new business from home. The ground floor work space offers opportunities for the development of shorefront business units to enliven Shore Road. The development reinforces the urban edge of the town and breaks down the perceived distance from Blackrock Pier to the town centre.





Live Work Units - Scope of Works

9no. three storey live work units

- Ground Floor: 40m² Entrance and Work/Retail Unit
- First Floor: 60m² Living Accommodation
- Second Floor: 60m² Living Accommodation

External Works

- 900sq.m hard landscaping incl. parking
- 700sq.m of soft landscaping
- Lighting of pathways
- 6no. 3m long architectural quality precast concrete benches
- 8no. semi mature native trees (3-5 years old)



Project 7 - Leisure Centre

D2

Project Overview

In a coastal fishing community the ability to swim is regarded by many as a basic life skill. Killybegs; Ireland's premier fishing port does not have a swimming pool. Southwest Donegal does not have a public swimming pool. A new pool could provide facilities for providing these basic life skills whilst also providing facilities for more technical needs such as diving. The centre could also serve to provide a tourism/leisure function in the form of a spa facility.

Two potential sites have been identified for such a facility:

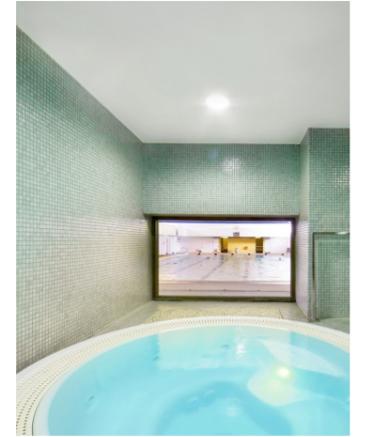
Site A: Adjacent to Niall Mor Centre.

Situating a swimming centre in this location next to schools and community centres would create an offering that is in a convenient location for all. This site is currently zoned for housing and this is acknowledged as a significant policy challenge to the deliver of the project at this location in the short term. The advancement of the project at this location would require further, detailed examination and consultation and may ultimately require consideration as an amendment to the Local Area Plan. In addition, realising this endeavour would require enabling works associated with realignment of the road network locally.

Site B: Adjacent to St Catherines Well.

The site is currently zoned as for community use. It offers the opportunity to bridge the gap between the harbour area and the town centre. It occupies a strategic position on an entry/exit point in the town centre for those en route on the Wild Atlantic Way. A high quality and carefully considered design on this site would facilitate that it becomes a stepping stone and gateway to St Catherines Well.





Leisure Centre - Scope of Works

2000sq.m leisure centre

- Entrance
- Office
- Female Changing
- Male Changing
- Spectator Gallery
- Pool
- Training Pool
- Toddler Pool
- Aerobics Room
- Gym
- Jacuzzi
- Sauna
- Steam Room
- Staff Room
- Plant Room
- Store
- Jacuzzi
- Wet Changing Village

External Works

- 2,000sq.m parking
- 700sq.m high quality hard landscaping
- 1000sq.m of soft landscaping
- Lighting of pathways
- 6no. 3m long architectural quality precast concrete benches
- 20no. semi mature native trees (3-5 years old)
- 200m2 wild flower planting



Project 8 - Boardwalk

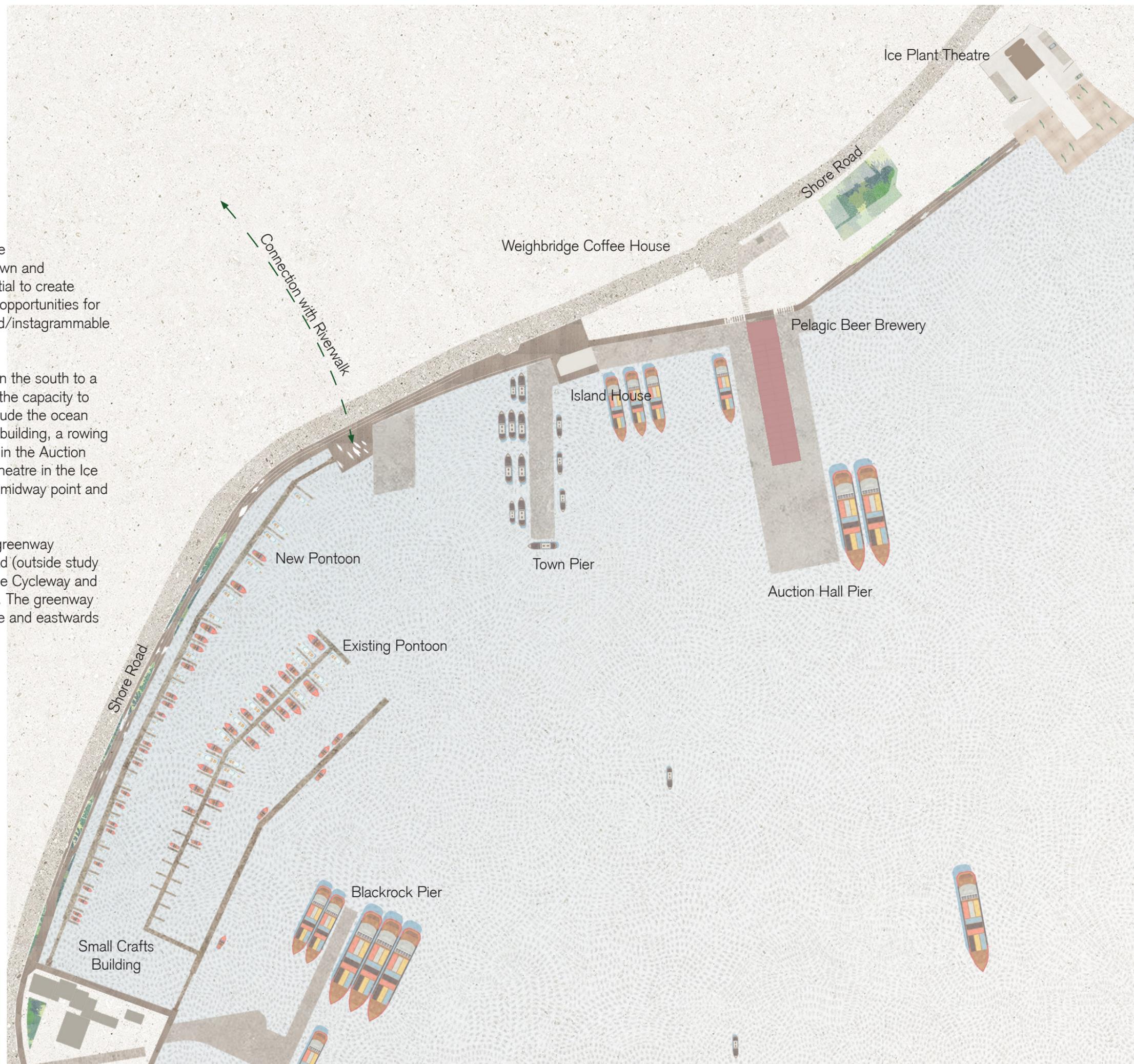
E1

Project Overview

The Harbour Boardwalk is the pièce de résistance of the 2040 plan. It creates an opportunity to reconnect the town and townspeople with the sea. A boardwalk holds the potential to create much needed amenity space for townspeople, open up opportunities for business development, and become the picture postcard/instagrammable moment of Killybegs.

The 'linear park' serves to connect St Catherine's Well in the south to a repurposed Ice Plant in the north. Along its route it has the capacity to link and support a necklace of activities which could include the ocean innovation centre, the small crafts harbour and facilities building, a rowing club centre, a tourist tours marina, a craft beer brewery in the Auction Hall, a coffee shop at the weighbridge and a blackbox theatre in the Ice Plant. The riverwalk intersects with the boardwalk at its midway point and in doing so entices users into the historic town centre.

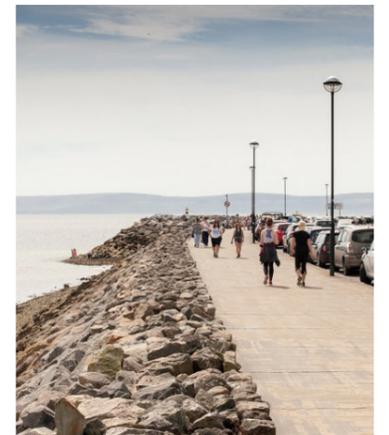
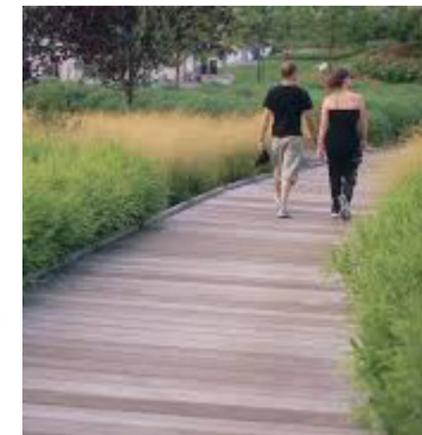
Integrated within the boardwalk is a walk/cycle way of greenway standard which should continue along the Industrial Road (outside study boundary) as far as the starting point of the Fintra Bridge Cycleway and in doing so link Killybegs town centre with Fintra Beach. The greenway proposal should be extended westwards to Glencolmcille and eastwards to Donegal Town.





Boardwalk

- 4,000sq.m of highly quality landscaped seafront boardwalk area.
 - 2,700sq.m resurfacing of existing surfaces
 - 1,300sq.m built up from existing rock armour and behind new 500m long sheet piled harbour wall.
- Removal of existing 700mm high wall at edge of footpath
- Extend pedestrian area over rock armour where rock armour exists
- 185 linear metre handrail
- Soft landscaping
- Cycle lane
- Lighting
- New 230m long small craft floating pontoon set parallel to face of sheet piled harbour wall with 25m long access gangway at either end.
- 30no. 3m long architectural quality precast concrete benches
- 50no. semi mature native trees (3-5 years old)
- 300m² wild flower planting



Project 9 - Weighbridge Coffee House

E7

Project Overview

This small, white structure, with hints of modernist design, occupies a welcoming position on the arrival into the town. Working in conjunction with project 1 (Northern Arrival) and project 10 (Pelagic Beer Brewery) it creates a series of points of interest at this key juncture in the town. The proposal is modest; a reuse of the small structure as a coffee shop with external seating on the corten steel weighbridge and along the low wall. All of this lends to creating a more animated arrival into the town and ties into the principle of adaptive reuse of existing structures.





Weighbridge Coffee House - Scope of Works

Creation of small beverage kiosk within existing weighbridge structure

Scope:

- Internal fit out of 6m² structure with kiosk facilities
 - Power
 - Water
 - Electricity
 - 10no. kitchen cabinet units
 - Serving counter
 - Retractable windows
- External works
 - New hardwood battened door
 - New hardwood retractable shutter
 - Repaint
 - Laser cut sign pinned to roof of structure
 - Lighting built into low level wall
 - Bench seat fixed to low level wall
- Loose Fittings
 - External tables and chairs

Project 10 - Pelagic Beer Brewery

E8

Project Overview

Liam Mc Cormick's Auction Hall is a delightful industrial structure which is very much embedded into the persona of Killybegs waterfront. It should be treasured and preserved for its architectural qualities. A future use should be found to bring it into the active life of the town and part of the experience of those visiting.

Here, a form of light industrial commercial activity is proposed; a craft beer brewery. This would both nurture small industry and create a curious visitor attraction. Large industrial doors could slide back to create a 'shopfront' for passersby to witness the brewing activities within. The proposal would occupy the front portion of Auction Hall building with the remaining portion of the structure being maintained for harbour related use. The indicative use as implied does not prohibit other alternative uses also being possible.

Such a use facilitates that the building promotes:

- Economic development and associated job creation
- Development of a space for new business
- Opening up of building and creation of an animated 'shopfront' thereby creating a sense of place and intrigue.
- Complementary light industrial use to existing harbour industries
- Tourism attraction point within town centre and along the boardwalk route
- Opportunity for tours of the facility and tasting rooms
- Killybeg's profile as a food and beverage innovation destination.
- Sensitive reuse, preservation and celebration of a prominent building of significant architectural heritage by architect Liam McCormick



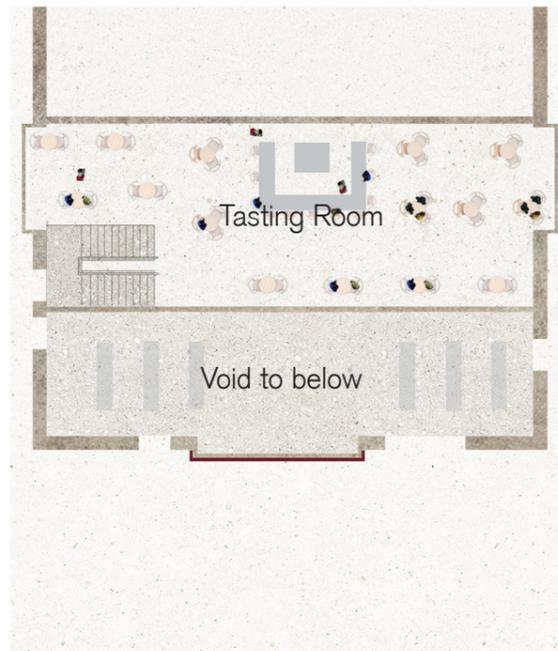
Shore Road Elevation



Ground Floor



Harbour Elevation



First Floor



Pelagic Beer Brewery - Scope of Works:

General

- Reclad with insulated panels
- Replace existing windows with new aluminium framed windows
- Replace existing industrial doors
- Ground floor
 - Removal of ground floor partition walls
- First Floor
 - Cutting back half of first floor slab to create double height brewhouse space.
 - Reconstruct to create 70sq.m visitor tasting room and associated facilities
- Third Floor (Eagle nest)
 - Remove floor to create double height space/lightwell to below.

Project 11 - Ice Plant Theatre

E9

Project Overview

The Ice Plant building occupies a prominent location on arrival into Killybegs; a slightly abstract form that pops it head up above the other buildings. The scale of the building and the site upon which it sits is deceptively large.

Changes in how the fishing industry operates means that there is no longer a demand for the building to function as an ice plant. Adaptive reuse of the building would both preserve a unique piece of industrial heritage and present a clear message of how this coastal community is diversifying.

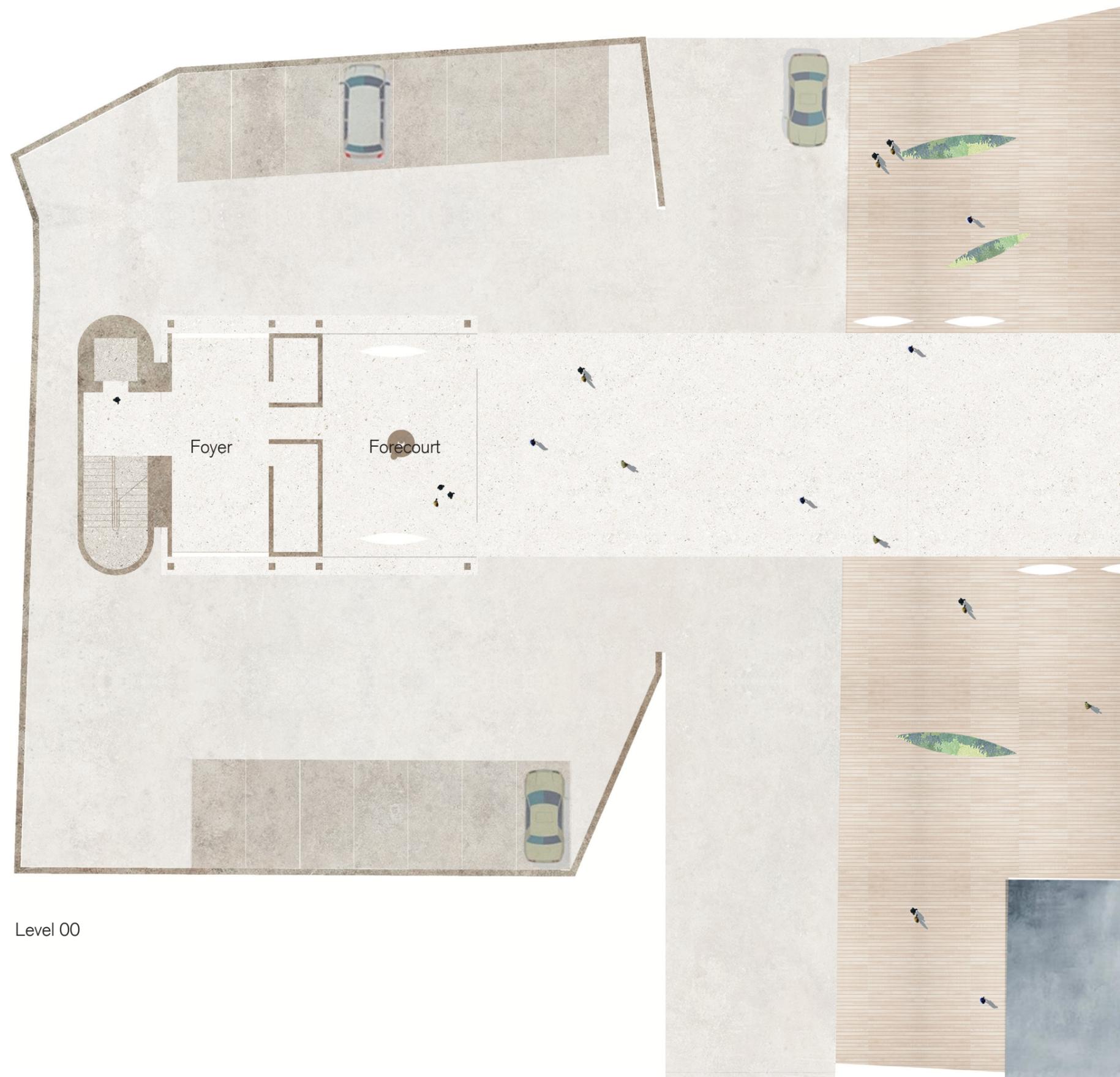
The site and building could support a variety of different uses. In this instance it is proposed that it would become a black box theatre. A vibrant new space which would host and showcase the cultural identity of Killybegs. The main space would have the capacity to accommodate 88 seats. These would be retractable bleacher seating which would allow that the space could be flexible to support a variety of different event types.

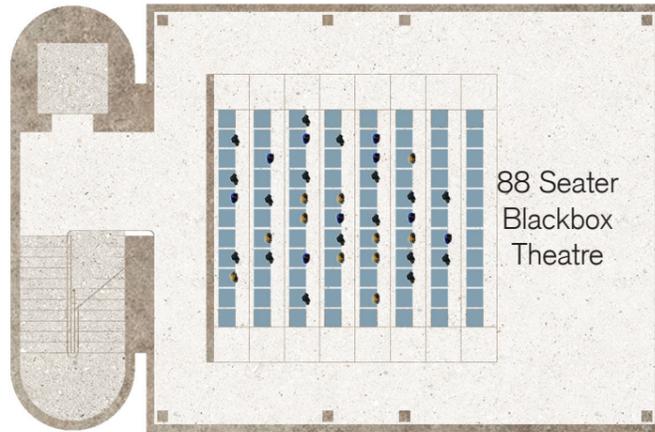
The ground floor is shown to host a foyer space. The first floor would accommodate ancillary spaces such as toilets, stores and workshops. A new circulation core is proposed to the rear of the building within which a staircase and lift is located.

Spaces external to the building are as important as the building itself. A forecourt space provides an inviting entrance and covered space for outdoor events. This links across the road to connect with the boardwalk. These series of spaces are imagined as cultural gathering spaces.

Upon further study of local needs and a review of available funding streams other uses such as a multi functional youth space could be considered. Such a use would cater for needs of both local communities and offer an indoor attraction for visitors.

Redevelopment of the building would greatly aid the wider regeneration strategy of the whole waterfront whereby this facility becomes a point of interest on, and 'bookend' to, the proposed boardwalk (project 8).

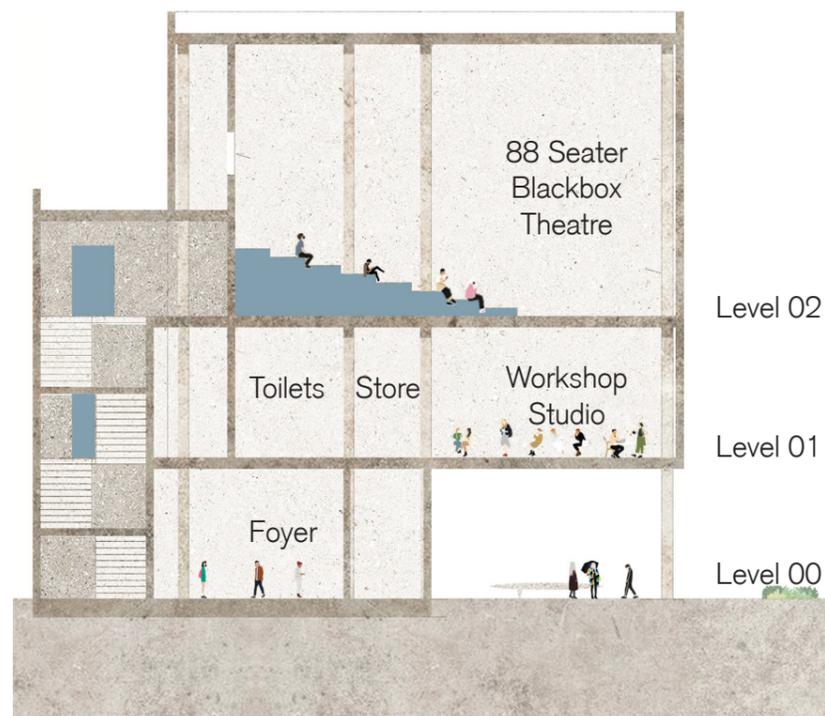




Level 02



Level 01

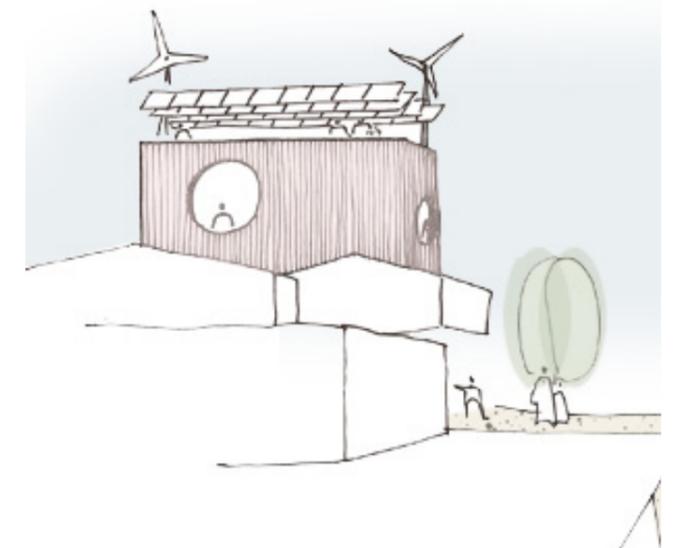


Ice Plant Theatre - Scope of Works

Development of multi functional black box theatre venue within existing ice plant building. Existing Building is 12m wide x 14.5m long x 16m high.

Scope:

- External
 - Reclad with insulated panels to match existing
 - Replace roller shutters and doors to ground floor with high quality aluminium framed glazing
 - 2m high illuminated rooftop sign
- Ground Floor (80m²)
 - Strip out and create ticket office, toilets, lift.
- First Floor (160m²)
 - Theatre Bar/Cafe/Storage/Theatre back of house
- Second Floor
 - Insert floor 12mx14m
 - Create black box theatre
 - 120 retractable raked seats (9 rows)
 - PA system
 - Theatre lighting
 - Cinema projection



4.0 Cost Plan

This summary chart is an extract from a standalone cost report which is provided to estimate the cost of the proposed works early in the design stage in relation to Killybegs Regeneration Group and Donegal County Council's fundamental requirements. This Order of cost provides a critical breakdown of the cost limit for the works into cost targets for each sub-project.

The purpose of this estimate is to give an Order of Cost for the key cost centres of the proposed masterplan, namely;

- Public Realm and traffic calming works
- New Museum, Library and Leisure centre
- New multi-level public carpark
- New live/Work units
- River walk
- Coastal boardwalk
- Coffee house in existing weighbridge building
- Craft brewery space in part of existing auction hall
- Theatre space in existing ice plant building

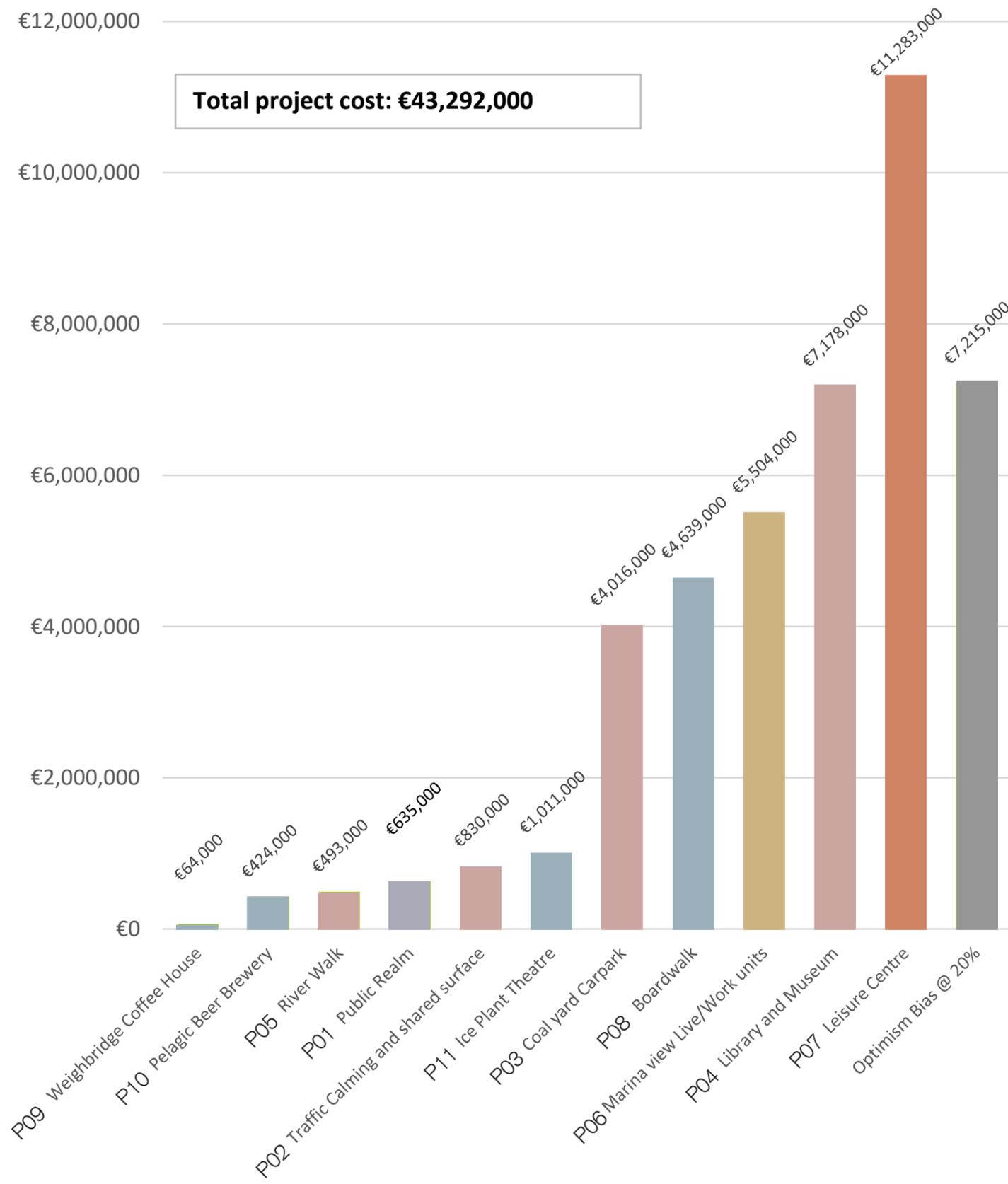
The total estimated cost is €43,292,000 including main contractor preliminaries, OH&P, contingency, design fees, project management cost, VAT and Optimism Bias provision of 20%. The estimate excludes allowance for inflation. This is a construction cost plan and therefore it also excludes any land or acquisition costs associated with the delivery of particular projects.

Please refer to Section 2 of the associated report for a breakdown of these costs.

Surveyor's Note

The costs detailed in this Order of Cost are based on information outlined in the Killybegs Masterplan Design drawings issued by Pasparakis Friel Architects, as received 22nd September 2020.

A number of assumptions have been made regarding infrastructure and design. To ascertain more certain costs, detailed design proposals for the new works will be required. See Section 3 of the associated report for detailed assumptions.



5.0 Funding Opportunities

The eleven projects identified range in scale from small to large. They present a variety of project types including restoration, conservation, adaptive reuse, landscaping in addition to new buildings. This variety of project types and Killybeg's strategic coastal and rural identity lend to there being many potential funding avenues available. Possible funding avenues will be rural redevelopment fund, conservation grants, towns and village renewal scheme alongside exploring opportunities for developing crowd funding initiatives.

A single source of funding is unlikely to be easily available to facilitate the complete delivery of any of the projects. Realising the larger projects in particular may require various stages of development. Each stage of the project development is likely to require its own mechanism of funding.

Many funding programmes are in a transitional phase and calls for funding may not reopen until 2021 or thereafter.

Whilst specific uses have been identified for certain buildings alternative uses can be explored. As new funding calls are announced the criteria they outline will likely inform the use and scale of individual projects.

The adjacent table outlines some of the potential funding avenues to be explored with the various funding agencies. This is not an exhaustive list. It is a reference point. It should be considered as a live list, and added to over time as new funding opportunities arise in the coming years. Further funding opportunities will come to light through conversations with local authorities, the Department of Agriculture, Food and the Marine and the various funding bodies listed here.

Projects	Cost	Potential Funding Sources
A3 A4 A5 A6 A8 Project 01 - Northern Arrival	€ 635,000	Leader/ Historic Towns Initiative/ DCC Roads Dept./ RRDF/ Town and Village Renewal/ The Community Enhancement Programme/ Flag/Built Heritage Investment Scheme/ Long Term Leasing Scheme/ CLÁR/ Historic Towns Initiative Fund/ Coastal Communities Fund/ Historic Structures Fund
B1 Project 02 - Town Centre Urban Realm	€ 830,000	
B6 Project 03 - Coalyard Carpark	€ 4,016,000	Local Authority/ Private Developer or Operator
B8 B9 Project 04 - Library & Museum	€ 7,178,000	Library Capital Investment Programme/ RRDF/ Flag
B4 Project 05 - Riverwalk	€ 493,000	Leader/ ORIS (The Outdoor Recreation Infrastructure Scheme)/ The Community Enhancement Programme/ The Woodland Creation on Public Lands / DCC Trails Office/ Community Employment Scheme/ CLÁR
C7 Project 06 - Marina View Live-Work	€ 5,504,000	DCC Housing Department/ Private Developer/ DAFM/ Coastal Communities Fund
D2 Project 07 - Leisure Centre	€ 11,283,000	Local Authority Swimming Pool Programme (LASPP) / Failte Ireland Platforms for Growth
E1 Project 08 - Boardwalk	€ 4,639,000	Leader/ ORIS (The Outdoor Recreation Infrastructure Scheme)/ The Community Enhancement Programme/ DAFM/ Crowdfunding/ Failte Ireland Platforms for Growth/ CLÁR
E7 Project 09 - Weighbridge Coffee House	€ 64,000	Leader/ The Development Fund Initiative/ Coastal Communities Fund/ Crowdfunding/ Private Operator or Investor/ CLÁR/ Historic Structures Fund
E8 Project 10 - Pelagic Beer Brewery	€ 424,000	Leader/ Coastal Communities Fund/ DAFM/ Crowdfunding/ CLÁR/ Historic Structures Fund
E9 Project 11 - Ice Plant Theatre	€ 1,011,000	Cultural and Capital Scheme/ Coastal Communities Fund/ Crowdfunding/ Arts Council/ CLÁR/ Historic Structures Fund

6.0 Programme/Action Plan

Realising the Plan

Realising an ambitious masterplan such as this will require a coordinated approach between the community and the local authority. This initial project programme proposes some key administrative moves to enact in order to facilitate a concentrated campaign of regeneration.

Projects are listed with indicative timescales within which they could potentially be completed. They are not prioritised at this stage. Prioritisation of projects, availability of funding, and state of the economy at any one time will determine what projects happen, and when.

Outside of the proposed project programme the following are activities which should be considered to run in parallel:

1. 2040 Masterplan Launch Event

A twenty year plan can be both exciting and daunting. We need to communicate the ambition and establish its benefits to place it securely in the hearts and minds of the community; “a collective dream...and creating a scenario that everyone can understand and see is desirable. Then they will help you make it happen.” Marking the start of the initiative with events such as a street party helps to both engender community spirit and reinforce the ethos of supporting local businesses.

2. Communicate Biannual Updates To Community

Maintaining momentum and community support over an extended period of time relies on clear and regular communication. Success will require persistence and determination of the whole community. Regular updates will garner support for the projects and ensure a smooth delivery.

3. Establish Projects Team/Report Biannually

The client group will require a projects team with ‘project champions’ aligned to, and with responsibility for, individual projects. Applying a structure with a minimum of biannual reporting facilitates that momentum is maintained and there is cross communication between the various projects.

4. Appoint A Town Architect/Projects Administrator

Maintaining quality and a coherent holistic vision is crucial. The administrative demands will be significant. The ability to deliver extensively on the basis of voluntary efforts alone is unrealistic. Appointment of a Town Architect/Projects Administrator to drive the various projects forward is a necessity. This is a particularly important role in 2021 and 2022 during which time the seeds for these projects can be sown through negotiations with landowners, the development of project specific feasibility studies to support funding applications and design development of some of the projects.

5. Deliver Quick Wins Programme Of Works

Start today. Demonstrate immediate benefits and result to the community. Projects such as a window box initiative can create visual delight and kick start a biodiversity campaign in the town centre.

6. Foster Relationships + Self Educate

Strengthen and expand relationship between DCC personnel, KRG, local community and consultants. Experiment with how projects can be developed for mutual benefit. Develop a series of talks/workshops from experts in the field to facilitate upskilling of locals to support community endeavours, i.e. contractors and conservation skills in support of preserving heritage buildings and installing heritage shopfronts.

7. Test Ideas Through Pilot Projects

Consider weekend closure of Main Street and/or Bridge Street. Combine this with a festival. Test alternative opening hours of shops. In doing this we can test the viability and benefit of a more pedestrian focused town centre. Review shop opening hours to test whether evening shopping attracts more business/visitors.

8. Commission Marketing Campaign

How can we best promote Killybegs offering? How can we make town centre living more desirable? What is the story we are trying to tell? Who are we targeting? How can we target them? Establishing this via an intelligent and innovative marketing and branding strategy will pay dividends in attracting people and businesses to Killybegs.

9. Negotiate Land Ownerships/Transfers

Establish focused study of work (and personnel to lead it) which reviews ownership of key development sites, derelict sites, contested sites (i.e., St. Catherines Well). Liaise with DCC on opportunities to fund, purchase or CPO. Consider land transfer options or opportunities to obtain key portions or slivers of land on basis of value added through intervention.

10. Agree Coordinated Approach To Address Vacancy

Commission a ‘town centre health check’ to create a detailed analysis and database of existing retail offering and potential gaps/opportunities in the town or region. Encourage uses which bring a ‘social value’ to the streets. Identify premises that provide space conducive to today’s retail needs. Consider rezoning others for other uses. Support ‘adaptive reuse’ of existing buildings over new build.

11. Review Festivals Schedule And Identify Gaps

Reinforce the cultural and social fabric of Killybegs by creating a spread of events throughout the year in conjunction with strengthening existing events and festivals. Link these to the unique and specific events that Killybegs could host such as the first catch of the season, Spanish themed events associated with the Spanish Armada. Make Killybegs synonymous as an events town.

12. Embed Masterplan Principles Into Lap 2025-2031

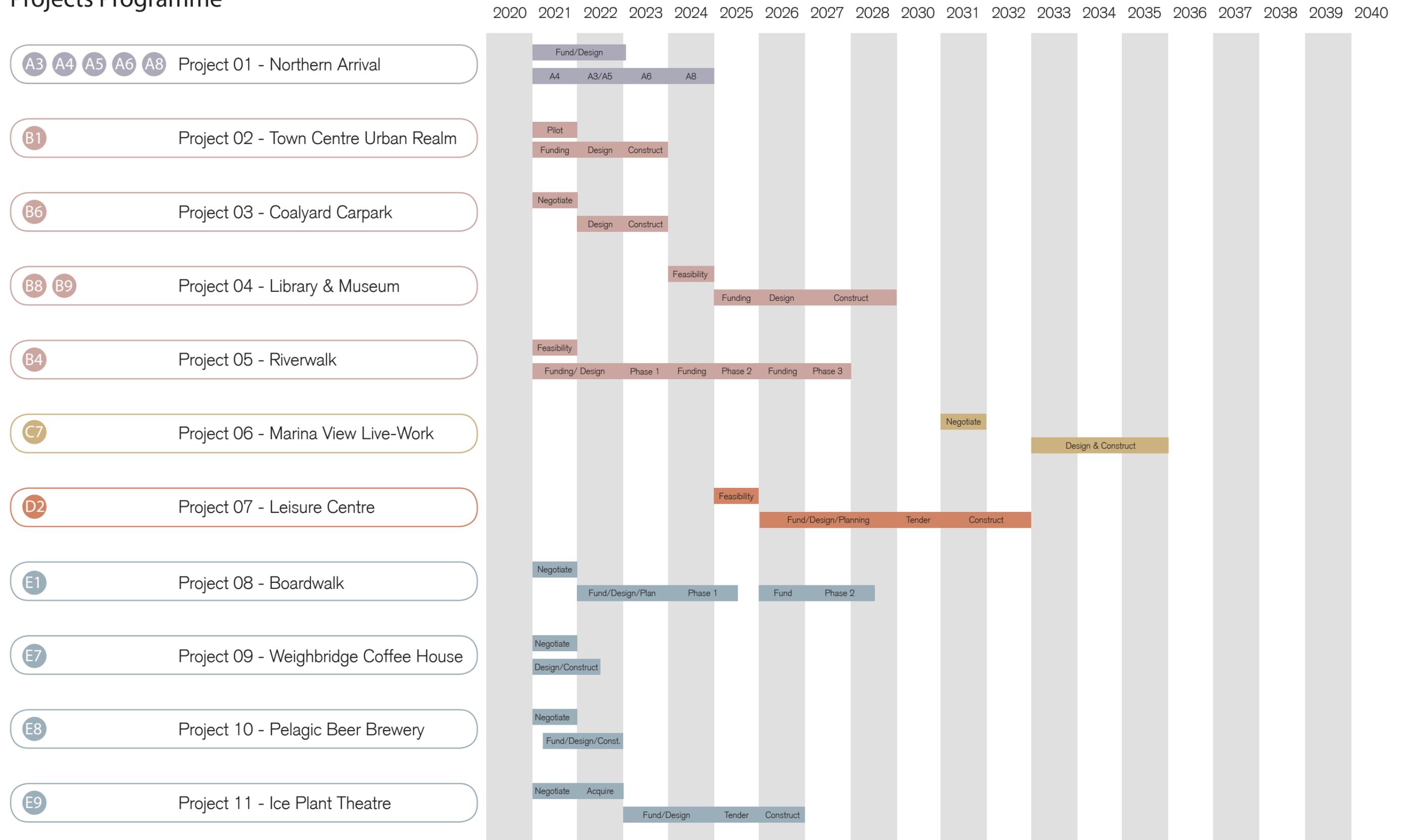
Realisation of many of the masterplan proposals is reliant of their acceptance into a statutory plan. Work with DCC to embed proposals into the Local Area Plan.

13. Deliver Short, Medium, Long Term Project opportunities

Review the projects list and prioritise. Identify big impact, easy wins that can be delivered in the short term as a means of generating a catalytic effect for other projects. These are the projects that will energise the community and the committee to continue to pursue the medium and longer term goals.

6.0 Programme/Action Plan

Projects Programme



6.0 Programme/Action Plan

Advancing the Projects

Don't start with everything. Start somewhere. Make it happen. Try it out. Pedestrianising a street can happen now and without major investment. Utilise temporary traffic management measures to test such ideas.

B1

Project 02 - Town Centre Urban Realm

1. Consult with landowners and businesses
2. Encourage/support existing property owners to reestablish retail use / unit or finding alternative uses for vacant properties
3. Consider full scope funding options
4. Consider phased scope funding options (see breakdown in costplan)
5. Engage DCC roads department in developing roads concept
6. Initiate historic shopfronts initiative. Use agreed colour palette. Engage support of DCC conservation officer
7. Initiate dialogue with Bank of Ireland re carpark/pedestrian link
8. Procure architect led design team for development of project

B8 B9

Project 04 - Library & Museum

1. Procure feasibility study for site exploring all potential options for first floor accommodation
2. Develop library brief with DCC Culture department
3. Explore funding opportunities for Library and Museum together or as separate projects
4. Explore interface with carpark (project B6)
5. Procure architect led design team for detailed development of project through to construction

A3 A4 A5 A6 A8 Project 01 - Northern Arrival

1. Consult with landowners and parish priest
2. Encourage property owners to reestablish ground floor retail use/unit
3. Engage valuer to establish land acquisition costs where required
4. Consider full scope funding options
5. Consider phased scope funding options (see breakdown in costplan)
6. Engage DCC roads department in developing roads concept
7. Procure competition for sculpture for project welcome triangle space
8. Initiate historic shopfronts initiative. Use agreed colour palette. Engage support of DCC conservation officer
9. Procure architect led design team for development of project

B6

Project 03 - Coalyard Carpark

1. Acquire site
2. Consult with adjacent landowners on land acquisition and interfaces
3. Facilitate the development of a scheme which supports the development of terraces to rear of main street properties
4. Consider design of a flexible use structure that facilitates future life/ alternative uses for carpark structure should car use/dependency decline
5. Procure architect led design team for development of project including testing of levels and interfaces with adjacent properties

B4

Project 05 - Riverwalk

1. Establish initial 'quick win' route from Bridge Street to Niall Mor through Donegal Trails Office.
2. Undertake detailed study on land ownership to establish rights of way or acquisition costs
3. Engage with DCC roads department on relocating of roads depot site to alternative out of town location in order to free up key town centre site for development of carpark (or other development) and riverwalk
4. Procure architect led design team for development of project

6.0 Programme/Action Plan

Advancing the Projects

C7

Project 06 - Marina View Live-Work

1. Review existing DCC lease terms with DAFM and explore opportunities for development
2. Develop project brief with DCC housing and economic development team
3. Explore public and private sourced funding opportunities
4. Procure architect led design team for detailed development of project through to construction

E1

Project 08 - Boardwalk

1. Consult and agree final principles of boardwalk with DAFM
2. Review opportunities for combining DAFM and RRDF funding to deliver
3. Procure architect/landscape architect led design team for detailed development of project through to construction

E8

Project 10 - Pelagic Beer Brewery

1. Review proposed use with DAFM
2. Explore opportunities for lease
3. Procure condition survey
4. Consider leasing options a) leased as seen, or b) refurbished and then leased
5. Develop project brief with DCC Regen Team/Economic Development team
6. Explore public and private sourced funding opportunities
7. Procure architect led design team for detailed development of project through to construction

D2

Project 07 - Leisure Centre

1. Procure feasibility study for development of concept design of leisure centre/training pool/spa facility on either Niall Mor site or site adjacent to St Catherines Well. Study to be architect led and include cost consultant. Study to explore how facility can provide for community, tourism and industry by including specialist facilities such as spa, and training facilities for sea based personnel.
2. Utilise feasibility study to access to DAFM, Failte Ireland, DTTAS and private funding/investment.
3. Procure architect led design team for detailed development of project through to construction

E7

Project 09 - Weighbridge Coffee House

1. Consult and agree use of/acquisition of structure with DAFM
2. Explore funding opportunities
3. Identify potential local business/start up to occupy
4. Procure architect led design team for detailed development of project through to construction

E9

Project 11 - Ice Plant Theatre

1. Review proposed use with DAFM
2. Explore opportunities for lease
3. Procure condition survey
4. Procure feasibility study for development of theatre or other such cultural use
5. Develop project brief with DCC Regen Team/Economic Development team
6. Explore public and private sourced funding opportunities
7. Procure architect led design team for detailed development of project through to construction



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