

Comhairle Contae Thiobraid Árann Thuaidh
North Tipperary County Council



DROMINEER

VILLAGE DESIGN STATEMENT

DEC 2007

CONTENTS

SECTIONS	Page
1. INTRODUCTION	2
2. VILLAGE PROFILE	3
3. VILLAGE STRUCTURE	7
4. SETTING AND APPROACH	10
5. VILLAGE STREETScape	15
6. BUILDINGS AND DETAILS	24
7. COMMUNITY ACTION LIST	30
8. YOUNG PEOPLE HAVE THEIR SAY	31

1.0 INTRODUCTION

1.1 What is a VDS?

The village of Dromineer has a distinctive and diverse character, which is highly valued by its local residents. As the village continues to evolve, this process of change needs to be positively managed so that the unique qualities that contribute to the village's identity can be protected and enhanced, whilst managing future growth and new development.

A 'Village Design Statement' (or VDS for short) provides an account of the distinctive character of the village. The VDS helps all those involved with the future planning and enhancement of the village to understand what is important to local people and what aspirations the community has for the village.

Through a series of Design Guidelines, the VDS identifies what is worthy of protection and where improvements should be made. The VDS reflects the views and requirements of Dromineer's residents who participated in the VDS process.

Although non-statutory, this VDS shall be noted by North Tipperary County Council

as supplementary planning guidance for use alongside the County Development Plan and Local Area Plans. The VDS may also be used by the community to approach various funding organisations to fulfill various community aspirations and desires.

1.2 Who is the VDS for?

This VDS is a valuable resource of information about Dromineer for reference by individual householders and businesses, builders, developers, architects and statutory bodies.

1.3 How will the VDS work?

This guidance should be viewed as a stimulus for encouraging any new development or other proposals to respect and enhance, rather than compete with, the valued character features that define the village. Rather, the document highlights the unique qualities of architectural, historical and natural importance that contribute to the village's character, and provides broad design guidelines to both safeguard its distinctive character and enhance quality of life within the village.

These recommendations should be viewed as a stimulus for encouraging

any new development or other proposals to respect and enhance, rather than compete with, the valued character features that define the village. This will require careful consideration of how key elements of the village interrelate with each other, and how they contribute to the character of the village as a whole.

1.4 How has the VDS been produced?

This VDS has been produced through an extensive community consultation programme, including an introductory meeting, community workshop, and questionnaires. This has been in partnership with the residents of Dromineer, North Tipperary County Council, and with the support of The Heritage Council.

Dromineer community workshop



2.0 VILLAGE PROFILE

2.1 Location and Profile

Dromineer (*Drom Inbhir*) is a small village in County Tipperary situated on the shores of Lough Derg on the River Shannon. Home to an 11th Century towerhouse, idyllic scenery, a public harbour and other facilities, it is a popular place to visit, especially for those boating on the lake.

Fishing is a popular activity on both the lake and the nearby Nenagh river from Nenagh Boat Club, Lough Derg Yacht Club and Shannon Sailing.

The name Dromineer in Irish is "Drom Inbhir", meaning the back or the ford of the river.

Today, Dromineer thrives, popular with

people from local towns, especially Nenagh, and even neighbouring counties such as Clare and Limerick and further afield.

Amenities in Dromineer include restaurants and pubs (The Dromineer Bay and The Whiskey Still), accommodation (such as the Dromineer Bay Hotel and The Lough Derg Hostel) This village is a very popular spot for tourism, and the quay is well equipped with pontoons for boats. There is also a children's playground.

Dromineer is home to the Lough Derg Lifeboat, which is the RNLI's third inland lifeboat station and first inland station in the Republic of Ireland.

2.2 Population

Although the core of the village is quite compact, Dromineer extends over a much larger area. Table 1 shows the percentage population increase for Monsea District Electoral Division (DED) between 1991 and 2006. This demonstrates that during this period the population of the Monsea DED grew by 15.5%. In fact there has been a higher increase in population in Monsea DED between the 1996/2002 Census (5.65%) and the 2002/2006 Census (3.1%).

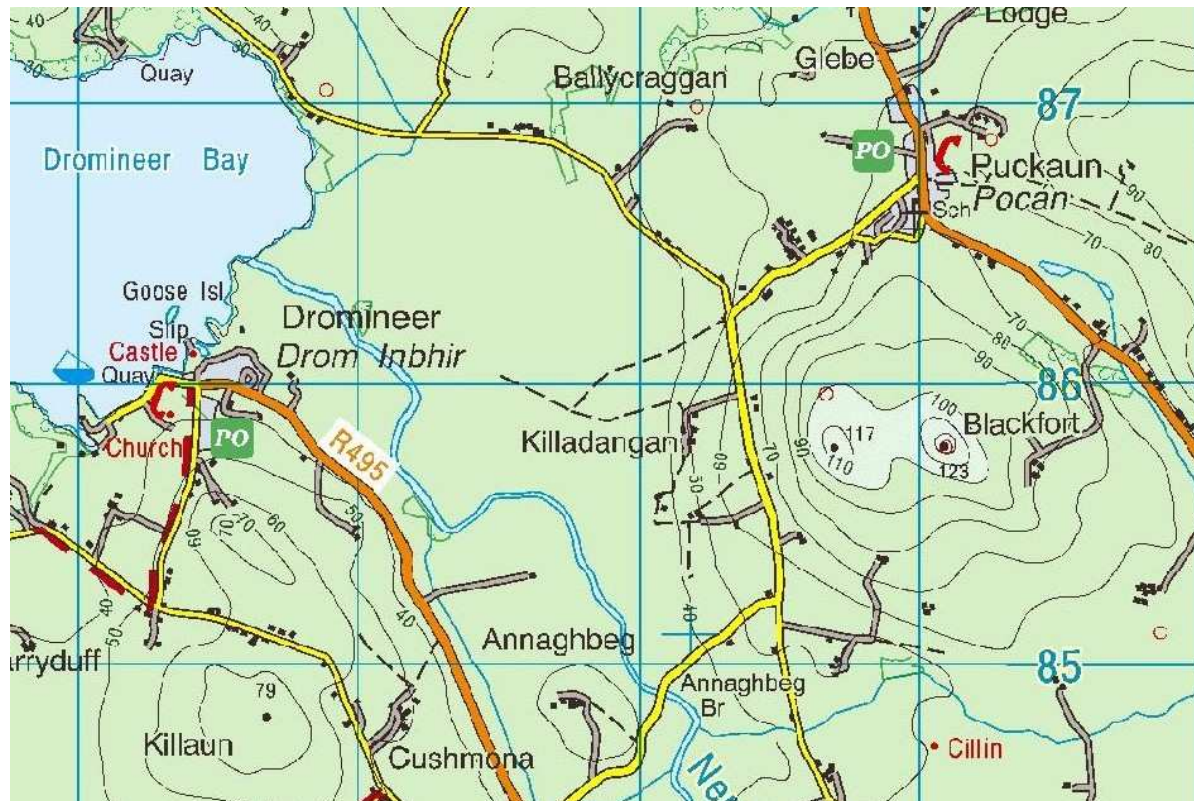


Table 1: Population				
	1991	1996	2002	2006
Monsea DED	547	593	628	648
Western Area	6,146	6,487	7,449	8772
North Tipperary	57,854	58,021	61,068	66,023

2.3 Brief History

Dromineer is a historic village. There was a medieval castle built for the powerful O’Kennedy clan in the 1500’s, which is now in ruins. The history of the castle is somewhat uncertain, but it was probably built sometime in the sixteenth century by the Cantwell family, who were tenants of the earls of Ormond. The castle was taken in the mid seventeenth century by Cromwellian forces and subsequently returned to the Duke of Ormond.

There are church ruins in Irish-Romanesque style of the 12th century but perhaps dating from the 10th.

Dromineer’s Lough Derg Yacht Club is one of the oldest in the world, dating from 1835.

Dromineer was an important port from the introduction of steam navigation in the 1820’s. A Canal Co. store survives on the shores of Lough Derg.

There is a traditional story in the village that some of the monks from Iniscealtra came here in the twelfth century to found a settlement, but that it never developed and the only evidence of this is a small ruined Romanesque church in the old graveyard.



Early map of Dromineer

Dromineer was once the Port of Ormond on Lough Derg, providing commerce by barge for local farmers before the

creation of a reliable road system. Via the Shannon Waterways system (the navigable River Shannon, Lough Derg, the Grand Canal) goods from Tipperary’s North Riding could be carried north and east to Dublin and the Irish Sea, and south and west to Limerick and the Atlantic.

2.4 Village Life today

Dromineer has a thriving community spirit, and it is clear the residents take great pride in their village. Given that the settlement is a popular tourist destination it is subject to the seasonal fluctuations associated with tourism. Dromineer is a very different place in the winter than in the summer. While there may be a great many visitors during the month May to September, the village is extremely quiet during the other months of the year. This should be respected in the scale and type of development to be undertaken in the future.

Water sports and recreation are well catered for in the village. The surrounding landscape is also suited for extensive walks, cycling, horse riding, and fishing in the lake.



2000 Map of Dromineer

The upscale yacht basin/harbor can be quite busy on sunny summer weekends. When it is lined with gleaming, fiberglass and chrome boats and ringing with the laughter of children in the large harbor side playground, Dromineer marina contrasts sharply with its two noteworthy architectural ruins: a medieval castle tower, and a thatched cottage relic from before the Famine.

2.5 Facilities and Services

Currently existing in the village are:

- Residents
- B & B's
- Pubs and Restaurants
- Public Phone Kiosk

- Post Box
- Tidy Towns/Community Association
- Recycling Facilities
- Tourist Facilities



Dromineer harbor offers Shannon cruisers good protection, overnight lodging at the Dromineer Bay Hotel (currently closed) and Lough Derg Hostel, provisions at the village shop, and sustenance and entertainment at the Whiskey Still pub.

Although village facilities are limited, all the necessary facilities can be found in the nearby villages of Ballycommon and Puckane and town of Nenagh and generally the residents do not mind travelling to use these with banks and post offices in nearby towns. Were the village to expand, additional facilities may need to be considered.



Sli Eala (Swan Way in Irish) links the historic lakeside village of Dromineer to the picturesque bridge and weir at Ballyartella. Set in the heart of Tipperary Lakeside, the route passes through an area of natural beauty with history and legend at every turn. The walk for part of its length follows the meandering Nenagh River (An Ghaothach). This river is home to many Mute Swans which give the walk its name.

“A road, a mile of kingdom. I am king of banks and stones and every blooming thing”.

Patrick Kavanagh, Irish Poet
(1905 - 1967)

2.6 Environmental Issues

There are recycling facilities in Dromineer. Currently residents can also use the facilities in the next village and Nenagh.



Pollution on land and in the river and lake should be prevented. Vehicle emissions and air quality should also be monitored.

As in most villages the existing sewerage system has limited capacity. This is of serious concern to the community. Prior to the addition of new housing to the village sewerage issues need to be addressed.

2.7 Employment

There are a number of small businesses in the area, but most residents commute



elsewhere for work. Zoning of land within the settlement plan for Dromineer under the Western Area Local Area Plan to allow for employment uses, such as commercial facilities enhance amenities for locals and tourists. The need for facilities may be assessed in terms of the scale and character of the village and the amenities provided in the near by areas of Ballycommon, Puckane and Nenagh. These facilities may include health and beauty, heritage centre, gallery, café,

antiques, bicycle shop, angling shop, open farm, workshops for fly fishing, painting, etc.

KEY POINTS

- **Thriving active community.**
- **Current limited services and facilities. Any new development will need to include additional services.**
- **Environmentally conscious community.**

3.0 VILLAGE STRUCTURE

3.1 Shape of the village

Dromineer is a small rural lakeside village with a distinctive character defined by traditional buildings, Castle (in ruins), stone walls and lake harbours. The settlement is located at the mouth of the Nenagh River where it discharges into Lough Derg and is fronted by a beach, an impressive harbour and a slipway.



Dromineer originally developed around the harbour in a small tight pattern. Over time, the village has expanded on the raised land around the church and graveyard and on the both sides of the main approach road to the village.

During the summer months the marina and the local bars and hotels become very popular with both the boating fraternity and locals alike. There is also a small beach which is used by local children and tourists on the fine summer days.

3.2 Street pattern and built form

Early residential development generally consists of detached houses set back from road with front gardens.

Recent developments are of cluster type development with many surrounding and overlooking open spaces/green areas. Development takes the form of semi-detached or detached houses within cul-de-sacs. Some of these developments have been for holiday accommodation.



3.3 Scale and Dominance

Most of the buildings on the outskirts of the village are located against a backdrop of green fields.

The earlier buildings of the village sit back from the road. The more modern houses are terraced and semi-detached also set back to accommodate parking.



3.4 New Development Areas

Several fields are zoned for development in the area, although this is dependent on landowners' intentions, and the planning application process which is open to the local community participation.

New development should respect the style and structure of the village, and follow good practice.



The issue of parking should be addressed with planning applications for residential/commercial/leisure development. Parking may be accommodated off the road and behind the buildings.

Land on the west side of the village has been zoned for, an integrated tourism-leisure-recreational complex.”

KEY POINTS

- **Variety of building scales and patterns, mostly single storey and detached or semi-detached.**

- **Individual buildings nestle inconspicuously in the surrounding Dromineer area.**
- **Potential for new development to provide a range of tourism-leisure-recreational facilities for the village.**

3.5 Design Guidelines

The setting and views of the historically important quay/Castle and the lake itself should be preserved and respected when considering the design and location of new development.

The existing structure and shape of Dromineer should be respected as a product of the village’s evolution. New development should be of a scale and design that does not overwhelm or engulf this settlement pattern.



New development should consider opportunities to improve pedestrian access, links and permeability around the village.

Dromineer has traditionally served its immediate hinterland and within a small village accommodates a surprising level of diversity with regard to house style and character.

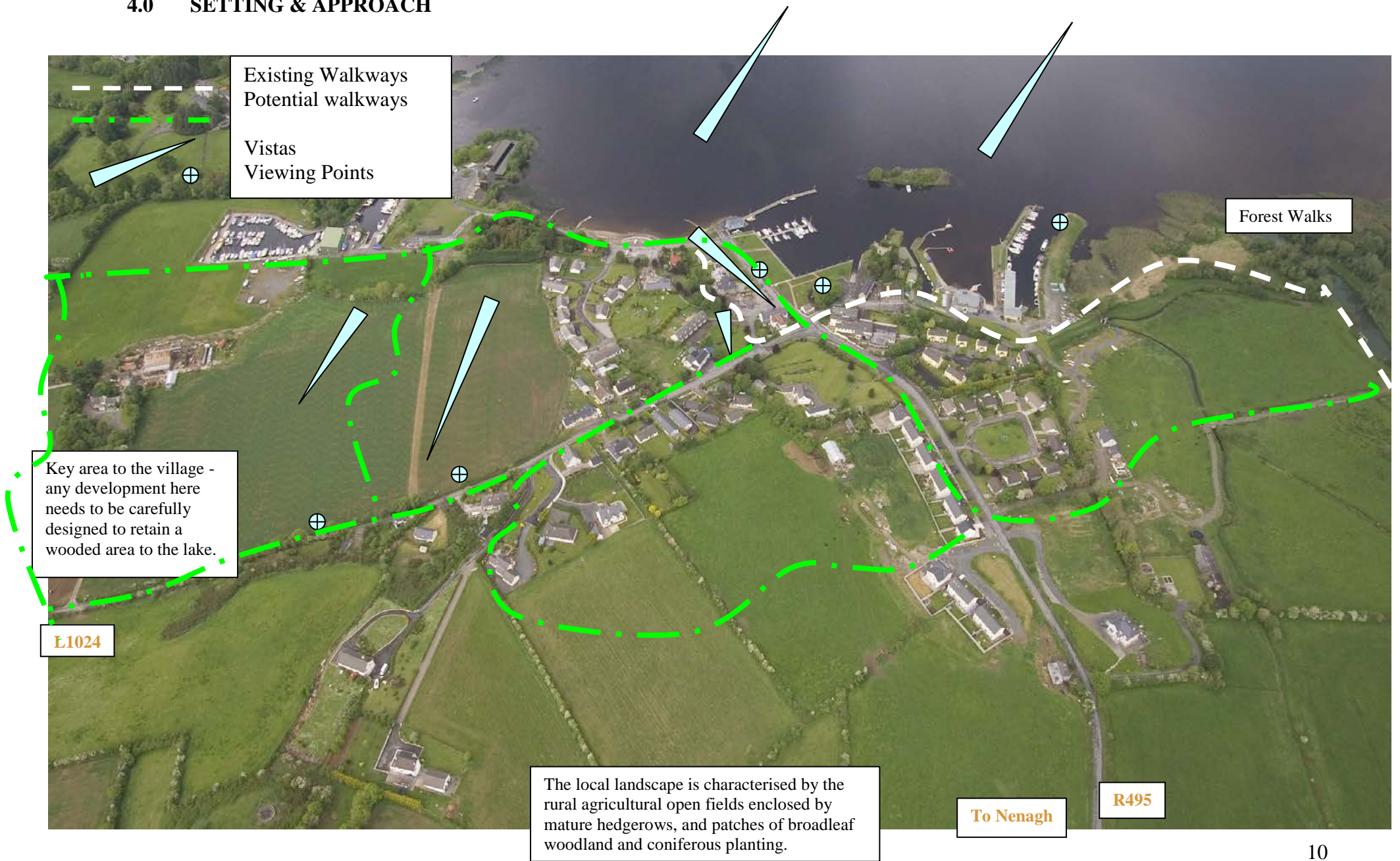
Scenic view to the lake



Therefore, all aspects of new developments in the village should have regard to this existing established and recognised character of the village.

Whether infill or new development, building orientation and plot layout should reflect existing styles and patterns and an appropriate balance should be maintained between residential areas and green spaces within individual developments. Similarly, the proportion, scale and design of buildings and materials used should compliment the existing village character. The monotony typical of many modern residential developments can be avoided through the use of a variety of building types and the careful use of colour and other building features.

4.0 SETTING & APPROACH



4.1 Broad Landscape Setting

Dromineer lies on the shores of Lough Derg with surrounding rolling hills, which are likely to have been carved out during the last ice age. The soil is likely to be composed of till derived from Lower Palaeozoic rocks. The lakeshore edge is lush with vegetation, and there are areas of deciduous woodland surrounding the village.

The landscape is designated as an area of high amenity, which runs along the shores of Lough Derg.

The junction of the main and back road in the village is about 34 metres above Ordnance Datum, with the land to the south rising to about 50m a.o.d within the immediate vicinity of the village. To the west of the village the land inclines gradually to Killaun. To the east of the village the land inclines gradually towards Blackfort and beyond to become the Killadangan Hill at 123m a.o.d as the highest point in the immediate vicinity.

4.2 Important Views and Vistas

The shoreside location of Dromineer with the surrounding gentle and steeper hillsides provides great vantage points throughout the area.



One of the most recognizable sites on the lake is Dromineer castle and on approach from the lake, the village,

nestled in the landscape with the Devil's Bit in the distance, provides an important landmark for users of the lake and an equally important safe harbour for boat users.

The old stone Castle and adjoining stone Hostel is a welcome sight on approach to the harbor from the lake offering a feeling of safety and respite. The existing landscaping offers a sense of tranquility and charm.



“This headlands on the lake offer an enclosed vista that provides a distinctive and attractive gateway to the village”. **Quote from Submission on Issues Paper.**



Travelling into the village from Ballycommon on the R495, mature hedgerows obscure most views, but the road bends gradually towards the lake and a picturesque view of Lough Derg opens out.



There are also good views travelling down on the back road into the village.

4.3 Planting

There are many mature trees and hedgerows within and around the village. The canopies and foliage provide important green backdrops, as well as acting as important wildlife habitats. Local residents value these existing mature planting features as important character features, and wish them to be retained and enhanced.

Seasonal displays such as the many daffodils, which surround the area in spring, add colour and interest and should be encouraged.

4.4 Important Open Spaces

The Nenagh River and its associated walks, the green areas around the castle and in front of the car park and both playgrounds and the picnic areas are the designed open public spaces in the village.

The key to maintaining the visual character of the village is to maintain the important open spaces around it. It is important to protect and enhance the

setting of the Castle, Nenagh River and its walks and open spaces.

Important open spaces need to be managed and maintained appropriately, and the parties with responsibility for this maintenance need to be identified. Details of the management and maintenance of open spaces, roadways, paths, etc. associated with new developments should be submitted at planning application stage.



4.5 Permeability and Connectivity

A number of elements were identified within the village that were of sufficient importance to feed into the overall character and setting as follows:

- Gently undulating landform is a distinctive feature within the area.
- The lake as a village edge.

Varied topography provides an opportunity to make a major contribution to the public realm and reinforce the identity of the area.

The vision for the VDS is to facilitate and provide for ease of movement through the area and to promote connectivity and permeability. This must be addressed by way of:

- Improving, developing and prioritizing pedestrian and cyclist routes.
- Managing parking provision.

Each element of movement is layered to make a pattern of development in relation to desire lines between uses:

- Road Hierarchy
- Pedestrian Permeability
- Linkages to the countryside
- Open Space Network

KEY POINTS

- **Lake shore setting and hillsides give opportunities for views over the whole village.**
- **Broadleaf trees, hedgerows, planting, and open fields are essential to the village's character.**
- **Encourage tree, shrub, and bulb planting in the newer areas of the village.**

- **Avoid development that encroaches on the setting of the lake.**

4.6 Design Guidelines

New development, infrastructure and land management should respect the attractive, scenic 'rural' character and distinctive landscape setting of the village and avoid visual intrusion into key views to and from the village, especially looking towards the lake, and the view of the lake as you approach on the back road.



Of equal importance is to ensure future development within the village has regard to its visual impact as viewed from the lake. New developments should be integrated into the landscape such as to maintain all vistas. Development proposals should be accompanied by visual impact assessments taken from

approaches to the village from the lake and designs should ensure that any development shall have a minimal impact on all vistas defined in this document. Visual impact assessments should include photo montages and photo renderings to adequately convey any development in context.

New development should be of a low density and a location that consolidates and strengthens the core of the village.

New development, infrastructure and land management should avoid direct or indirect damage to sites or features of known ecological interest surrounding the village, including the lake, hedgerows and trees.

The Western Area Local Area Plan sets out briefly a number of native species that are commercially available and can be appropriately used in planting schemes. The planting of native species is important particularly as they play an important role in maintaining local wildlife and ecology.

Landscaping adds greatly to an area and should be encouraged. The use of appropriate native trees, as a cost effective and environmentally friendly method of

'livening up' and visually improving the character of areas is recommended. In particular, the screening of unattractive features such as ESB boxes or telephone exchanges is encouraged. Where undertaking such works always liaise with the appropriate body.

Existing established planting, including mature trees should be preserved and managed to maintain them in good health. New and replacement planting in the village should be of species appropriate to the location and scale of the space. Open lawn areas around developments should be planted with trees where possible.

Amenity areas should be retained and well maintained with the addition of lighting and seating to encourage their use and ensuring the safety of users. The current green areas at the Castle should be protected from any infringement and maintained for the enjoyment of all. Additional formal vantage points should be encouraged.

Walking routes in and around the village such as the Sli Eala and Lough Derg Way should be retained and developed, and new routes established wherever possible to provide improved access to the

countryside, including access to and along the lake and Nenagh River. Promotion of routes should be encouraged by means of improved signage and local tourism initiatives.

Close liaison between all groups in the village including the Tidy Towns Committee should be maintained to ensure all resources are used to maximum effect.



There is the potential for Three Sculptures within the village

- *Red Eye for Lough Derg with history of lake,*
- *Nautical one (Viking boat) and*
- *near the beach, a sculpture of children playing or fishing.*

Submission on Issue Paper.

5.0 VILLAGE STREETScape

5.1 What is a 'Streetscape'?

The term 'streetscape' refers to the look of a particular road, regarding the arrangement and design of

- plots,
- buildings and materials,
- roads and footpaths,
- street furniture,
- open spaces and planting.

Attractive and coherent streetscapes happen when all of these features reinforce and work with one another.

The aim should be to consider the whole streetscape in the same way as we consider the conservation of an individual historic building. Building conservation specialists

ensure that historic buildings are useful and viable in a modern context but unspoilt. The whole street should be given the same attention.

5.2 Street Elements

Within the village core, the main road and parking areas demonstrate a strong sense of space reflecting a distinctive 'traditional' character, created by its width and arrangement of plots and buildings that have a close relationship with the design and layout of the road.

This creates a broken building line, with the gaps providing glimpses out to the wider landscape setting. These gaps also provide access to the rear of the properties. The roof ridge, front facade

and any front boundary treatments (such as a garden wall or pavement) of these buildings all tend to run parallel to the edge of the road.

Continued improvements to the visual appearance of some buildings should be encouraged, perhaps with the provision of floral displays (such as window boxes, and wall-mounted baskets) to provide seasonal interest and enliven the village streetscapes.

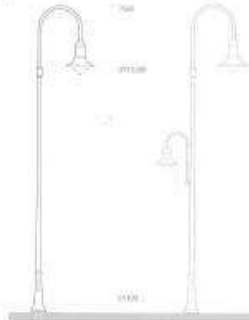
5.3 Street Furniture

The style and location of street furniture in the village is generally regarded as satisfactory. Seating on the green areas and in the open space areas is well used and appreciated by locals and tourists

Street furniture refers to such items as litter bins, benches, picnic areas, bollards, railings, lighting, signposts, CCTV, electricity substations and wiring, cycle stands, post boxes and any other utility items found within the public realm of streets and roads. Such items are generally owned and managed by different bodies, which can give rise to a lack of co-ordination, and their placement can be over-influenced by meeting road standards rather than pedestrian requirements.



VILLAGE STREETSCAPE



Street lighting



Timber seating to Lakeside open space



Timber bollards



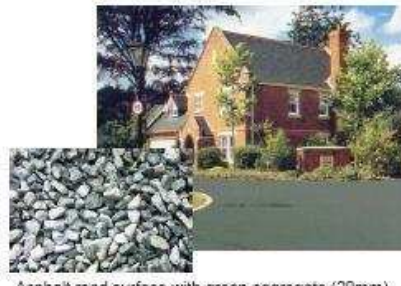
Traffic calming



Footpaths—Small Unit P.C. slabs



Conservation kerb



Asphalt road surface with green aggregate (20mm) dressing (Criggion or similar)



Reinforced grass surface



Self binding gravel informal paths of open spaces

5.3.1 Design Guidelines

Clutter is made up of lots of bits and pieces. The only way to reduce clutter in the streetscape is to look at each individual item and consider whether it really is necessary and whether it can be removed, hidden, replaced in a less noticeable position or at least painted a less obtrusive colour.

Local residents put forward several suggestions, including ideas for overhead electricity wiring to be accommodated underground wherever and whenever possible, and for the provision of more co-ordinated cast iron or heritage-style street furniture to reflect the historical and rural character of the village.



Similarly, street furniture should be provided with cognisance for the existing street layout and style.



In general, the provision of street furniture can raise the somewhat difficult question of maintenance. The variety of 'shareholders' in this aspect of the 'streetscape' including private residential owners, private commercial ventures, the ESB and the County Council makes the organisation and co-ordination of design and maintenance often difficult.

However, there are a number of key principles to be observed:

- Temporary and permanent street furniture should be organised to minimise clutter. This is important in relation not only to appearances but also

to the ease of which a mobility impaired person or person with a pram or wheelchair can realistically navigate.

- Street furniture such as lamp standards should compliment the area and in general overly ornate designs should be avoided.



- A schedule of maintenance should be drawn up with particular references to painting and regular maintenance.
- A co-ordinated approach to providing these facilities throughout the village should be considered. In particular, a uniform approach should be taken to the provision of lamp standards, seating, litter bins and any fencing or boundary treatment with the historic core of the village.

5.4 Surfacing

Roads and paved areas impact greatly on the streetscape. Streets in the village are generally tarmac. Road edges were well maintained and generally without footpaths.



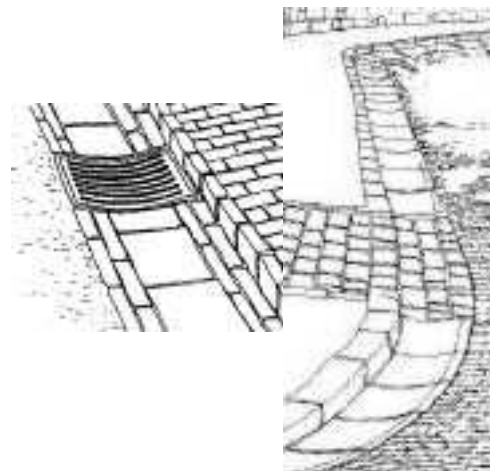
Similarly, there are a number of locations – such as the road edges, where the poor quality of roads or cracked pavements – due again to heavy traffic volumes, reduce the overall quality of the street.

5.4.1 Design Guidelines

A good road surface for walking, cycling and driving contributes to both comfort and safety. The surface should be adequately drained, and without hollows where puddles may form.

Material for Cul-de-sacs and Mews

- combined surface for roads and footpaths, using block paviers or coloured macadam
- low level boundaries to public areas (plinth wall and railings)
- continuity of 'family' of street furniture including seating and bollards
- street tree planting where appropriate
- tree and shrub planting to visible private areas (front gardens etc.)



Materials for Primary Neighbourhood Roads

- blacktop macadam road surface with concrete kerbs
- kerbside parking
- grass margin for tree planting
- street tree planting (min. size 12-14cm girth) to provide structure and enclosure
- high quality boundary treatment to private (walls) and public areas (plinth wall and railings)
- continuity of 'family' of street furniture including bus shelters, seating, litter bins, etc.

5.5 Footpaths & Roads

Footpaths are present in various areas of the village and vary in appearance, width and materials.



The new and old pathways do not always link up or extend any great distance throughout the village. This is an especially important issue in relation to safety.



5.5.1 Design Guidelines

In an ideal world, all footpaths would be clear and accessible throughout their length, but unfortunately this is not always the case.

Walkers vary immensely in agility. Please apply the test 'Can this right of way be used safely and easily by everyone who is likely to walk it'.

Footpaths away from the kerb in major roads are preferred because of safety issues and visual amenity of the streetscape. Alternative designs that provide for better stormwater management are encouraged.



Design considerations of all footpaths will:

- design and maintain surfaces to be stable, firm, even, and slip resistant to ensure safety for all users of footpaths
- design footpaths with the principle of enhancing accessible journeys
- ensure footpath designs consider linkages to kerb and channel, stormwater, vehicle crossings, grass berms, street furniture, carriageway light poles, trees and road signs



- ensure all renewal or upgraded footpaths will provide a minimum width of useable footpath
- use materials that can be sourced for the intended life of the footpath asset

- use the texture and colour of materials to provide interest in new or upgraded streets
- ensure that materials used in high volume pedestrian locations are of the highest quality and amenity
- ensure pedestrian priority is clearly indicated at vehicle crossings.

5.6 Lighting

With the need for extensions and improvements to footpaths, street lighting needs to be considered. This should be limited to the key areas of the village, as light pollution to the surrounding rural area is a concern.

However, low lighting along the minor roads near houses may need to be considered for safety reasons.

5.6.1 Design Guidelines

For a lighting scheme to be successful, we need to understand the way in which the architecture - including buildings and townscape features - affect the character of the external space which we occupy. A well designed scheme can offer security, drawing attention to key elements and developing a new character to the space, or it can be modest, in sympathy with the existing architecture. In both cases

shadows and darkness are as important as light.



One approach is to light only the most interesting features of a facade: after all, why draw attention to the boring bits? Cornices, windows, doorways, columns and so on can be picked out with small, narrow-beam, close-set luminaires, leaving the rest in relative darkness. As well as enhancing the architectural form,

this largely avoids glare to users and visitors.



5.7 Signs

Signs should be clear and accurate, and appropriately placed. Presently some signs around the village are ambiguous, for example the signs on the back road.

Too many signs on one post can be confusing and unclear.



Signs – both commercial and road signage, can have a particularly strong impact on the quality of a streetscape.

In general, advertising in the village does not detract from the visual quality of the area.

5.7.1 Design Guidelines

Place names and signage should reflect local trends and traditions.

Appropriate signage of amenity areas – such as indicating walks and trails, is encouraged, as is the on-going use of walking path maps and information packs.

Signs at the approach into a village should be clearly visible and made from an appropriate material. However, these should not be excessively dominant or bright. Within the village, the retention of bi-lingual street signs should be encouraged.

New signage should mimic the small proportions of older signs and metal and wood should be used in preference to plastic.

5.8 Traffic

Traffic is a big problem in Dromineer, especially in the holiday season. Apart from the narrowness of the roads, the speed of traffic also makes walking around the village dangerous. Speed restrictions and calming methods are currently lacking.

Also of concern for pedestrian safety is the blind bend in the approach road, as vehicles tend to speed around the corner into the village. In addition, parking occurs here during the summer months.

5.8.1 Design Guidelines

Traffic calming measures and enhanced pavements to improve pedestrian safety

should be a high priority for implementation throughout the village, especially on the approach roads and should be incorporated in creating a distinctive entrance to the village.

Traffic Calming Measures

- Raised Junction Platforms
- Small Radii Corners with Over-runable Strips
- Surface Treatments
- On Street Parking



5.9 Parking

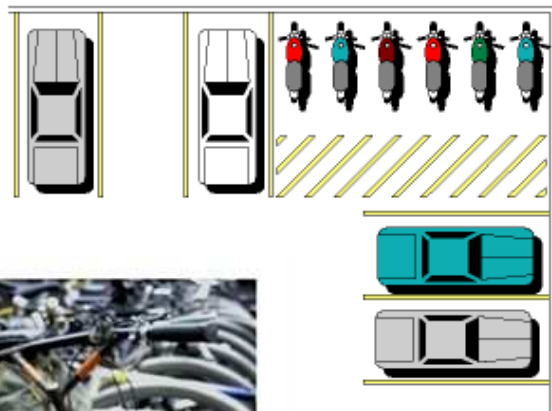
There are many public parking areas within the village with designated and lined car parking spaces.



There is no designated parking areas for bicycles or motorbikes or for campervans, tents and caravans.

5.9.1 Design Guidelines

Parking Areas should be identified, sign posted and designated and lined for bicycles, motorbikes and cars. The sign shall be the standard parking sign, showing a white letter P on a blue background on reflectorised material.



5.10 Boundary Treatment

Unusually the residential properties in the central village area have private front gardens. Therefore non-direct frontage onto the street is characteristic in these areas, with small walls/fencing containing small front gardens.

The most important boundary walls in the village are those of the famine cottage, which are a dominant and attractive feature. These walls consist of natural stone and are well maintained.

Other un-coursed stone walls are evidenced in the village and these tend to use locally sourced material. These are attractive and many remain. Where they do exist they should be carefully maintained and repaired as required.

5.10.1 Design Guidelines

Attractive, safe and comfortable outdoor spaces should be created within the public realm. These should be permeable, easy to access, and include provision for pushchair users and those with mobility impairments. Such spaces should have appropriate paving, lighting, seating and signage features, which compliment the character of Dromineer.

Modern walls tend to be constructed from breezeblock. These can look bare and unsightly but can be greatly enhanced by careful planting of appropriate native trees.



KEY POINTS

- Traffic calming measures such as speed restrictions signage, sensibly placed narrowing or rumble strips could be considered.
- Provision of adequate footpaths throughout the village, with associated lighting.
- Overhead wires are unsightly and should be placed underground where possible.
- Provision for designated parking areas for bicycles, motorbikes, cars, campervans, tents and caravans.

The Design Guidelines are based on a thorough analysis of the qualities and characteristics of Dromineer which contribute to its distinctive identity, and which are appreciated and valued by local residents.

The design guidelines aim to preserve and enhance the important character features identified within the VDS, and seek to encourage proposals for new development to be based upon a considered understanding of the village’s unique character.

Table 1 Characteristic Features These should be maintained in existing buildings and complimented by new development.
Relationship with the lake
Clusters of Single and Two-Storey dwellings on short cul-de-sacs
Painted Plinths
Use of natural stone
White or limited palette of bright colours painted on plaster finished building facades
Dark colours on door and window surrounds
Wooden windows and doors with a vertical emphasis
Wooden, sash windows
Uniform roof pitches (while possibly accommodating variations in height)
Chimney stacks
Natural slate roofs
Native species and planting
Subtle signage using wood, stone and small metal signs as appropriate
Traditional pub/shopfronts with advertisements painted directly onto the facade

Table 2 Uncharacteristic Features Where possible, these features should be avoided in both existing and new developments.
Flat roofs
Red brick finishes
Painting or stone facing of original facades
uPVC doors and windows and doors
Swing-out windows in all buildings
Removal of render
Use of strong colours as the primary colour on building facades
Inappropriate place names
Plastic and corporate shopfronts
Overhead wiring
Large-scale and plastic signage
Removal of and re-organisation of building facades

6.0 BUILDINGS AND DETAILS

6.1 Buildings and Features of Interest

Dromineer has a diverse and varied built environment, which has evolved over the years. Although few buildings and sites in the village are of regional architectural and historical interest, they have played an important role in the evolution of the village.

The National Inventory of Architectural Heritage (NIAH) has listed *Dromineer Quay* as a site of architectural and historical interest. It is highly valued by the local community and should be sensitively preserved and maintained as part of the local distinctive character, sense of place, and cultural heritage of Dromineer for future generations.

This coursed limestone rubble quay was built c. 1845, on a rectangular plan. Dating from the mid-nineteenth century this well-executed quay was built at a time of increased interest in inland navigation throughout Ireland. The setting of the quay is enhanced by the dramatic ruined tower house to the site.



The *Store* – is listed as regionally important This detached three-bay single-storey former inland navigation store provides a focal point for the harbour and quayside and creates a group with other stores along the Shannon.

Its features include

- Pitched slate roof with brick chimneystack and with timber canopy to front elevation.
- Snecked limestone



walls with square-headed openings having six-over-six pane timber sash windows with brick block-and-start surrounds and cut stone sills.

- Timber battened sliding doors to front and south elevations with brick relieving arches.
- Doorway with brick surround to north gable, blocked with limestone.
- Limestone rubble harbour to front.



A *house* of regional importance in the NIAH listing is tucked away but this detached two-bay single-storey house was built c. 1910 and has a verandah and projecting gable-fronted bay to front. This picturesque building is executed in

interesting materials, such as the timber sheeting and corrugated-iron. The building forms part of a group of turn of the century buildings, built in unconventional materials, with the houses to the south-west.



- A second *house* of regional importance is a detached four-bay single-storey house, built c. 1890, with projecting verandah to front supported by timber columns. This house is situated overlooking the shores of Lough Derg; this house is a recognizable and notable feature in the village of Dromineer. It retains its original form and interesting features such as the timber windows, verandah and corrugated-iron roof.

A third *house* of regional importance is the detached five-bay single-storey house, built c. 1890, with projecting glazed bay and canopy porch to front, and single-bay extension to north-east. This picturesque building is executed in interesting materials, such as the timber sheeting and corrugated iron. The irregular form of the building is enhanced by the label mouldings, timber windows and decorative cast-iron brackets that support the porch.



6.3 Newer Buildings

Later residential development in the village typically consists of detached dwelling with simple footprint, rendered walls, and natural slate roof tiles. Set in larger plots, these buildings are set back

from the road line and have access via a cul-de-sac to the local road.

In terms of materials these are usually simple rendered finish with modern windows in both material and style.



6.4 Variation and Innovation in New Development

Modern design can play an essential role within the traditional streetscape, by contributing an element of variety, so long as it is based upon a careful consideration of the main characteristics found locally.

Subtle variations in the design of buildings and their key elements is desirable in creating an interesting and attractive streetscape and in perpetuating an identity for the village.

It is essential that such variation is based within limits, and on the careful consideration of a common design style. New buildings should respect the strict relationship between types of construction (i.e. stone or blockwork) and the proportion of elements and materials used.

KEY POINTS

- **Shape, size, proportion, materials and colours should all be considered in the construction of new buildings, extensions, windows and doors in the village.**
- **The design of new development should seek to enhance visually and physically the character of Dromineer by using the prevailing architectural detailing and appropriate local materials as a stimulus for creative interpretation.**

6.5 Design Guidelines

New development should learn from and improve on what has already been done - it should take its proposed form and scale from the existing village structure, and new development should innovate by reinterpretation – making it look new and local.

Whether infill or new development, building orientation and plot layout should reflect existing styles and patterns. Similarly, the proportion, scale and design of buildings should compliment the existing village character.

Design proposals for new development should respect the local characteristics of the site and its wider context, by working with rather than against key features including the existing contours of the site, lake, and established boundaries. Development should be adapted to the site and its natural features and characteristics, and not the site adapted to the development.

New developments should be phased in pace with improvements to local infrastructure, village facilities and services, such as the sewage system, roads, pavements, lighting, open space and community facilities.



The established patterns of development within the village, including levels and road layout, should be used to guide the design of new development proposals. Careful consideration should be given to complimenting the pattern and density of adjacent plot arrangements, building lines, setback levels, plot enclosure, building scale and massing, proportion of architectural features and the height/pitch/ridge of roofs.

Within the historic core of the village, development should aim to compliment visually and physically the established traditional character of the buildings.

The Castle ruins, traditional buildings and stone quay and their settings should be conserved and maintained as key assets of the village.

Property owners should be encouraged to retain, maintain, and restore original vernacular and architectural details (such as ornate window frames and stone work, roof slates, rendered wall finishes etc) as important character features of the village and encouraged to retain existing mature vegetation.

The total energy used in development should be minimised as far as possible to encourage sustainable development practices in line with government initiatives and current legislation. This should encourage the use of locally sourced, ‘environmentally friendly’ and energy efficient materials for construction as well as minimise running costs.

Alterations to Existing Buildings

All works undertaken on an existing building should reflect the character of the building and its vicinity. In particular, the building style should be reflected through the façade elements – such as windows, doors, etc. Roof styles and pitches should similarly compliment the existing structure.

The use of appropriate materials is critical and all aspects such as - texture, colour, proportion, etc. should reflect the established character of the area and compliment existing buildings and styles.

Where possible, un-used materials from older buildings should be recycled for re-use.

Proposed extensions to buildings and boundary features such as front, rear and

sidewalls, should use matching materials in a style to compliment the original building and adjacent boundaries.

Building Maintenance

Building maintenance plays an essential role in ensuring the built tradition of the village is protected. This is important for all village buildings.

All owners of buildings in the village should appreciate the importance of maintenance through regular painting, retention of boundaries and original features is important in preserving the village’s character.

All owners of Protected Structures should be aware of their legal obligation to maintain their property and prevent it from falling into disrepair. In such buildings particular care should be taken to seek expert advice to ensure the use of proper materials and procedures. Due to recent changes in legislation for planning permission for works on Protected Structures, the advice of the County Council should be sought before any works are undertaken. The Council will assist people where possible through the operation of Conservation Grants.

Materials

The type of materials to be used in new development or improvements to existing properties should:

- (i) fit in with the prevailing character of the village, and be designed to reflect and respect nearby colours, textures, materials, shapes, styles and proportions;
- (ii) take account of other materials used in the immediate vicinity;
- (iii) utilise materials for extensions which match those of the existing property;
- (iv) ensure that replacement windows and doors respect the age and character of the existing building - in particular, the use of UPVC is generally considered to be inappropriate for use in a designated historically or architecturally important building;
- (v) encourage the re-use of appropriate building materials from buildings which have been unavoidably demolished.

Extreme caution should be exercised in combining different external materials in the same building – in general there should be one principal external material.

New development designs should avoid monotonous repetition by inclusion of subtle variation, and should use materials, which compliment the established variants

of design, silhouette, scale, density, materials and colour within the village.

External Renders

This is the main feature of many of the characteristic buildings in the village. Traditionally these would have been lime based renders that would have been painted with lime washes. Today these are often replaced with harder cement based renders with modern synthetic paint systems.



These are both physically harder and can look sharper compared to the softer and subtler colours available with lime washes.

Wall Construction

Within the majority of the buildings in the village there is a render coat to the underlying wall construction.

The use of brick and concrete blocks is mostly confined to the recently constructed buildings. New buildings should have some sort of render (either

coloured white or pebble-dashed) to conceal the use of brick and blocks and should compliment existing buildings.

Roof Features & Construction Materials

Roof construction styles and materials have a direct association to the predominant building construction type.

The majority of older buildings within the village have chimneys, and are an important character feature that significantly contribute towards visually interesting streetscapes. Such chimneys and future chimneys should be located at the main ridge of the roof and, as very frequently found, on gable ends, in which case they are often flush with an internal breast. Designed as rectangular in plan, orientated at right angle to the ridge, and usually capped with clay chimney pots would be in keeping with existing.

Windows & Door Openings

In most buildings in the village, the door openings are vertically aligned, which is particularly important on buildings with small facades. On smaller houses and cottages, first floor windows are often set just below the eaves line, with only

the top-plate or several courses of stone or brick over the openings.

Most window openings are also vertically orientated.

Recent development has been designed with this in mind and this trend should be encouraged.



Cills

A range of window cills are found in the village all of which relate to the walling material. The important characteristic is the profile and thickness of the front edge or face.

Window Frames & Door Leafs

The window frame should be set back from the face of the building to give a shadow line. The presence and design of glazing bars should be suited to the opening size, the position of the window in the building, and the overall form of the house.

The type of door proposed should suit the building type and the position of the door within the building. Simple vertical plank doors are generally suited to smaller vernacular type buildings and moulded panel doors to larger houses. Glazing on doors should follow the same pattern as the windows. The use of uPVC is not considered appropriate.

Shopfronts Signage

The over-riding principle for the design of shopfronts and the design and placement of advertisements and signs should be restraint. The aim should be to create an environment in which the buildings and activities themselves are the principle attraction and visual interest, not the advertisements and signs. Shopfronts, signs and

advertisements should therefore work within the overall form and structure of a building and should be subservient to it.

A shopfront should suit the type and style of the building as a whole. If for example, the building is symmetrical, the design of the shopfront should maintain the overall symmetry.

Illumination of Buildings

External lighting of buildings and signs should normally be avoided, but the sensitive and selective lighting of key features such as the Castle ruins and quay, and key distinctive buildings should be encouraged. Light fittings should be as small and unobtrusive as possible.



7.0 COMMUNITY ACTION LIST

Throughout public information sessions a number of issues arose about which the local community felt extremely strongly. While some of these suggestions are beyond the remit of the VDS they are nonetheless included as part of a comprehensive community ‘Action List’.

Providing for the Local Community

There should be a coordinated programme to increase pedestrian safety through adequate provision of street lighting, pavements and cycle paths, particularly in the vicinity of widely used public areas such as the pubs, castle and facilities and open areas.

Existing and new community facilities for all ages should be developed in line with future growth and development of the village, including provision of services for the elderly, and space and facilities for children and teenagers.

<i>Community Action List</i>
1. In the absence of an off-street parking, some measures should be employed to reduce the dominance of traffic in the village.
2. Additional pedestrian crossings are required particularly from the shop to playground and piers.
3. There is a need to provide defined short-term and long-term parking areas, especially designated parking areas for car, campers, caravans. Similarly, commuter and long term parking needs should be met by the provision of a suitable parking area.
village. In particular, the County Council should act for the preservation of the village’s built environment.
5. Distinction of entering village should be obvious and should also slow traffic entering the village.
6. New development is welcome but services and infrastructure should be provided to ensure these integrate with the physical and social environment.
7. The heritage and tourism potential of the area should be realised by the development of heritage trails and information points.
8. An integrated plan should be drawn up for the development of footpaths and roads in light of the damage caused by passing traffic. This plan should consider the need to ‘standardise’ the appearance of paved areas with the use of appropriate materials.
9. Where buildings fall into disuse or are under-utilised their possible use as a community facility should be investigated.

8.0 YOUNG PEOPLE HAVE THEIR SAY



The younger people of the village had the opportunity to draw or write about their village.

This Village Design Statement, undertaken in partnership with the community of Dromineer, was produced by North Tipperary County Council, with support from The Heritage Council.

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