

Amenity Area B Tobermaclugg Park



Tobermaclugg Park

Area character type	Major Park
Gross area	3.8 hectares
Net area	3.4 hectares



DIAGRAM DRAWING KEY

- Park Landmarks- Historical remains and Holy well *
 - Access ➤
 - Attenuation Area ▨
 - Use Zones [- - -]
- | | |
|---|---|
| <p>1 Seating Area drawing on footprint of remains of Tobermaclugg House</p> <p>2 Tobermaclugg stream Improve habitat value and accommodate attenuation requirements</p> | <p>3 Terraced Banks create informal grassed terraces</p> <p>4 Pump Station with Screen planting</p> |
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- Key - Main Plan
- SDZ Planning Scheme Boundary (Gross Development Area) ○
 - SDZ Planning Scheme Boundary (where outside gross development area) ○
 - Public Open Space ■
 - Established Tree to be Preserved ⊕



Use valley sides as informal seating areas



Develop the natural habitat value with improvement works to the stream



Develop the natural habitat value with native planting



Integration of streams within open space areas

DESCRIPTION OF PARK

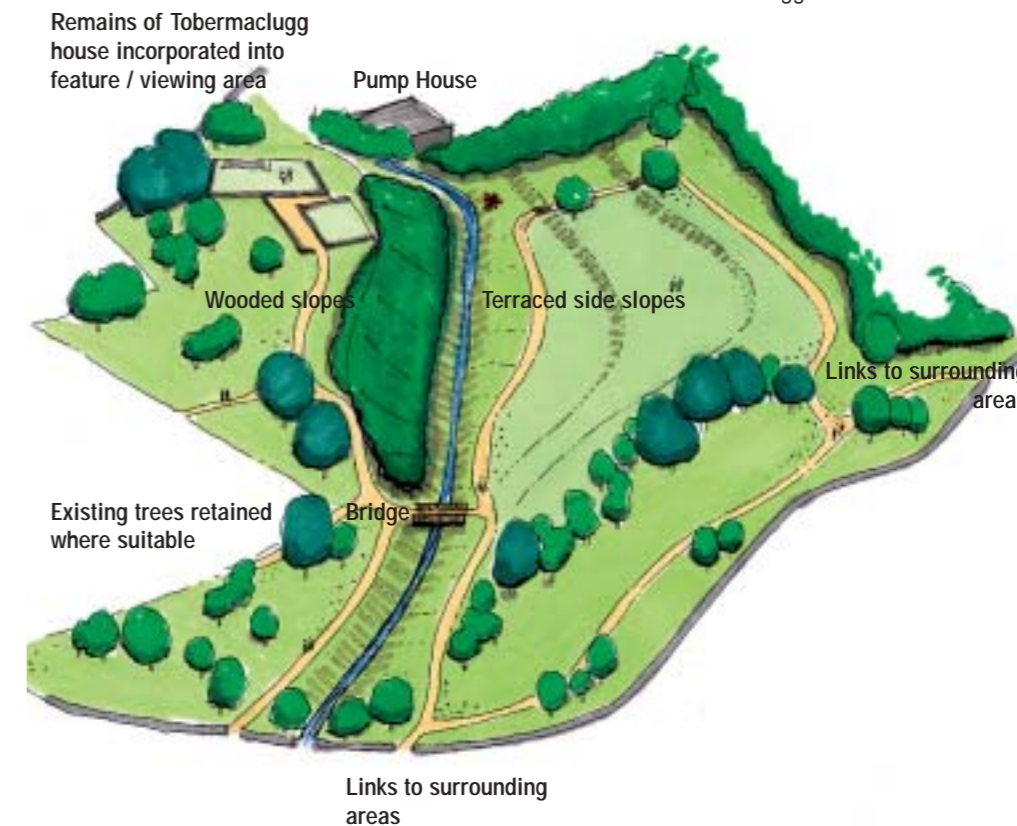
Set in a natural hollow this area contains historical and archeological remains, with a holy well and the ruins of Tobermaclugg House within the proposed park area.

The park will focus on developing the stream and woodland habitats in addition to highlighting the links with the past. This will be achieved through enhancing the historical traces within focal areas, where appropriate, and a planting mix of mainly native species suitable to the location.

The existing steep sided slopes of the river valley will be terraced to allow maximum use for surrounding residents and to facilitate access for all. A bridge will allow access across the Tobermaclugg stream.



Indicative Park Layout 0 50 100 200 m



Bird's Eye View