



Comhairle Cathrach Chorcaí

Cork City Council

City Architect's Department

City Hall, Cork



DESIGN STATEMENT

CITY NORTHWEST QUARTER REGENERATION

PHASE 3C

KNOCKNAHEENY, CORK

May 2026

< INTENTIONALLY BLANK >

CONTENTS

1.1	INTRODUCTION	5
1.2	SITE	5
	1.21 Topography.....	5
	1.22 Adjacent lands / development	5
1.3	SCHEME DESIGN	6
	1.31 CNWQR Design Code & Public Realm Strategy	6
	1.32 Density.....	7
	1.33 Layout & Streetscape.....	8
	1.34 Unit Types	8
	1.35 Internal Planning & Private Open Space	9
	1.36 Materials.....	10
	1.37 Housing Design Precedents	12
1.4	PUBLIC REALM.....	14
	1.41 CNWQR Design Code & Public Realm Strategy	14
	1.42 Phase 3C Pocket Park - ‘The Circus’	14
	1.43 Pavements, boundaries & features	15
	1.44 Nature-Based Solutions (NbS) and Sustainable urban Drainage Systems (SuDS) ...	15
	1.45 Public Realm & Amenity Space Design Precedents.....	16

APPENDIX A Architects’ drawing register

< INTENTIONALLY BLANK >

1.1 INTRODUCTION

The site of City Northwest Quarter Regeneration *Phase 3C* is on the north-west side of Cork City and is part of the phased redevelopment of this area in accordance with the 2011 'Cork City Northwest Regeneration Master Plan'.

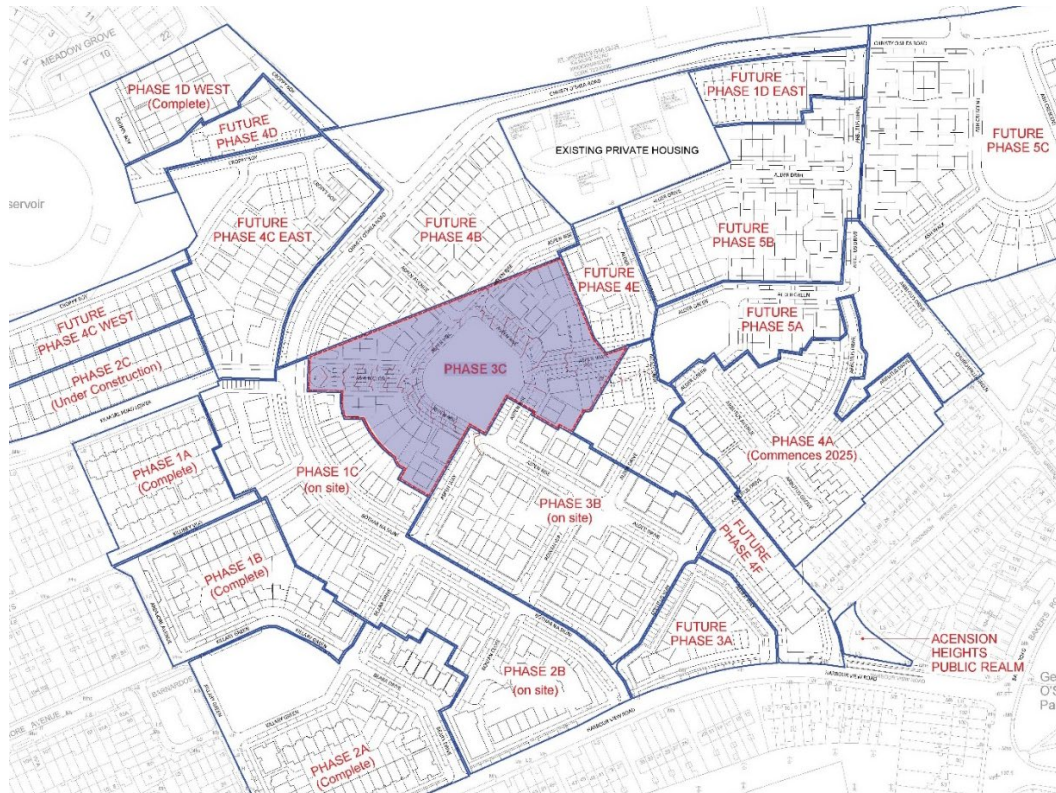


Fig.1 CNWQR Phase 3C (shaded blue) within wider CNWQR Master Plan context

1.2 SITE

Phase 3C site is brown field; some of the 1970s residential terraces, which ran east to west across the site, have been demolished, with the remainder to be demolished in due course to allow for the development (see Fig. 3 below).

1.2.1 Topography

A steep gradient runs northwest to southeast across the site, overall level change of almost 10m from northwest to southeast.

Bothar na Siliní, which is under construction as part of Phase P1C (currently on site), curves north-south just to the west of Phase 3C. This road is set approximately 2.5m higher than Phase 3C, so significant retaining elements will be required at the interface of the two phases, particularly at Aspen Close cul-de-sac, which directly abuts *Bothar na Siliní* (see Fig.5 below).

1.2.2 Adjacent lands / development

The site is bounded to the north by Kilmore Road Lower, to the west by Phase 1C (currently under construction, see Fig. 1 and section 1.2.1 above), to the east by existing housing at Killala Gardens and to the south by CNWQR Phase 3B (currently under construction).

1.3 SCHEME DESIGN

1.3.1 CNWQR Design Code & Public Realm Strategy

The *CNWQR Design Code & Public Realm Strategy* complements the regeneration Master Plan for the Knocknaheeny area, providing a high-level design vision with guidance on design approach for both dwellings and public realm, with a view to delivering continuity across the various phases.

Dwelling mix is determined on a needs-led basis, informed by the size, composition and bedspace requirements of households being relocated as part of the regeneration programme. The *Design Code* also sets out the general distribution of unit types (see Fig.2 below).

Phase 3C proposes 24 no. new housing units in total, the majority of which overlook a landscaped 'Pocket Park' (see Fig. 4 below) as prescribed by the *Design Code*.



Fig. 2 Unit types as set out in Master Plan (Phase 3C area is shaded blue)



Fig. 3 CNWQR Phase 3C Site Plan, footprint of former terraces shown dashed: proposed 2-storey houses shown yellow & blue, 3-storey houses green, duplex corner blocks orange



Fig. 4 Phase 3C Site Plan indicating layout of Public Realm areas

1.32 Density

The scheme has a density of approx. 38 dph.

While Sustainable Residential Development and Compact Settlements Guidelines suggest a minimum density of 50 dph for urban neighbourhoods Cork City, and 40 dph for suburban/urban extension areas; the CNWQR Masterplan & Design Code governs development density.

It should be noted that Phase 3C site incorporates residual green space which will be incorporated into following Phases 4B and 4E, along with new streets Aspen Rise, Aspen Close and Aspen Walk, as well as 2nr. temporary roads to facilitate through access to the existing housing development at Killala Gardens ahead of future Phase 4E.

1.33 Layout & Streetscape

There is 4 m (1:12) approx. fall NW to SE across the site. Dwellings are organised into terraces which will later be incorporated into closed urban blocks (see Figs 1 & 2 above) and consequently run both along and across the slope. There are level differences between neighbouring dwellings in some instances, necessitating retaining boundary walls, stepped roof planes, and in the cases of corner blocks, stepped external access. Such measures have been kept to a minimum for buildability, usability and maintenance reasons.



Fig. 5 Phase 3C site section through Aspen Close cul-de-sac showing stepped street elevation and 2.5m high retaining wall at Phase 3C interface (far right, red line marks site boundary)

Corner units, ie. Type-D Duplex Blocks and Type-A2 House in the case of Phase 3C, are designed to provide passive supervision over public realm, and to have active street frontage where feasible, without compromising private open space to side and rear of adjacent dwellings. No blank gables face onto the street. (Note that this relates to street layout *as per completed Master Plan context* – blank gables may face existing streets during the interim period, prior to completion of subsequent Master Plan phases shown in Figs 1 & 2 above)

1.34 Unit Types

Phase 3C is characterised by 4 no. 3-storey duplex corner blocks, each containing 1no. 2-bed UD ground floor apartment, with 2no. 2-storey maisonettes over. These are positioned at street corners / intersections, with a mix of 2- & 3-storey terraced and semi-detached 2- and 3-bed houses between.

Overall Phase 3C consists of **12 no. Houses & 12 no. Duplex Apartments**, with the breakdown of proposed unit types as follows:

- Type A:** A1 - 2 no. 2-storey 2-bed terraced units (4 person)
A2 - 1 no. 2-storey 3-bed end of terraced unit. (5 person)
- Type B:** 5 no. 2-storey 3-bed terraced and semi-detached units (5 person)
- Type C:** 4 no. 3-storey 3 bed semi-detached units (5 person)
- Type D:** 4 no. 3-storey detached duplex blocks, each consisting of 1no. GF 2-bed (4 person) apartment with 2no. 2-bed 2-storey (4 person) maisonettes over, 12 units total

2-storey **House Types A, A1 and B** have floor areas in line with typologies featured in the DHLGH 'Design Manual for Quality Housing', and have been tried-and-tested in previous CNWQR phases. **House Type C** is standard 3-storey house typology H7 as featured in the DHLGH 'Design Manual for Quality Housing'.

All unit types have been selected based on their simple form and an absence of projections, which suit design & build procurement route in terms of minimising the extent of detailing, and provide scope for implementation of Modern Methods of Construction.

Corner Duplex Blocks (Type D)

The proposed duplex corner blocks are variants of the duplex corner block previously approved for Phase 1D East, which in turn is a simplified version of the Phase 3B corner block.

The type has been further adapted suit the Phase 3C gradients and street geometry.

Each Duplex corner block comprises 1nr. single storey accessible UD ground floor 2-bed apartment, with 2nr. 2-bed maisonettes over. All units having own-door access at ground level, separated from the street by a privacy buffer inside a front boundary wall with front pedestrian gate (prescribed by Design Code).

Front gate levels of maisonettes are dictated by adjacent centre of road level. Due to steep site gradients, particularly around corners, there can be a significant level difference between maisonette front door threshold and ground level at corresponding front gate. External steps have been introduced as needed to make up the level difference.

Maisonette (external) front door position and the arrangement of internal stairs is adjusted on a block-by-block basis to accommodate external gradients, so duplex blocks vary slightly in area. Note that internal stairs themselves are *NOT* included in unit areas, while usable space within the stairwell envelope *IS* included (storage space, sanitary facilities, etc.)

1.35 Internal Planning & Private Open Space

Compliance with *Design Manual for Quality Housing 'Required Minimum Floor Areas and Standards'* for each Unit Type is illustrated on the following Architects' drawings, which include:

- Floor areas breakdowns for each Unit Type, including dedicated storage areas
- Critical room dimensions for each Unit Type
- Floor-to-ceiling heights for each Unit Type

HOUSE TYPE A1	2000
HOUSE TYPE A2	2001
HOUSE TYPE B	2010
HOUSE TYPE C	2020
DUPLEX TYPE D1 - SHEET 1	2030
DUPLEX TYPE D1 - SHEET 2	2031
DUPLEX TYPE D2 - SHEET 1	2040
DUPLEX TYPE D2 - SHEET 2	2041
DUPLEX TYPE D3 - SHEET 1	2050
DUPLEX TYPE D3 - SHEET 2	2051

Floor-to-ceiling heights exceed 2.4m throughout, and in the ground floor apartment and main floor of the upper maisonettes they measure minimum 2.7m. Private open space areas, including area refuse storage, are indicated on Architects' Drawing

1110 PROPOSED SITE PLAN - EXTERNAL FINISHES WITHIN CURTILAGE OF DWELLINGS

1.36 Materials

Material palette and distribution will be consistent with preceding phases - street elevations will combine render and brick finishes as follows:

- Type A houses will have brick external finish to all floors, and render to upper floor facades
- Type B and C houses will have brick external elevation up to a first-floor datum, and render to upper floor facades
- Type D corner duplexes have full-height monolithic brick corner projections, with rendered set-back to balconies breaking down the volume to scale compatible with neighbouring terraces
- Boundary walls to the front of units will be solid brick, with boundary railings in powder-coated steel

Type A houses



Type B houses



Type C houses



Type D Corner Duplex Blocks

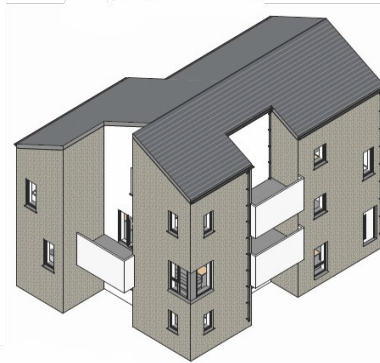


Fig. 5 Phase 3C Unit Types visualisations & axonometric views



Fibre cement slate, complete with colour co-ordinated ridge, verge and eaves accessories ventilation accessories as required, along with colour co-ordinated flashing system for stepped roof abutments

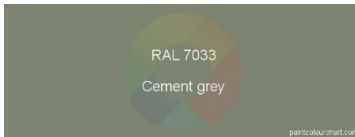


Smooth light-coloured **external render** to include paint finish from render system, finished colour to be selected from range

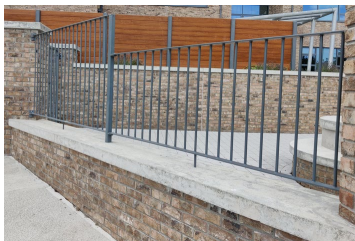


Buff-coloured multi **brick**: to be selected.

Mortar: to be selected to suit selected brick, range must not be limited to standard colours from a single supplier



Selected **rainwater goods system**, **window frames** and **balcony guarding system**: matching RAL colour to be selected



Powder-coated steel railings & guardings: RAL colour to be selected from range, to include non-standard RAL colours as needed to match balcony sheet-metal cladding

Table 1 Phase 3C materials palette

1.37 Housing Design Precedents



Preceding CNWQR Phase 2A by City Architects Department, completed 2018.

An example of 'first design' as referenced in CNWQR Design Code, 3-storey terraced houses bookended by 3-storey apartment blocks.



Errigal Heights Housing by City Architects Department, completed 2025.

Proposed Phase 3C uses similar material palette, ie. multi buff brick, smooth-finished render and medium grey window frames, rainwater goods & boundary railings.



Preceding CNWQR Phase 3B by City Architects Department, construction commenced in 2025.

Proposed Phase 3C shares the architectural language of adjacent Phase 3B, with brick ground floor façades and rendered upper storeys to houses, and predominantly brick façades on corner blocks.



Preceding CNWQR Phase 1DE by City Architects Department, Part 8 planning permission granted 2026.

Proposed Phase 3C corner Duplex blocks are adaptations of the corner block shown here, adjusted to suit steeper gradients and tighter, non-orthogonal street layout.

1.4 PUBLIC REALM

1.41 CNWQR Design Code & Public Realm Strategy

The Design Code establishes outline principles for public amenity spaces within the CNWQR development area, aiming to ‘establish a clear identity for the area and enrich the experience of living within it [...] by strengthening local connections to neighbouring areas & open spaces through the creation of legible pedestrian routes and new public spaces.’

These principles are implemented in Phase 3C, with Design Code proposals for public amenity spaces within the development based on local input gathered during public consultation.

Further consultation with residents and members of the public will take place during design development. Security and safety of those using the public realm will be the priority.

1.42 Phase 3C Pocket Park - ‘The Circus’

In accordance with landscape design concepts set out in the Design Code, the theme for Phase 3C Pocket Park is ‘The Circus’. It will feature an open, grassed kick-about space as well as a defined play area with plenty of passive supervision, and will incorporate nature-based drainage features.

Paths within the park will follow anticipated pedestrian desire lines, taking account of roads yet to be constructed as part of following phases, with a view to providing intuitive, safe connectivity to, from and within the park.



Visualisations of Phase 3C Pocket Park with kick-about space, play area & biodiversity planting

1.43 Pavements, boundaries & features

Ground surfaces in the park will include

- Brush-finished concrete paths with flush-finished, bull-nosed edge profile
- Coloured resin-bound aggregate surface to feature areas
- Tactile paving to pedestrian crossings into the park - buff-coloured blister paving
- Concrete retaining walls / benches
- Soft planted areas including grass, planters, tree pits and swales

Outside of the park

- Public footpaths will generally be brush-finished concrete with granite aggregate conservation kerbs
- Vehicular carriageways will be standard SMA (asphalt), with red-strip HRA (asphalt) demarcating raised traffic tables and pedestrian crossings
- Parking bays will be colour-differentiated porous asphalt

1.44 Nature-Based Solutions (NbS) and Sustainable urban Drainage Systems (SuDS)

Effective surface water management is particularly important on all CNWQR Phases due to steep gradients, exposure to weather prevailing south westerly weather fronts, and limited capacity of existing downstream combined sewer system. SuDS, particularly NbS, will be implemented where feasible across the development, with the aim of keeping as much surface water as possible on site for as long as possible before it enters the main sewer system.

Park

Subject to Public Consultation and input from specialist NbS Landscape designer, it is envisaged that NbS features in the Park will include

- Bioretention swale with trees to park perimeter
- Permeable grass infiltration area - kickaround space at low side of park
- Bioretention raingarden & biodiversity planting in 'Sensory Garden' area
- Permeable surface to Play Area in park

Bioretention Tree pits

- Partial infiltration tree-pits (unlined, or with permeable lining) to street verges and build-outs where appropriate, with underdrain, overflow gullies, appropriate freeboard and engineered bioretention soil layers
- Tree pits surface generally will be flush with or slightly lower than adjacent ground level, either without kerb or with 'hit and miss' kerb to allow surface water retention and direct infiltration
- Tree pits in pavements or other constricted locations with structural soil or a cellular support system as required to ensure adequate soil volume is readily accessible to tree roots, to minimise risk of damage to surrounding pavements in the long term
- Where trees are included in linear raingardens along carriageway verges, tree species will be chosen for specific context (pollutant-resistant)

Porous asphalt

Porous asphalt or permeable resin bound aggregate will be used on lightly trafficked and hardstanding areas such as parking bays, park pathways and Public Realm feature areas.

SuDS & NbS design will be developed pre-Tender, with reference to Public Consultation outcomes and what has been successful in previous CNWQR phases.

For detail on NbS proposals refer to

- Engineer's Proposed SUDS Layout *CE-960580*
- Engineer's Proposed SUDS Typical Details *CE-960591*
- Architects' Public Realm Surface Finishes drawing *1115*

1.45 Public Realm & Amenity Space Design Precedents



Play Space Errigal Heights, The Glen, Cork by City Architects Department -



Pocket Park Park with feature paving CNWQR Phase 2A, Knocknaheeny by City Architects Department



Play features example



Changes in level creating opportunities for play
CNWQR Phase 2A, Knocknaheeny, Cork by City Architects Department



Dry Swale Min Ryan Park, Co. Wexford



Raingarden to street verge Crescent Sea Rd, Galway City

APPENDIX A Architects' Drawing Register

DRAWING ISSUE SHEET (P3C-IS-CCiC-AR-9001_Issue Sheet_Part 8)

Project: CNWQR - PHASE 3C
Project Code: P3C

Distribution:		Attn:		Status (see codes below)																					
Client:		Housing Capital and Regeneration Department										P3													
Quantity Surveyor:												X													
Architects:																									
Civil/Structural Consultant:																									
Mechanical / Electrical Consultant:																									
Fire Consultant:																									
PSDP:																									
Clerk of Works / RE:																									
eTenders																									
Status: P3 - PART 8 SUBMISSION																									
E - Electronic copy for information		H - Hard copy												E											
												05/05/26													
DOCUMENT TITLE:		Drawing No. (IS EN ISO 19650)						Scale:	Size:																
SITE LOCATION MAP		P3C	XXX	XXX	DR	CCiC	AR	1600	1:1000	A1	0														
PROPOSED SITE LAYOUT		P3C	XXX	XXX	DR	CCiC	AR	1101	1:250	A1	0														
PROPOSED SITE PLAN - EXTERNAL FINISHES WITHIN CURTILAGE OF DWELLINGS		P3C	ZZZ	L01	DR	CCiC	AR	1110	1:250	A1	0														
PROPOSED SITE PLAN - PUBLIC REALM SURFACE FINISHES		P3C	ZZZ	L01	DR	CCiC	AR	1115	1:250	A1	0														
PROPOSED SITE SECTIONS - SHEET 1		P3C	ZZZ	ZZZ	DR	CCiC	AR	1300	1:250	A1	0														
PROPOSED SITE SECTIONS - SHEET 2		P3C	ZZZ	ZZZ	DR	CCiC	AR	1301	1:250	A1	0														
3D VISUALISATIONS - SHEET 1		P3C	XXX	XXX	IM	CCiC	AR	1400	NTS	A1	0														
3D VISUALISATIONS - SHEET 1		P3C	XXX	XXX	IM	CCiC	AR	1401	NTS	A1	0														
HOUSE TYPE A1		P3C	HTA	ZZZ	DR	CCiC	AR	2000	1:100	A1	0														
HOUSE TYPE A2		P3C	HTA	ZZZ	DR	CCiC	AR	2001	1:100	A1	0														
HOUSE TYPE B		P3C	HTB	ZZZ	DR	CCiC	AR	2010	1:100	A1	0														
HOUSE TYPE C		P3C	HTC	ZZZ	DR	CCiC	AR	2020	1:100	A1	0														
DUPLEX TYPE D1 - SHEET 1		P3C	DTD	ZZZ	DR	CCiC	AR	2030	1:100	A1	0														
DUPLEX TYPE D1 - SHEET 2		P3C	DTD	ZZZ	DR	CCiC	AR	2031	1:100	A1	0														
DUPLEX TYPE D2 - SHEET 1		P3C	DTD	ZZZ	DR	CCiC	AR	2040	1:100	A1	0														
DUPLEX TYPE D2 - SHEET 2		P3C	DTD	ZZZ	DR	CCiC	AR	2041	1:100	A1	0														
DUPLEX TYPE D3 - SHEET 1		P3C	DTD	ZZZ	DR	CCiC	AR	2050	1:100	A1	0														
DUPLEX TYPE D3 - SHEET 2		P3C	DTD	ZZZ	DR	CCiC	AR	2051	1:100	A1	0														
DUPLEX TYPE D4 - SHEET 1		P3C	DTD	ZZZ	DR	CCiC	AR	2060	1:100	A1	0														
DUPLEX TYPE D4 - SHEET 2		P3C	DTD	ZZZ	DR	CCiC	AR	2061	1:100	A1	0														

Status Codes:
P1: Information
P2: Stage 2
P3: Planning
P8: Tender
P9: Contract / Construction

Signed: