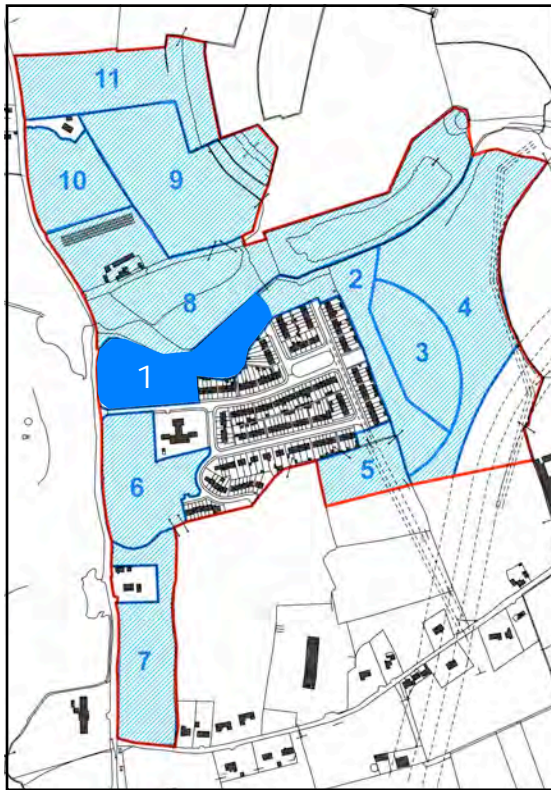


## 2.71 Development Area 1

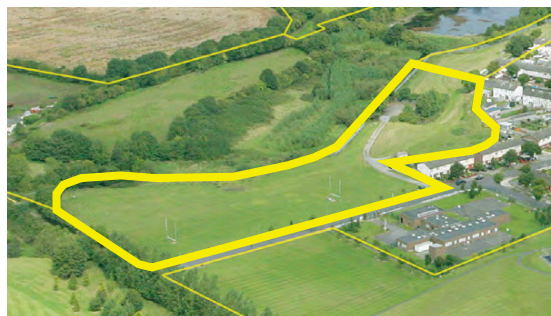
Development Area 1 is a key development site located opposite the school and adjoining the entrance to Rivermeade on lands owned by Fingal County Council and currently used as a football pitch. Proposed development in this area comprises mixed uses including retail, commercial, employment, community and residential uses.

The main focus of the Development Area is the creation of a central village square at the point of convergence for routes into and within the village. It should provide a new, active heart for Rivermeade.



### Area 1: (2.14 Ha)

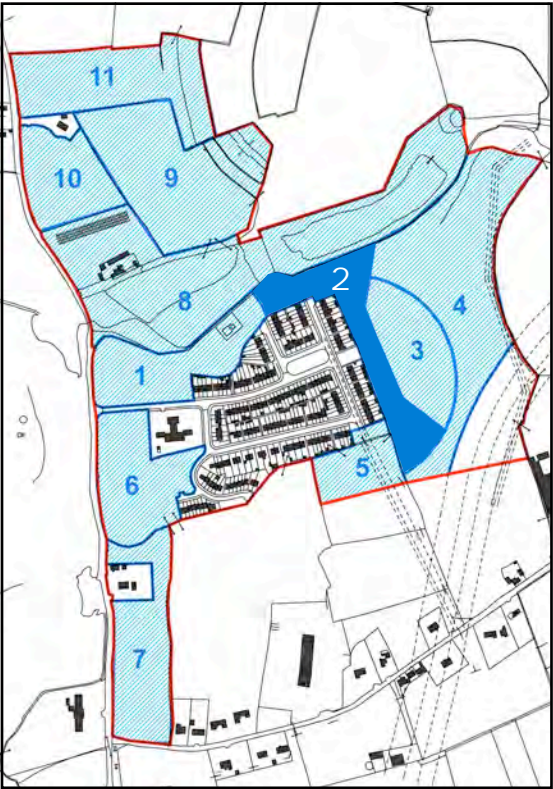
- Retail / commercial / community uses
- Creche
- Public open space
- Public civic space
- Business uses
- Potential yield of 7 residential units
- Potential yield of 2 dwellings suitable for the elder



## 2.72 Development Area 2

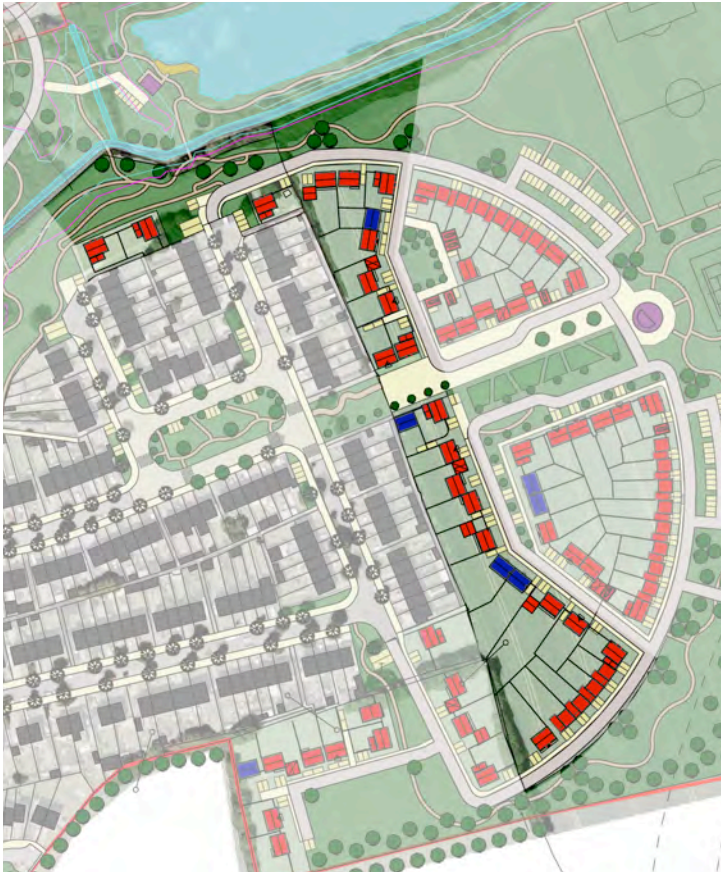
Development areas 2 and 3 are Greenfield sites which adjoin existing housing at Rivermeade to the east. Circa 28 and 34 residential units are proposed within Development areas 2 and 3 respectively.

These Areas are close to the existing residential area and are well-connected with a generous pedestrian link.



**Area 2:** (2.14 Ha)  
 Potential density residential area: 13.3 units/ Ha

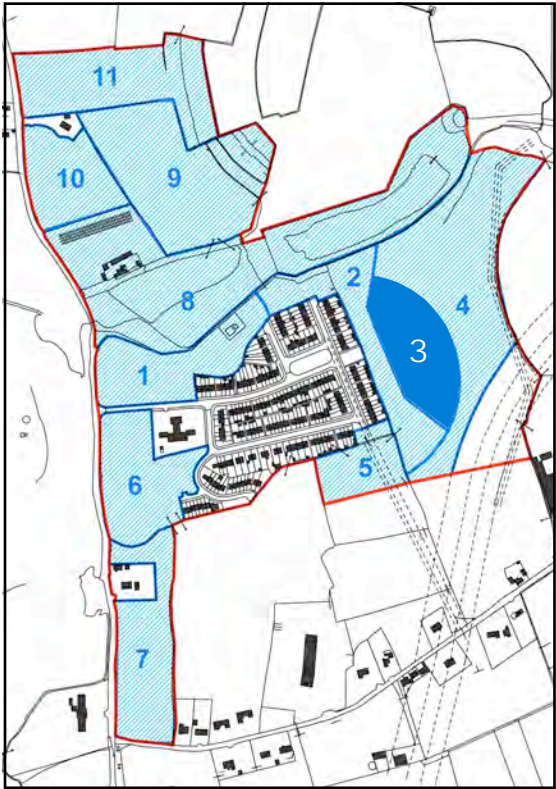
- potential yield of 24 residential units
- potential yield of 4 dwellings suitable for the elderly



### 2.73 Development Area 3

Development areas 2 and 3 are Greenfield sites which adjoin existing housing at Rivermeade to the east. Circa 28 and 34 residential units are proposed within Development areas 2 and 3 respectively.

The layout is designed to make a built edge to the expanded village, fronting onto green areas for sports use with hedgerow trees beyond. The central green area connects to the existing green and strengthens the 'axis' of the village along the Main Street.



**Area 3:** (1.87 Ha) Potential density: 18 units/ Ha

- potential yield of 32 residential units
- potential yield of 2 dwellings suitable for the elderly
- public open space

