

Public Realm Strategy for Limerick City Centre

Travel & Transportation SPC

Date: 20th April 2021

- **Definition:** Public realm is defined as those parts of the surrounding environment where people can gain unrestricted access for passing through, meeting, visiting and enjoying passive or active recreation.

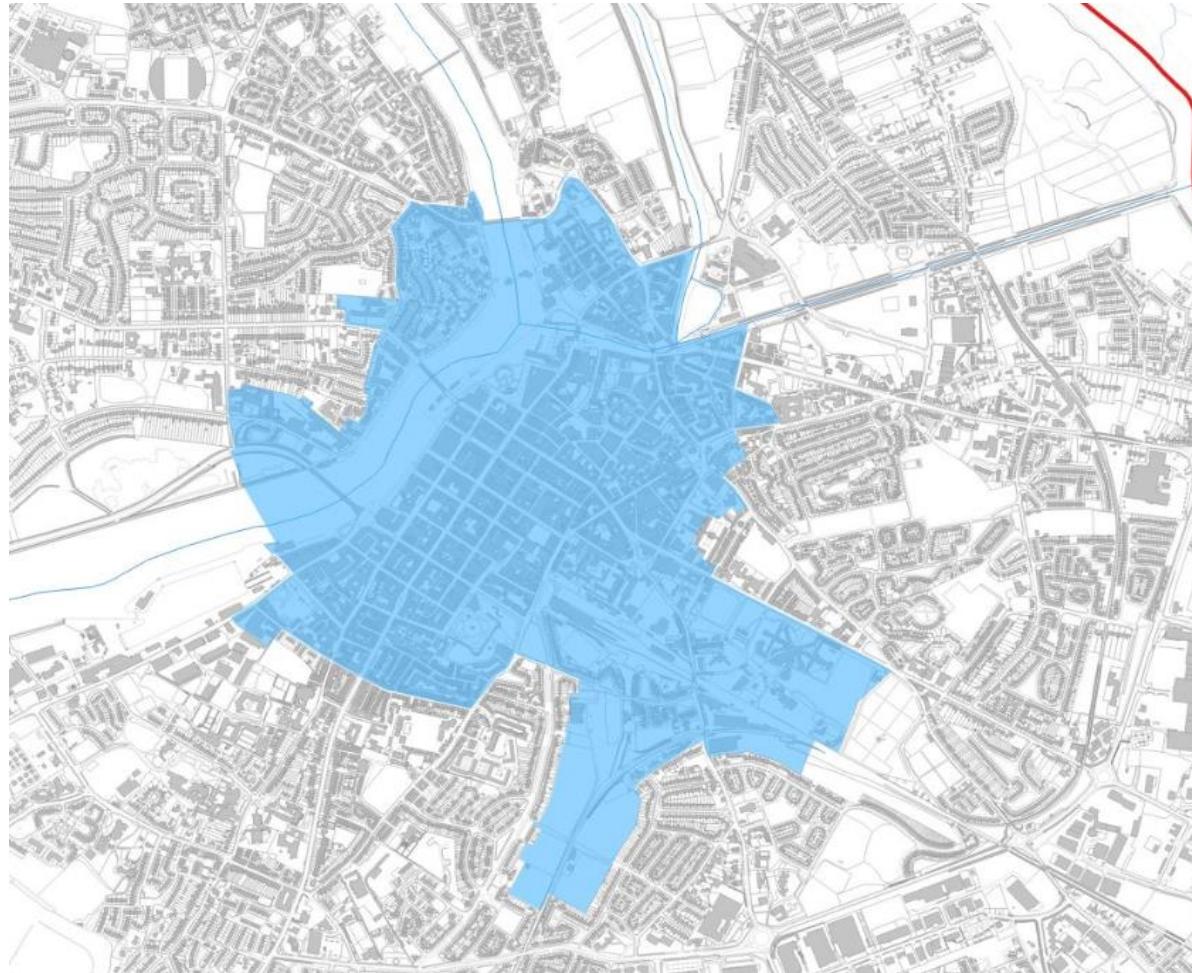
The importance given to the quality of the urban environment, has become even more relevant to people during the Covid-19 pandemic.
- **Project Status:** LCCC is currently seeking the services of an integrated design team which will be experienced in urban planning & architecture to prepare a Public Realm Strategy.
- **Strategic Aim:** To create a framework from which future development in Limerick City will be guided in terms of public realm content



Comhairle Cathrach
& Contae **Luimnigh**

Limerick City
& County Council

Study Area



Existing Situation:

- Limerick is a city with a unique character owing to a combination of its plan form and built fabric along the River Shannon.
- Previous investment such as the enhancement of city centre streets, the Milk Market and the opening up of the riverside walks along the Quays have shown how improvements in the urban environment have made the city centre area more accessible with consequent benefits for liveability/quality of life.
- Due to Covid-19 and Government policy, the longer term success of modal & work-life balance shifts within urban areas will be dependent on high quality public realm interventions.

Most Recent Limerick Public Realm Documentation:

- **Design & Public Realm Code for the Limerick Regeneration Areas (2015)**, document provided framework to support design and public realm objectives, guidelines and materials palettes in regeneration areas of the city.
- **Limerick City Medieval Quarter Public Realm Plan (2011)**, preliminary design proposals for various public spaces projects associated with the riverside locations within the Medieval Quarter.
- **Limerick City Public Realm Strategy (2006)**, preliminary design proposals for various public spaces projects associated with the city centre and riverside locations.



Related Project Synergies:

- Limerick Shannon Metropolitan Area Transport Strategy (LSMATS)
- Limerick 2030 Plan
- Limerick City and Environs Flood Relief Scheme & Public Realm Project
- King's Island Flood Relief Scheme
- Limerick Wayfinding Strategy & Implementation Plan
- Limerick City & Environs Blue Green Infrastructure Strategy
- Living Georgian City Laneways Demonstration Project

The project aims of the Public Realm Strategy is to:

- Guide the enhancement, management, use and development of the public domain in collaboration with all stakeholders
- Strengthen and enhance the attributes which contribute to the distinctive physical and social character of Limerick City
- Ensure that the interests of all users are considered
- Set out co-ordinated projects/priorities that will enhance and improve the way the city functions
- Ensure that public realm design contributes to the overall liveability and sustainability of the city and embraces the concepts of urban greening and nature based solutions



Project Deliverables:

Part I: Study Area Vision & Strategy

Part II: Design, Activity & Delivery Manuals:

Part I: Study Area Vision & Strategy:

- **Appraisals:** An analysis and understanding of the study area and the findings of the consultation and engagement process
- **Vision Statement:** An agreed vision of place to set out a masterplan of spatial interventions to inform the future approach to public realm. This will be a key output, which will inform and guide all future developments within the City

Part II: Design, Activity & Delivery Manuals:

- **Design Manual:** This will establish design guidance for all elements of the public realm dependant on location within the city to inform the more detailed stage of design for individual buildings and spaces.

The Manual will include design & installation specification, use and maintenance/replacement requirements where appropriate. It is to include for appropriate hard and soft landscaping, surface materials, street furniture, utilities, wayfinding/branding, the use & appropriate location of public art including street art.

- **Activity Manual:** This will indicate where and when various activities will be actively promoted including street cafes, trading pitches, markets, festivals, events and street performances and guidance on public art.



- **Framework & Delivery Strategy:** This will identify public realm and urban amenity projects that:
 - Complement existing and future LCCC projects
 - Improve livability/quality of life, sustainability and the quality of the urban environment, encourage greater city centre living, enhanced recreational spaces and attractiveness from a cultural, tourism and promotional perspective
 - Provide mechanisms for delivery including a collaborative approach towards the delivery of co-ordinated projects/priorities.
 - Provide mechanisms for the future management/maintenance of public realm
 - Provide mechanisms for delivering quality design in projects proposed under the Strategy