

BUNMAHON/KNOCKMAHON

Context

Bunmahon is located on the 'Copper Coast' in the southeast of the County and is identified in the County Development Plan as a Local Service Centre.

Historic Character

Bunmahon/Knockmahon is a small seaside village comprising of modest single and two storey 19th Century terraced houses which were constructed for mining workers. There are also the remnants of the Copper Coast mining heritage such as the engine house and shafts in the general area. Across the valley are a Church of Ireland Church and Catholic Church dating from 19th Century.

Infrastructure

Water supply: The public water supply has limited spare capacity.

Wastewater: A proposal for a new sewerage scheme is included under the Water Services Investment

Programme as a scheme to enter planning stage.

Development Objectives

DO₁ It is an objective of the Council to strengthen the village core by promoting the redevelopment of underused village centre sites.

DO₂ It is an objective of the Council to facilitate and encourage the development of tourism related development of a scale appropriate to the village.

DO₃ This site has the potential to be redeveloped for village centre uses.

DO₄ It is an objective of the Council to protect and promote the amenity and pedestrian access to the beach and enhance existing public walkways and riverside routes.

DO₅ It is an objective to protect the bathing water quality of Bunmahon Beach and to restrict any development which would result in a degradation of water quality.

DO₆ It is an objective of the Council to protect the Copper Coast Geopark and promote the development of geotourism in the area.

DO₇ It is an objective of the Council to provide cycle-paths, footpath improvements and public lighting through the village as the opportunity arises.

DO₈ Development proposals shall ensure that new development is set back to allow for the provision of new paving/footpath, cycle-paths and public lighting.

DO₉ The Council shall facilitate the development of low density housing and infill development on this site.

 DO_{10} This site can accommodate low density residential development. Any proposed development shall provide a strong building line with the main road. The layout of the proposed development should take account of the topography of the site and seek to minimise cut and fill.

DO₁₁ The Council will facilitate the development of medium density housing. The layout of the development shall be dictated by the sloping nature of the site. Due regard shall be had to the

visual impact of the development from the east and south of the site and minimising the level of cut and fill required.

 DO_{12} It is an objective of the Council to protect the vistas and settings of protected structures and the streetscape through the retention of vernacular houses such as the thatched houses and houses on Osbourne Terrace and other structures associated with the mining heritage of the village, and rubblestone walls, water pumps and post boxes as identified on the NIAH survey.

DO₁₃ It is an objective of the Council to retain original building features of vernacular structures such as lime mortar render, natural slate, thatch, and timber sash windows. Where appropriate the Council shall encourage the reinstatement of historically correct traditional features such as sliding sash windows etc.

DO₁₄ Any development which is proposed in a Streetscape of Distinctive Character shall have regard to the planning guidance set out in Section 10.46 of the Development Standards chapter.

MAP LEGEND

Zoning and Principle Objectives

R1 – Protect amenity of existing residential development and provide new residential development – medium density

R2 – Protect amenity of existing residential development and provide new residential development – low density (clustered housing, serviced sites, large plot size.

Village centre

Open Space and Amenity

Green Belt

Institutional, Educational & Community Development

Light Industry

Tourism

Utilit

Development Objectives

Streetscape of Distinctive Character

Protected Structure

Scenic view

Scenic Route