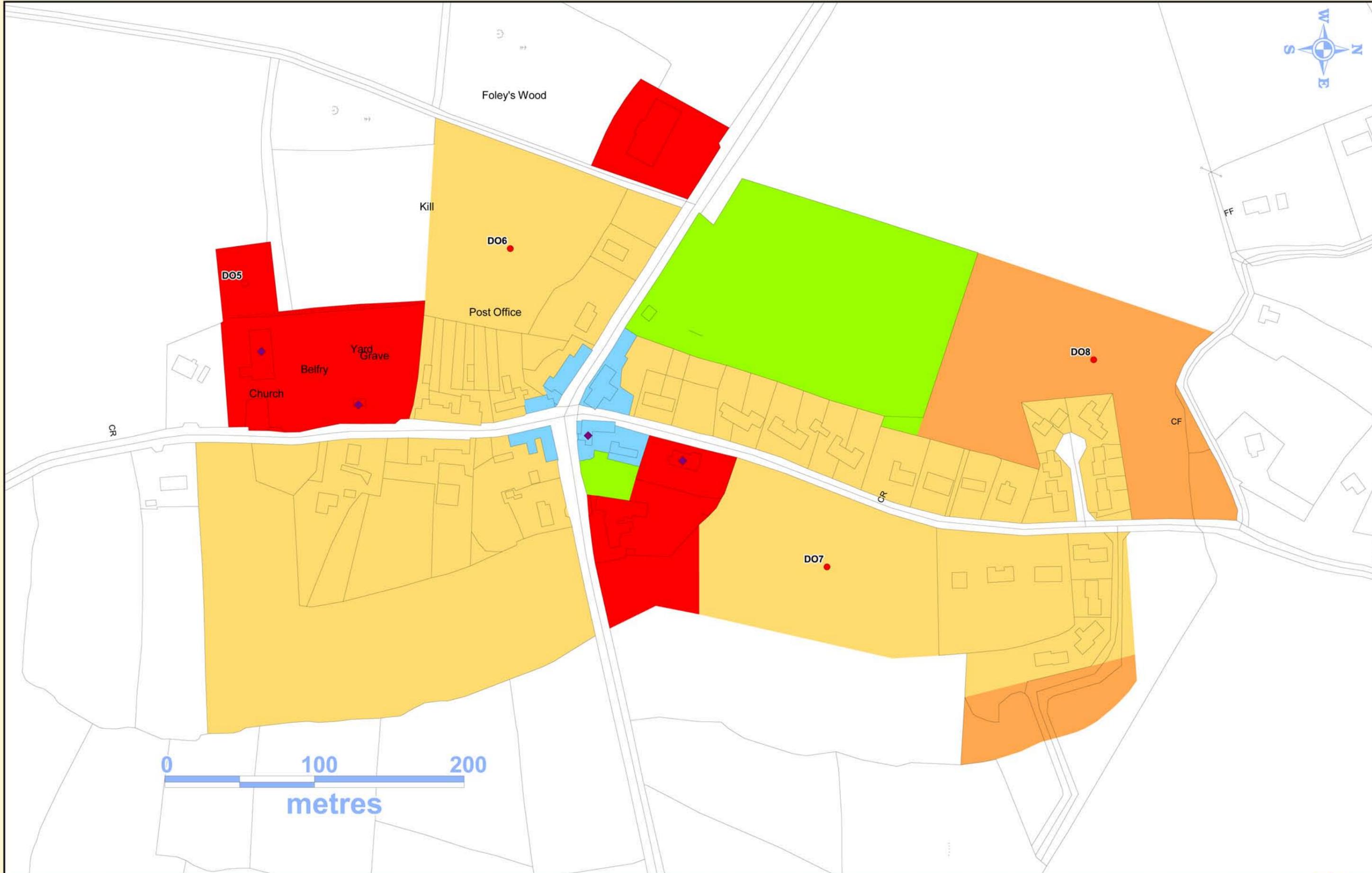


Kill Village



KILL**Context**

The village of Kill is located in the east of the County, 14km from Waterford City and is identified in the County Development Plan as a Local Service Centre.

Historic Character

The village comprises a neat crossroads settlement of single storey and two storey houses. Landmark buildings include a Catholic Church dating from 1720 and a thatched public house.

Infrastructure

Water supply: Kill has a public water supply with limited spare capacity. It is likely that an upgrade would be required to accommodate additional development.

Wastewater: The public wastewater treatment system has spare capacity.

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 Development proposals shall ensure that new development is set back to allow for the provision of new paving/footpath, public lighting and cyclepaths.
- DO₃ As opportunities arise, the Council shall provide footpath improvements/cyclepath through the village.
- DO₄ As opportunities arise, the Council shall extend the public lighting to the development boundary.
- DO₅ Site to be reserved to allow for the future potential expansion of the graveyard.
- DO₆ The Council shall facilitate the development of low density clustered housing on this site.
- DO₇ Houses shall be set in large plots (circa 0.3-0.5 acres) and shall be set out in a clustered style layout. Intersite boundaries shall be densely landscaped, to provide a semi-rural nature to the development. Development on the site shall provide a strong building line with the public road.
- DO₈ Development shall take place in a sequential manner, with sites closest to the crossroad being developed first. These lands shall be reserved for future sustainable residential development.
- DO₉ It is an objective of the Council to protect the elements of the streetscape of architectural or historical value, by the retention of the vernacular houses, rubblestone walls, milestone and post box as identified on the NIAH survey.

MAP LEGEND**Zoning and Principle Objectives**

-  R2 – Protect amenity of existing residential development and provide new residential development – low density (clustered housing, serviced sites, large plot size).
-  R3 – Reserved for future sustainable residential development 2017- 2023.
-  Village Centre
-  Institutional, Educational & Community Development
-  Open Space and Amenity
-  Development Objectives
-  Protected Structure