

# DUNCANNON FORT

Strategic Masterplan exploring the  
future use of Duncannon Fort

October 2023



An Roinn Forbartha  
Tuaithe agus Pobail  
Department of Rural and  
Community Development



# CONTENTS

## 01. Introduction

Background to the Project  
The Project Team  
Methodology

## 02. Context

History of the Site  
Socio-economic Context  
Policy Review  
Baseline Studies

## 03. Site Analysis

The Village  
The Site  
The Buildings

## 04. Site Strategy

Key Principles  
Character Areas  
Proposed Uses

## 05. Planning & Urban Design

Access & Transport  
Public Realm & Landscaping  
Linkages & Accessibility  
Views  
Energy Strategy

## 06. Tourism & Interpretation

Partnership Opportunities  
Visitor Experience  
Interpretation Strategy

## 07. Phasing Strategy

## 08. Economic Analysis

Capital Costing  
Financial & Economic Assessment  
Funding Options

## 09. Stakeholder Engagement

Introduction  
Public Engagement  
Questionnaire Results  
Stakeholder Interviews

## 10. Conclusion

## 11. Appendices

# INTRODUCTION

- 01. Background to the Project
- 02. The Project Team
- 03. Methodology



# BACKGROUND

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**Wexford County Council has commissioned Urban Scale Interventions to assemble a multi-disciplinary consultancy team and prepare this Strategic Masterplan for the future use of Duncannon Fort.**

After more than 500 years of use, adaption and redesign, it is time for the next chapter in the Fort's impressive history. The project aims to develop a unique and immersive tourism experience and cultural asset that harnesses the Fort's potential, revitalises the heritage buildings and features across the site, and delivers benefits for the local village and region.

The Fort's rich medieval and military history and stunning location on the cliff overlooking the sea, on the Norman Way heritage route, mean that its regeneration as a cultural icon will impact not just the Hook Peninsula but the wider South East Coast, complementing Ireland's Ancient East brand and County Wexford's Tourism Strategy to increase revenue and international visitor numbers.

Regeneration of the Fort is a significant project that may be completed as a comprehensive project or in phases. This Masterplan sets out a new vision, developed together with key stakeholders, and supported by a site strategy, infrastructure delivery and phasing plan, and economic analysis. A flexible mix of uses is proposed to ensure that the masterplan is robust and can adapt to changing conditions and needs over time, while maintaining its bold ambition.



View of Duncannon Fort and part of Duncannon Beach from the southern end of the rampart



View from within the dry moat of Duncannon Fort

# PROJECT TEAM



Wexford County Council  
Client



Urban Scale Interventions  
Lead Consultant - Strategy, Design, Tourism  
and overall Project Lead



Alastair Coey  
Conservation Architect



Cora Consulting  
Structural Engineer



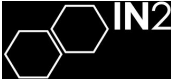
Kevin McShane  
Civil Engineer &  
Transport Consultant



IN2  
Sustainability Engineer



Capaxo  
Business & Economic  
Consultant



# METHODOLOGY

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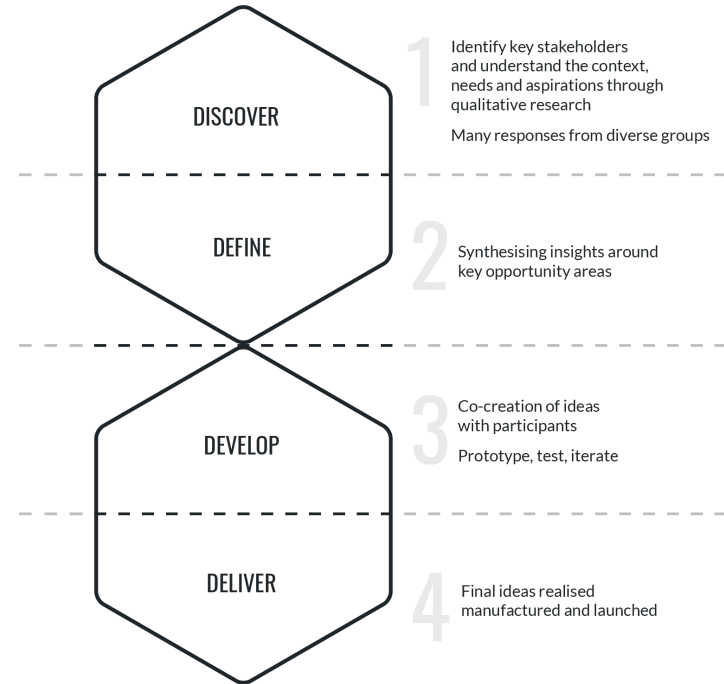
The research and development of this Masterplan has brought together a range of stakeholders and experts to shape the future direction of the Fort.

To develop a coherent Strategic Masterplan for such a complex site, an integrated approach was paramount from the get go. Early and ongoing collaboration with a strong lead and weekly Design Team Meetings were essential to coordinate the team's efforts, avoid silo working, and ensure that any data, research and analysis was fully considered and fed into the final output. This approach enables the delivery of a Strategic Masterplan that is high quality and holistic in its output and recommendations.

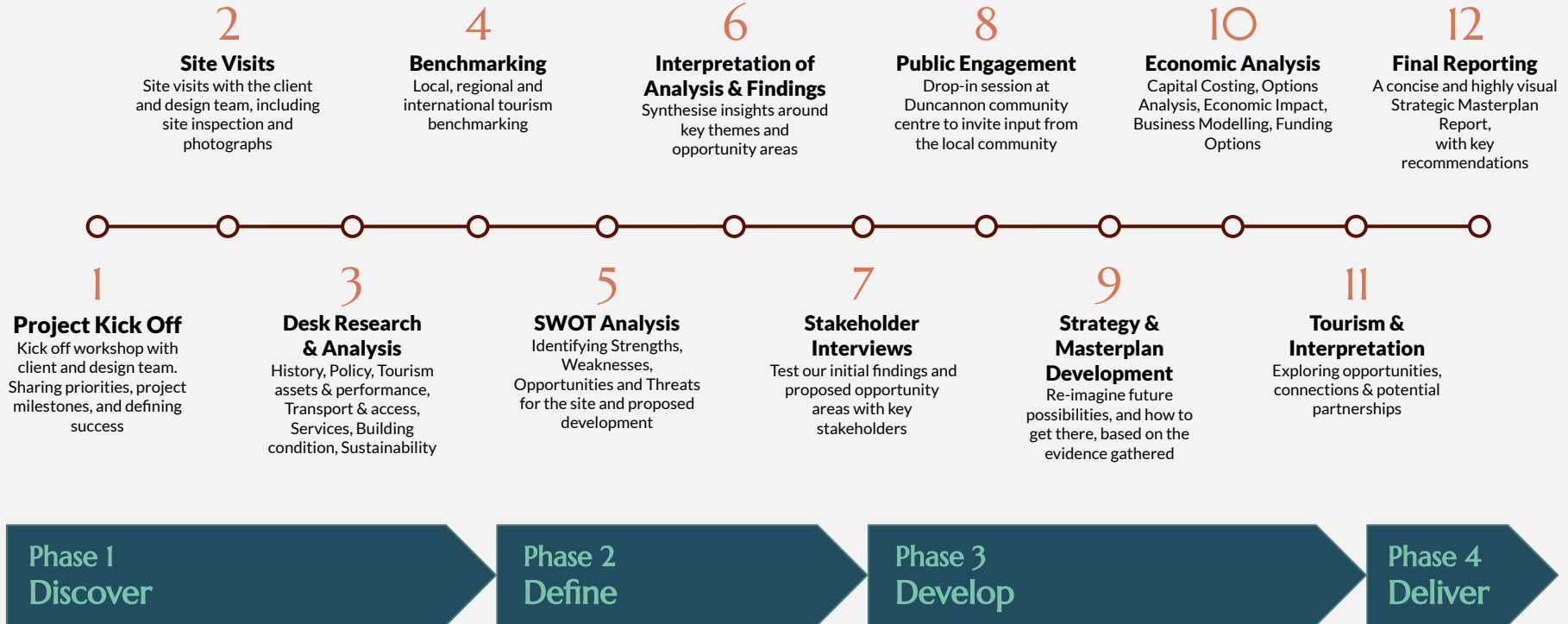
Using the established Double-Diamond inclusive design methodology, which ensures design solutions are grounded in real insight and have maximum impact upon delivery, we divided the project into 4 key stages:

Phase 1: Discover  
Phase 2: Define  
Phase 3: Develop  
Phase 4: Deliver

The project timeline on the following page provides further detail and the key tasks within each phase.



# METHODOLOGY



# CONTEXT

- 01. History of the Site
- 02. Socio-economic Context
- 03. Policy Review
- 04. Baseline Studies





# HISTORY OF THE SITE



# HISTORY OF THE SITE

The name 'Duncannon' comes from the original 'Dunmechanan', the fort of the son of Canan or Conan, which indicates that it may have been the site of a prehistoric promontory fort, though there is no other confirmation or archaeological evidence of this. The earliest surviving written record of the locality is the foundation charter of Dunbrody Abbey in 1172-77.

Duncannon Fort is a late sixteenth century bastioned coastal fortification situated in County Wexford at the north end of the Hook Peninsula. It was constructed alongside a 15th century castle, with associated curtain wall and towers. The Fort features a series of massive outer defences on its landward side, with a deep rampart and a dry moat, which cut off a small promontory.

The fortification of the promontory was first proposed in 1551-2 in order to provide a base to suppress piracy and secure Waterford City and New Ross against invasion. However, it was the threat of a Spanish invasion in the 1580's that prompted initial construction in 1587, under Sir Geoffrey Fenton.

Outside of the defences is the glacis, situated in a green space to the north of which is an eighteenth century graveyard. On the inner, seaward side, of the defences are a range of largely late eighteenth and nineteenth century buildings arranged in and around the perimeter of the promontory with a large open space in the interior. At the western end there are two sea batteries.



Map of Duncannon Fort by Sir Josias Bodley dating to 1611



# HISTORY OF THE SITE

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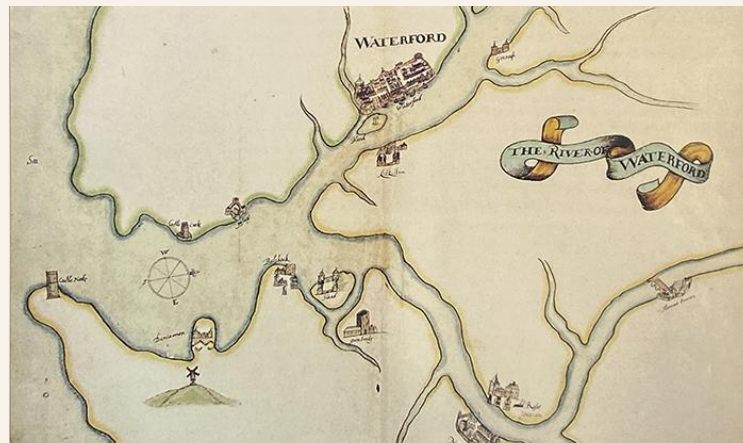
Duncannon Fort was part of a new wave of military fortification, which marked the end of the medieval castle in the late sixteenth and seventeenth centuries, known as the 'trace italienne' due to its Italian roots.

Duncannon possessed formidable defences. Its location on a peninsula meant it could only be approached from the north-east, with the other three sides jutting out into the sea. Just off the town, ships could dock to supply Duncannon with supplies and reinforcements. It also possessed two lines of fortifications, the outer line being the deep rampart protected by a dry ditch and the inner line being the medieval wall with a tower house and circular towers at the northern and southern ends.

However, it had two grave weaknesses. First, it was overlooked by a hill to the north-east, from which an attacker could fire into the town and secondly, the water supply was located outside the walls. Shortage of provisions was also common.

Duncannon Fort was of vital strategic importance as it commanded the bay which gave sea access to Waterford harbour and a significant area for ships to shelter during storms. As a result, the Fort was repaired and improved many times over the years, and centrally involved in wars and sieges during the 17th and 18th centuries.

During the Irish Confederate Wars (1641–1652), the Fort was initially occupied by English soldiers, and became a refuge for Protestants in the surrounding area. During this period it was besieged three times. First in 1641-2 by Confederate rebels, lifted when the 100 strong garrison was reinforced by the arrival of 200 men from Bristol.



Early 17th century pictorial map of Waterford harbour (Source: Colfer, 2004)



View of Duncannon Village and Fort from the hill to the north-east (Source: Expedia)

# HISTORY OF THE SITE

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Due to shortages of provisions, the mutinous garrison declared for the anti-royalist British parliament, leading to the Siege of Duncannon. In 1645, it was taken by an Irish Confederate army under general Thomas Preston. Its English garrison surrendered after lengthy bombardment, during which the army pitched tents within musket shot of the fort; sunk a ship, The Great Lewis, trying to bring supplies to the garrison; placed a mine under the northern sally-port which blew a wide breach in the wall; and battered down the tower nearest the inner gate of the fort.

During the Cromwellian conquest of Ireland, Duncannon was besieged again, as part of the Siege of Waterford. In 1649 Cromwell stated that the fort was of 'vast strength'. Under General Henry Ireton, the Cromwellian army besieged the fort in 1649, unsuccessfully, and then again in 1650, when the fort and town surrendered after the fall of Waterford.

In 1690, after his defeat at the Battle of the Boyne, King James II left by ship from Duncannon for Kinsale, where he went on to exile in France. Later that year, his son in law and enemy King William III (of Orange), marched on its cobblestones as the town and fort surrendered to his army without resistance.

The fort and town at Duncannon was one of the few places in county Wexford that did not fall to the rebels during the 1798 Rebellion. It then became a sanctuary for fleeing loyalists and troops in south Wexford and was also used as a prison and place of execution for suspected rebels.

In 1783 the fort was described by Philip Luckombe in his 'Tour through Ireland' as follows: 'There are upwards of 30 cannon in three tier or ranges; those next to the water are of large size and all in good order. Without the fort is a mean street mostly consisting of poor cabins. You enter the fort over a drawbridge which is drawn up at night. The Governor's House and Chapel are small but neat. The barracks are well built'.

(Sinnott 1971, 78)

# HISTORY OF THE SITE

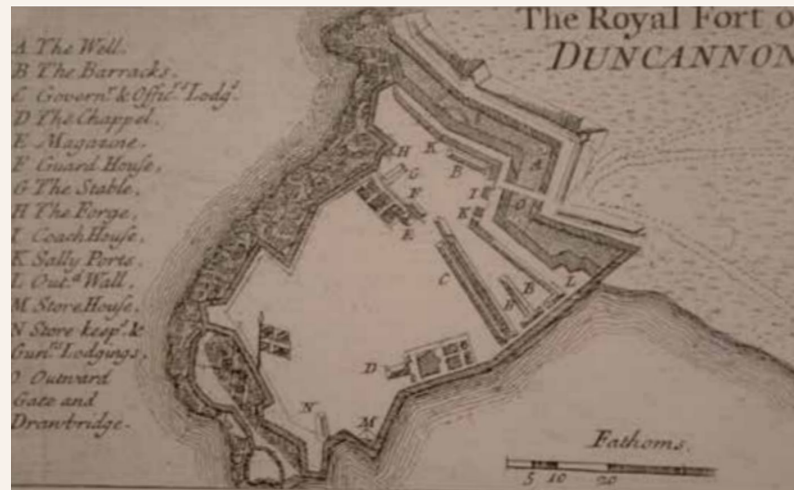
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During the late eighteenth century and early nineteenth century the Fort was remodelled to its present form. The first edition Ordnance Survey map of 1841 shows the characteristic arrangement of the buildings of the fort much as they appear today, following the line of the fort's defences, with the long buildings attached to the curtain wall running north south through the site demolished. These new buildings may have been constructed in the late eighteenth century as they appear to be depicted on a sketch by John James Barralet, dating to 1780.

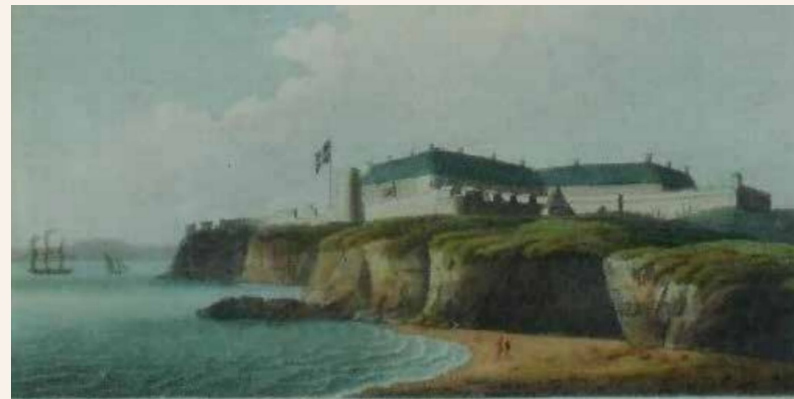
Duncannon's strategic importance continued to be recognised throughout the 19th century. Napoleon sought and got intelligence on its strength and weakness, in preparation for a possible invasion of Ireland.

The Fort was occupied by local militia during the early twentieth century and throughout the First World War. After the 1921 War of Independence truce between the British and Irish forces, the Fort was used as a training ground for the third eastern division IRA. In 1922, the fort was substantially burnt out by anti-treaty forces.

It lay unoccupied until 1939, when the Irish army re-occupied the fort and refurbished the buildings. Two new buildings, the recreation hall and the caretaker's house, were added. The latter was built on top of the remains of the late medieval garrison chapel. In addition, four concrete pill boxes were added on the seaward edges in response to the threat posed by the outbreak of the Second World War, when the Fort was used as an observation post. The last remaining part of the late medieval fortification known as 'King James Tower' was demolished during this time.



Plan of Duncannon Fort by General Charles Vallancey dating to 1770



Sketch of the fort by John James Barralet dating to 1780

# HISTORY OF THE SITE

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Duncannon Fort was used by the Local Defence Forces / FCA as a barracks and training facility until the 1980s.

It was acquired by Wexford County Council in 1993 when Duncannon Fort Trust was established. From 1993 to 2015 the Trust operated the Fort and provided guided tours. The Fort was regularly used by the local community and supported local community employment schemes.

In 2015 the Fort was closed to the public for health and safety reasons and has remained vacant since. Hook Heritage, a local social enterprise, has operated guided tours of the Fort since 2016, primarily during the summer months.

Duncannon Fort is a National Monument given statutory protection under the National Monuments Acts, in joint guardianship of Wexford County Council and the Office of Public Works. Parts of the site, notably the lighthouse, are under separate ownership and therefore no proposals are included for these areas.

Much of this historical account, and the phasing of the Fort's built heritage depicted on the timeline on the following pages, is credited to Stafford McLoughlin Archaeology (2016), Duncannon Fort Conservation Management Plan, which can be referred to for further detail and references.



Photo dating to c. 1860 showing tents on the glacis, from 'A History of Duncannon Military Fort & Fortifications' (Coady 2008)

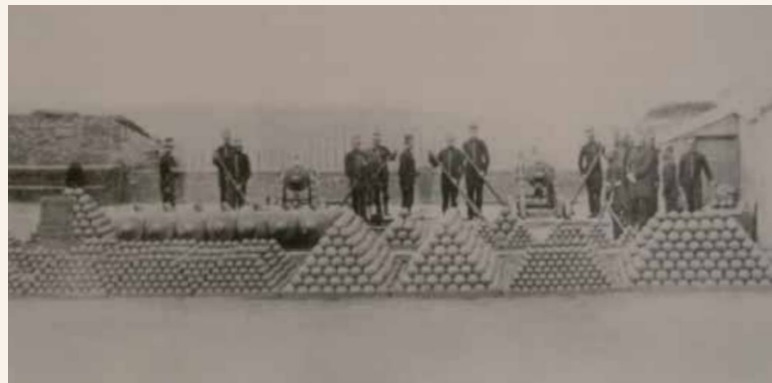


Photo dating to c. 1860 showing soldiers with cannons and cannonballs, from 'A History of Duncannon Military Fort & Fortifications' (Coady 2008)

# HISTORICAL TIMELINE



**1172-77**

The earliest surviving written record of the locality is the foundation charter of Dunbrody Abbey



**1587**

Building of the Fort's defences began, to protect shipping coming and going to the City of Waterford.



**1641-52**

During the Irish Confederate Wars, the fort at Duncannon was initially occupied by English soldiers, and was besieged 3 times.



**1645-50**

The Fort was on several occasions the headquarters of the papal nuncio Rinuccini, who spent his own money strengthening the defences.

**1650**

General Henry Ireton renewed the siege, and the Fort and town surrendered after the fall of Waterford.



## BRONZE AGE/ IRON AGE

The Fort is possibly built on the remains of a prehistoric promontory fort.

## 15th CENTURY

The site contained a castle with associated wall, towers, gatehouse, and possibly a church.

**1611**

Improvements were made: the rampart was doubled in width, stone walling was added to the cliffs, the gun platforms were doubled in size, the original castle, wall and blockhouse were repaired.

**1645**

The Fort was taken by an Irish Confederate army under general Thomas Preston. Its English garrison surrendered after lengthy bombardment (Siege of Duncannon). Bastion added to the counterscarp.

**1649**

During the Cromwellian conquest of Ireland, Duncannon was besieged again (as part of the Siege of Waterford). The Fort's Irish garrison held out.

**1690**

Both King James II and King William III spent time within the fort awaiting ships. Various reports of alterations and strengthening of defences during the later 17th century.

### Phase 1:

Possible promontory fort, Bronze / Iron Age

### Phase 2:

Castle & possible church, 15th century

### Phase 3:

Fortifications, late 16th century

### Phase 4:

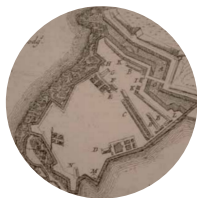
Early 17th century

### Phase 5:

Later 17th century



# HISTORICAL TIMELINE



**1753**

The fort was again restored, with £8,000 being spent on it, and further works in 1756 and 1760.



**18-19th CENTURY**

During the late 18th century and early 19th century the Fort was remodelled to its present form.



**1814**

Two Martello Towers were built on the landward side of the Fort, and the casemated battery under the glacis likely erected, in response to the threat of Napoleonic invasion.



**1939**

The Irish army re-occupied the fort, refurbished and rendered the buildings, added two new buildings, a generator room and a number of pillboxes. It was used as an observation post during WW2.

**1993**

The Fort was acquired by Wexford County Council, when Duncannon Fort Trust was established. From 1993 to 2015 the Trust operated the Fort and provided guided tours.



**1724**

The fort was renovated: a new drawbridge, deep ditch and glacis were added. Heavy guns were mounted on the sea face and a lower western battery was erected at sea level.

**1798**

The Fort was one of the few places in county Wexford that did not fall to the rebels during the 1798 Rebellion. It became a sanctuary for fleeing loyalists and troops and a prison and place of execution for suspected rebels.

**19th CENTURY**

Duncannon's strategic importance continued to be recognised throughout the 19th century. Napoleon sought and got intelligence on its strength and weakness, in preparation for a possible invasion of Ireland.

**1922**

After the 1921 War of Independence truce between the British and Irish forces the fort was used as a training ground for the third eastern division IRA. The Fort was substantially burnt out in 1922 by anti-treaty forces.

**20th CENTURY**

Duncannon fort was used by the FCA (Irish army reserve) as a barracks and training facility until the 1980s.

**2015**

The Fort was closed to the public for health and safety reasons and has remained vacant since. Hook Heritage, a local social enterprise, has operated guided tours of the Fort since 2016.

**Phase 6:**  
1724  
alterations

**Phase 7:**  
c. 1753  
alterations

**Phase 8:**  
Late 18th and early  
19th century

**Phase 9:**  
20th and 21st  
century

# SOCIO-ECONOMIC CONTEXT



# SOCIO-ECONOMIC CONTEXT

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Duncannon is a picturesque coastal village in southwest County Wexford. Situated within the Hook Peninsula on the estuary of Waterford Harbour, it is 24 km from New Ross, 37km from Wexford and is within easy access of Waterford City.

Primarily a fishing village, Duncannon also relies heavily on tourism. Key assets of the village are the fishing harbour to the north-west, the mile-long Duncannon Beach to the south-east, and overlooking both - Duncannon Fort. The area is rich in natural heritage and spectacular landscapes, situated directly adjacent to the River Barrow and River Nore Special Area of Conservation.

Duncannon has a unique character due to its historic buildings, distinctive landmark structures, strong village streetscape, prominent headlands and coastal location. The village core comprises a variety of vernacular terrace houses that focus upon the Fort and the Harbour. This gives a defined linear street pattern with a distinct village core, leading towards the Fort.

The village had a population of 305 at the 2016 Census, declining from 328 in 2011 (an annual decline of 1.4%). In the 2022 Census, the village recorded a population of 281. During the summer months this is estimated to more than double, when the caravan park, hotel and holiday homes are fully occupied.

Following increased demand during the Covid 19 Pandemic for the domestic visitor, tourism accommodation is at capacity. In 2020 and summer 2021 County Wexford was the number 1 hotel booking provider in the country with the Irish Hotel Federation.



View of Duncannon Village from Beach View Road (Source: Expedia)



View of Duncannon Beach and across the estuary (Source: Expedia)

# VILLAGE MAP



# SOCIO-ECONOMIC CONTEXT

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Duncannon also hosts annual festivals in the summer, such as kitesurfing. While tourism is crucial to the local economy, the increase in provision of larger residential schemes, for second homes or holiday uses, has the potential to adversely impact on the character of the village.

This seasonal popularity has also increased housing prices and pressure for local people, and means that local employment opportunities and services are limited. Basic amenities such as the shop and post office have closed in recent years.

Duncannon relies mainly on Wellingtonbridge and New Ross for its main shopping, social services, employment and recreation opportunities. Though there are a number of cafes and restaurants in Duncannon, a community hall, church, garda station, playground, and St Oliver's National School currently provides primary schooling for 72 pupils. A larger year-round population would support a much wider range of commercial and public services, helping to make the village a better place to live and work in, as well as to visit.

There is little industry or manufacturing in Duncannon, though a number of craft workers used to be located in Duncannon Fort. The fishing industry, located at the Harbour, is important to both the economy and character of the village. However the facilities require expansion to better support the fishing industry, marine leisure / tourism and associated employment creation.

**Chairperson of Hook Tourism Philip Wallace** said: 'There are two sides to Duncannon. You have your tourism side and your residential side. On the tourism side Duncannon is flying it. Everyone wants to come to Duncannon during the summer. Duncannon is a victim of its own success in that way. It's nearly like the people of Duncannon have been pushed out, but that's the same in any coastal town in Ireland.'






**The fort has always been the lifeblood of the village**, Philip said. 'If you go back years you would have had 200 to 300 soldiers in the fort coming back in to the village. That was up until the 70s and early 80s...

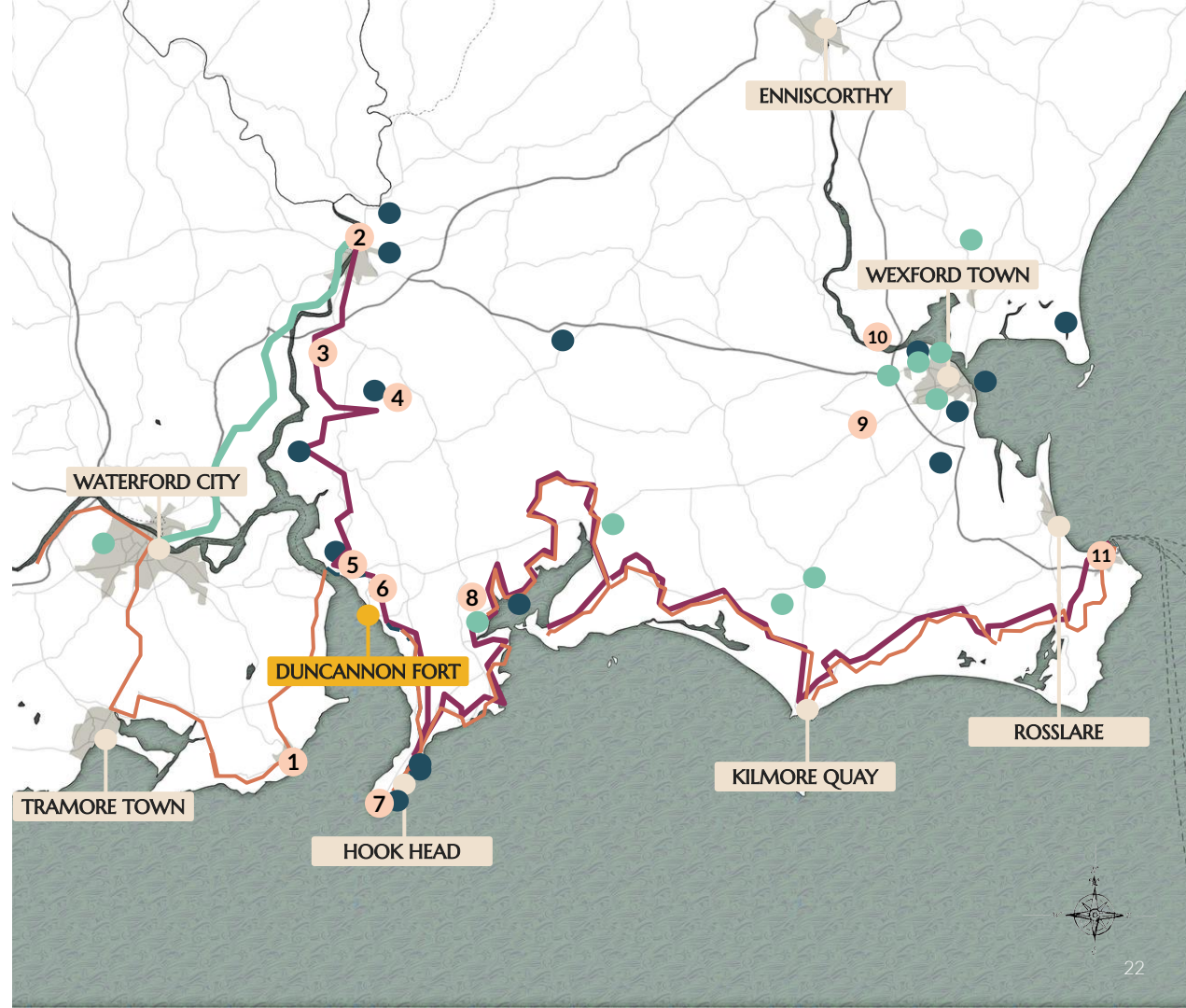
**Duncannon Fort is Duncannon**. It brought 15,000 people into the village so when it closed it was a huge hit for the village. It's no coincidence that the shop and post office, one followed the other.'

(Looby, 2018)

## REGIONAL MAP: ATTRACTIONS

1. Dunmore Adventure Sports Centre
2. Dunbrody Famine Ship Experience, New Ross
3. Kennedy Homestead
4. Kennedy Arboretum
5. By Hook or by Crooke Boat Tours
6. Shielbaggan Outdoor Education & Training Centre
7. Hook Lighthouse
8. Colclough Walled Garden & Tintern Abbey
9. Johnstown Castle Estate, Museum & Gardens
10. Irish National Heritage Park
11. Rosslare Harbour / Europort

-  South East Greenway
-  Norman Way Heritage Route
-  Eurovelo Cycle Route
-  Stops on Wexford Heritage Trail
-  Stops on Wexford Craft Trail



# SOCIO-ECONOMIC CONTEXT

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Bus Éireann route 370 links Duncannon to New Ross, Waterford and Wellingtonbridge, with frequent services Monday to Friday. Local Link (Rural Wexford) bus services also operate within the Duncannon area with regular routes stopping at Duncannon on Mondays, Wednesdays, Thursdays and Saturdays, as well as a pre-booked demand responsive service. The nearest railway station is Waterford railway station. 50km away is Rosslare Europort, a modern seaport serving the European Continent with 36 direct services weekly.

Located on the Wexford Heritage Trail, Norman Way Heritage Route, Eurovelo Cycle Route and part of Ireland's Ancient East destination brand, the village is situated in a region with a wealth of tourist and heritage attractions - including the famous Hook Lighthouse (the oldest working lighthouse in the world), the Irish National Heritage Park, Dunbrody Abbey and Famine Ship, the Emigrant Flame, the soon to be developed Norman Heritage experience, and the popular towns of New Ross, Wexford and Waterford. It is also close to the new South-East Greenway linking New Ross to Dungarvan, due to open in 2024.

The revitalisation of the currently dormant Duncannon Fort as a flagship, sustainable heritage tourism asset, with supporting accommodation and amenities, will build on the immense tourism potential of the area and provide a significant and much-needed boost to the local economy of the village and wider region. It will extend the tourism season and ensure it is a place where people stop and explore the rich natural and built heritage and culture - and where people are proud to call home.



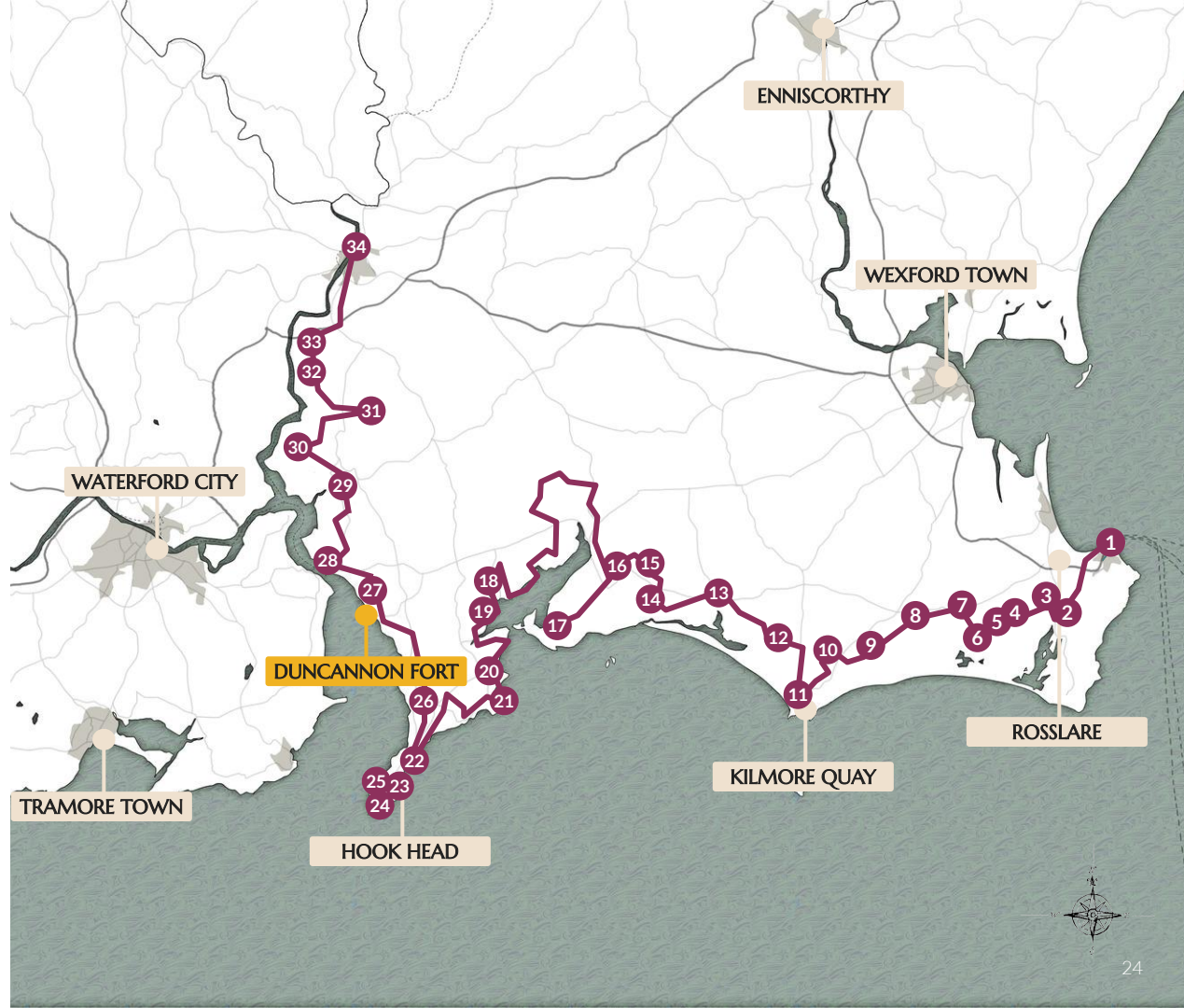
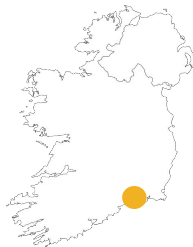
View of Duncannon Village from the Harbour (Source: Expedia)



View of Duncannon Beach and across the estuary (Source: Expedia)

# REGIONAL MAP: NORMAN WAY HERITAGE ROUTE

- |                          |                                       |
|--------------------------|---------------------------------------|
| 1. Rosslare Europort     | 19. Saltmills                         |
| 2. Ladys Island          | 20. Fethard Castle                    |
| 3. St Iberius Church     | 21. Baginbun                          |
| 4. Tacumshane Windmill   | 22. Loftus Hall (now Ladyville House) |
| 5. St Catherine's Church | 23. Slade Harbour                     |
| 6. Sigginstown Castle    | 24. Hook Lighthouse                   |
| 7. Ishartmon Church      | 25. St. Dubhán's Church               |
| 8. Tomhaggard            | 26. Templetown Church                 |
| 9. Ballyhealy Castle     | 27. Duncannon                         |
| 10. Grange Church        | 28. Ballyhack                         |
| 11. Kilmore Quay         | 29. Dunbrody Abbey                    |
| 12. Killag Church        | 30. Kilmokea                          |
| 13. Duncormick           | 31. JFK Arboretum                     |
| 14. St Imoge's Church    | 32. Kennedy Homestead                 |
| 15. Coolhull Castle      | 33. Stokestown Castle                 |
| 16. The Bannow Font      | 34. St Mary's Church,<br>New Ross     |
| 17. Bannow               |                                       |
| 18. Tintern Abbey        |                                       |





# POLICY REVIEW



# POLICY REVIEW

## Global Policy

The **17 UN Sustainable Development Goals** (adopted in 2015) define the strategic global challenges (including those related to poverty, inequality, climate, environmental degradation, prosperity, peace and justice) that we need to address to achieve a better and more sustainable future for all. The goals address cultural heritage in the context of sustainable development: Target 8.9 calls for the development and implementation of sustainable tourism policies that promote jobs and local culture, Target 11.4 calls for strengthening efforts to protect and safeguard the world's cultural and natural heritage and Goal 13 calls for taking urgent action to combat climate change and its impacts.

A 2019 UNESCO report, '**Culture 2030 Indicators**', reinforces the importance of culture (which includes heritage alongside the cultural and creative sectors) in delivering sustainable development and sets out clear indicators for tracking progress. Evidently, **both the built environment and our cultural heritage are key dimensions through which the UN SDGs can be realised.**



Building on this idea, the recently launched **New European Bauhaus** is a creative and interdisciplinary initiative that aims to connect the UN SDGs and the European Green Deal (which set the goal of making Europe the first climate-neutral continent by 2050) to our living spaces and experiences. Through the aspirational idea of 'form follows planet', the aim is to transform the European Green Deal into a new cultural project, beyond its technological, economic, social and environmental dimensions.

The New European Bauhaus initiative aims to create a design movement that integrates three dimensions: sustainability, quality of experience (including aesthetics) and inclusion (also covering affordability and accessibility). It calls for architectural quality and design thinking to ensure a high quality living environment for everyone, and the **establishment of more symbiotic relationships between our urban and natural worlds.**

"Over time, both our built environment and our cultural heritage have proven to be resilient and valuable societal assets which have greatly helped when dealing with and recovering from various threats and crises, both natural and man-made."

New European Bauhaus

# POLICY REVIEW

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The UNESCO **'World Heritage and Tourism in a Changing Climate'** (2016) report outlines the opportunities heritage properties have for both climate mitigation and adaptation. Heritage sites can also act as learning laboratories for the study and mitigation of climate impacts, as well as being places to test resilient management strategies. Additionally, efforts can be made to increase visitors' understanding of the significance of the sites they visit and how climate change affects them, ensuring that responsible behaviours and practices support local communities and safeguard heritage assets.

**Tourism can play a positive role in helping to secure the future of many heritage sites in a changing climate.** The report explores how responsible tourism can be a driver of sustainable development and the preservation of natural and cultural heritage, but if unplanned and poorly managed it can be socially, economically and culturally disruptive and cause damage and degradation to sensitive ecosystems, landscapes, monuments and communities.

The EU's 2022 **'Strengthening Cultural Heritage Resilience for Climate Change'** report recognises the role of research and innovation in protecting cultural heritage from climate change and in making Europe's heritage climate resilient. Awareness of the vulnerability of cultural heritage and the increasing threats posed by climate change to European heritage is still very low in the heritage community and even lower in wider society. This lack of awareness could heighten the indirect impacts of climate change on heritage. However, **heritage has the power to touch people's hearts, as it resonates with their sense of identity, values and worldview.**

Therefore, this report addresses the combined efforts by the EU, national governments and bodies, museums, heritage and academic institutions, charities, community organisations, non-governmental organisations, businesses, craft companies and the media to spread the message about what is at stake and how heritage can help solve the climate crisis. The report outlines the **opportunity to use museums and historic sites to engage citizens in the decarbonisation challenge**, showcase mitigation strategies, and educate visitors about climate change and greener practices.

The report also highlights the **importance of education**, through both, a traditional school setting and through educational experiences outside of the classroom. Cultural heritage has not yet been systematically included in the national education systems of EU Member States, and the link between cultural heritage and climate change is addressed in hardly any education systems. This is a missed opportunity, as **heritage can be used as a vehicle to communicate information on climate change** and all its consequences for European societies. Overall, climate change education remains largely focused on technical/ functional and sometimes also economic aspects, while cultural and social aspects are neglected. In order to change this, the promotion of specific projects and teaching programmes and awareness raising of teachers must be strengthened, which is a task for both education and the cultural heritage preservation sector. The challenge with this is teachers already have tight schedules and rigorous curriculums to work through. **Having an easy to access museum or heritage site with an educational offering, can provide local schools an opportunity to investigate the relationship between heritage and climate change.**

# POLICY REVIEW

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## National Policy

The Government's **Town Centre First** policy aims to create town (and village) centres that function as viable, vibrant and attractive locations for people to live, work and visit, while also functioning as the service, social, cultural and recreational hub for the local community. The policy outlines how **heritage-led regeneration can support and make best use of already existing resources**. Several towns reap the reward of heritage-led regeneration and investment in public realm improvements, and the conservation of built heritage, including the promotion of natural assets and bio-diversity networks. The policy outlines the real benefits to be gained from the sustainable management and conservation of Ireland's urban built heritage. Not only are the built assets enhanced, but the ongoing, **sustainable conservation and upgrading activity provides a market for specialised construction skills**, which gives rise to demand for local upskilling training in all built environment occupations.

This policy outlines the effects of insensitive developments on the character of a town or village. The location and use of buildings in and outside the town requires a significant degree of consideration to ensure the town centre has a bustling and vibrant atmosphere. Prominent businesses and organisations should be encouraged to establish premises within the town centre, with knock-on effects for footfall, retail and hospitality. The implications for a village such as Duncannon, and the Duncannon Fort which sits at its heart, are to maximise the existing built assets to provide social and economic amenities and activity in the core built up area.

In support of the Town Centres First policy, the **Historic Towns Initiative (HTI)** is a joint undertaking by the Department of Housing, Local Government and Heritage and the Heritage Council which aims to promote the heritage-led regeneration of Ireland's historic towns. The HTI pilot developed a framework approach to regenerating a town based on the principles of heritage-led regeneration.

The steps in the framework include an audit of the character and identity of the town, building up local support, identifying the challenges and opportunities, developing a vision for the future of the town, supported by an action plan to deliver and monitor these actions.

Public attitude surveys conducted as part of the 2013-14 Historic Towns Initiative found that the visual presentation of buildings and monuments and the quality of interpretation at heritage sites were the top two drivers identified by visitors out of a field of eighteen items which were likely to result in recommendations to visit a place.

A growing body of international research indicates that the historic environment is a key consideration for people choosing towns in which to live - and choosing areas within towns in which to live - particularly for younger people in the 20-35 age bracket.

# POLICY REVIEW

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Through programmes like the Irish Walled Towns Network, the Historic Towns Initiative and grant programmes, the **Heritage Council** supports energised communities seeking to maintain their urban centres. In the midst of a crisis of confidence about the future of our smaller towns, ‘Ballybrilliant: Heritage-led regeneration in 5 Irish Towns’ features five Irish towns where communities have worked to ensure that their urban centre remains vibrant but also true to its origin and identity. For these five towns, heritage was not a constraint, but a resource used to promote and create interesting and successful places, acting as inspiration for other towns. Studies like this demonstrate that there are efforts underway across Ireland to respond to the challenges of the twenty-first century.

**Heritage Ireland 2030** is Ireland’s new national heritage plan. It celebrates the diversity of Ireland’s heritage and the value placed on it by so many. It recognises the **fundamental importance of heritage to our society, well-being and economy**. Against the backdrop of increasing challenges, including those stemming from land-use change, climate change, biodiversity loss and dereliction, Heritage Ireland 2030 is a framework for the protection, conservation, promotion and management of Ireland’s heritage.

The **Places for People National Policy on Architecture** supports and promotes quality in researching, understanding, designing, managing, enhancing and reusing our existing built environment assets as well as delivering sustainable new places and spaces.

The policy portrays **the capability of built heritage to show us the way forward for the circular economy**: to value the embodied carbon, work with buildings that have already proven their durability, reuse and incrementally repair them, valuing the human skills involved and limit new materials and components to those that are compatible, carbon neutral or low-carbon, and locally sourced.

This aligns with the **Climate Action and Low Carbon Development (Amendment) Act 2021**, which sets out a roadmap for Ireland’s transition to a climate resilient, biodiversity rich and climate neutral economy by no later than the end of the year 2050. **This shift to a climate neutral future means that the conservation and repurposing of existing historic building stock has become increasingly important.**

The **National Planning Framework and the National Development Plan** acknowledge the **importance of heritage in the creation of vibrant and interesting places**. The development of Ireland’s ports is addressed in the National Planning Framework by National Policy Objective 40: “Ensure that the strategic development requirements of ports of regional significance and smaller harbours are addressed as part of Regional Spatial and Economic Strategies, metropolitan area and city / county development plans, to ensure the effective growth and sustainable development of the city regions and regional and rural areas”. This is relevant for the harbour at Duncannon, which could benefit from expansion to better support the fishing industry, marine leisure/tourism and associated employment creation.

# POLICY REVIEW

A complex marine planning process has acted as a barrier to marine tourism developments, especially in cases where foreshore licensing applications are required. Fortunately, this situation is now changing. The **National Marine Planning Framework** is the overarching framework for decision making that is consistent, evidence-based and **secures a sustainable future for the maritime area of Ireland**. Increased footfall from tourism and recreation activities may raise the awareness of an area, but it can also change marine character and the visual resource. This policy identifies the need to set out the reasons for proceeding with development projects where significant adverse impacts on the seascape and landscape of the area cannot be avoided, minimised or mitigated. The Government has also developed legislation under the **Marine Planning and Development Management Bill 2019**, which is aimed at introducing 'a single State consent system' for the maritime area. This means that one agency will assume responsibility for the granting of leave to apply for consent/planning permission to An Bord Pleanála/local authorities for marine related projects.

Marine tourism represents 12% of total overseas tourism spend.

Survey of Marine and Coastal Overseas Tourism Activity in Ireland

A 2019 **Survey of Marine and Coastal Overseas Tourism Activity in Ireland** outlined that activities such as coastal sightseeing, beach visitations, island visits and walking/running and cycling along the coast are popular amongst overseas visitors. Water based activities are less popular, but 20% of those sampled did participate in boating and/or other sea sports. Satisfaction with the available marine related activity facilities was also found to be very high. The results from the survey also indicated that **marine active overseas tourists stay longer and spend more on average during their trip**, while those who indicated that the marine related activities were the main reason for their visit have an even higher total expenditure per person. **Specific targeting of these tourist types could lead to significant additional revenue being generated in coastal areas.**



# POLICY REVIEW

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Ireland's national tourism policy, **People, Place and Policy: Growing Tourism to 2025**, is a whole-of-government policy which places a focus on **maximising the export contribution of tourism, while protecting the invaluable assets that are our natural, built and cultural heritage**. The policy notes that the quality of our natural scenery and physical environment, built heritage, and the range of activities for visitors, are areas in which the State has a key role to play, through preservation of that which is irreplaceable and the development of that which enhances the visitor's overall experience.

The policy describes Ireland's cultural heritage, including the built heritage sector as integral to Ireland's tourism offering, and recognises that many individual sites directly contribute to employment that is regionally dispersed throughout the country. Cultural heritage assets also underpin the authenticity of the overall tourism offering, and are important in addressing the seasonality of tourism. Cultural heritage is also a 'smokeless industry' that supports Ireland's image as an unspoilt destination.

The policy outlines that **effective and balanced management of key natural and built heritage is essential for growth in tourism that is both economically and environmentally sustainable**. The strategy also states that the European Union Commission has developed a number of tourism-related initiatives to be implemented in collaboration with national, regional and local public authorities, for example the European Destinations of Excellence awards. While the EU is no longer a source of major funding for capital investment in tourism, funding for rural development, provided under the EU Common Agricultural Policy (CAP), continues to provide opportunities for diversification of the rural economy into areas such as tourism.

Of the different experience types outlined in the strategy, Duncannon is appealing for the following: Living Historical Stories – interesting and informative experiences and attractions in urban and rural areas; Awakening the Senses – stimulating and profound experiences within natural and unspoiled landscapes; and Getting Active in Nature – revitalising and energising experiences and activities in the spectacular outdoors.

Wexford County is well positioned to be a core and leading ingredient in the 'Ireland's Ancient East' brand, set out in Failte Ireland's **'Ireland's Ancient East Regional Tourism Development Strategy'**. The proposition offers holiday makers short breaks in places filled with quirky and memorable experiences, being described as **'a region of legends and stories from ancient times to modern day – a place brimming with culture, attractions, festivals and fun'**.

The narrative that underpins Ireland's Ancient East in many ways plays to the strengths and diversity of Duncannon's product and experience offering. However, as of yet, its potential has not been fully realised and nor has the potential of Duncannon in the context of Ireland's Ancient East. In fact, it is fair to say that the Ireland's Ancient East brand is still in a formative phase. Given it is forming, developing its awareness domestically and internationally and also building evidence through clustered experiences, there is now a prime opportunity for Duncannon, and Wexford, to position itself as a leading light of the brand.

# POLICY REVIEW

## Local Policy

The **Wexford Tourism Strategy 2019-2023** explores Wexford's performance as a tourism destination with a strong domestic visitor base and well-established reputation as a domestic destination. However, the revenue contribution from overseas visitors had not grown from 2013 to when the strategy was written in 2019.

Regionally, Wexford is well placed to attract visitors from and collaborate with neighbouring counties in the context of the Ireland's Ancient East proposition. **Looking at tourism as a regional initiative is a logical strategic choice.** Major attractions in neighbouring counties include Kilkenny Castle (400k visitors) and House of Waterford Crystal (200k visitors). Proposed developments such as the New Ross to Waterford Greenway will support regional interconnections and cross collaboration. Additionally, The Viking Triangle in Waterford and Waterford Greenway are two specific attractions which can be linked with Wexford's offering enabling bundling and cross promotion and playing to geographical, cultural and historical strengths.

Based on a review of the attractions that tourists are visiting in Wexford conducted for the development of this strategy, it is apparent that the county's heritage and cultural offering represent a key current strength. **The county offers a breadth and depth of heritage and culture experiences, many of which are already enjoying significant footfall** in terms of visitors (see Table opposite) - notably Hook Lighthouse near Duncannon.

In spite of the many culture and heritage experiences that are available in Wexford it must also be noted that equivalent experiences are available in many parts of Ireland and Wexford must seek to deliver them in a unique and engaging way to stand out from the crowd. Domestic competition is intensifying and therefore Wexford must continue to innovate and develop its offering in order to continue to win with the family market visitor segment. The strategy recommends that **Wexford's culture and heritage offering should be brought to life through storytelling and animation.** This will involve engaging with local artists and storytellers and investing in animated interpretation facilities so that the experiences can be brought to life in an accessible and compelling way.

Ranking of Participating Visitor Attractions	Total Visitors
Ballyhack Castle	0
Colclough Walled Garden	15,967
Dunbrody Famine Ship	11,706
Enniscorthy Castle	1,971
Ferns Castle	2,410
Hook Lighthouse	121,000
Irish National Heritage Park	53,534
Kennedy Homestead	5,741
Kia Ora Mini Farm	52,000
Kilmokea Gardens	7,500
Ros Tapestry	0
The John F Kennedy Arboretum	143,707
The Johnstown Castle Estate, Museum and Gardens	250,000
Tintern Abbey	33,957
Wells House & Gardens	117,678
Wexford Wildfowl Reserve	0





# POLICY REVIEW

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The **key international visitor segments for Wexford** are ‘**Culturally Curious**’ (who like to delve deeper into the history of a location, have unusual experiences and enjoy connecting with nature); ‘**Social Energisers**’ (young couples and adult groups looking for excitement, new experiences and fun) and ‘**Great Escapers**’ (who like to connect with the landscape, get a sense of history, and get away from it all). This is in line with those who will be enticed to visit Duncannon Fort.

The **Wexford County Development Plan 2022-2028** addresses a wide range of interrelated economic, social and environmental issues set within an overall framework of achieving sustainable development, social inclusion, adapting to climate change, and a healthy county where everyone can enjoy physical and mental health and wellbeing to their full potential. The plan explores the requirement of mitigation and adaptation to protect the heritage assets from extreme weather as a result of climate change.

“The sustainable development of our towns and villages must ensure that as well as being attractive and functional that they are vibrant and inclusive, resilient and adaptable (economically, socially and environmentally).”

Wexford County Development Plan 2022-2028

The **Wexford Arts Plan 2018-2022** outlined the mission of Wexford County Council to advance Wexford through the arts & creativity by: engaging the public in the arts both as participants & audiences; enabling collaboration & new partnerships that build capacity & new infrastructure in the arts sector; and enriching the quality of life, quality of place, and quality of employment through the arts. The plan recognises that **art can play a central role in uplifting and empowering local people, reinforcing a sense of place, celebrating local identity and developing active citizenship.**

Duncannon Fort can be used as a catalyst for the following goals outlined in this strategy if developed considering the needs of the local community, the importance of protection and conservation, and the ability of art to galvanise communities towards a common goal and build momentum and ambition:

- Protect & utilise our natural, built & cultural heritage together with the arts, to realise their potential
- Celebrate & commemorate Wexford cultural heritage through music, storytelling, language, dance, performance & visual art
- Continue to develop & promote Wexford as a great place to live, work & visit
- Secure the distinctive contribution of the arts in the design and planning of the public realm

Wexford County Council (WCC) will launch its **County Arts Plan 2023-2027** on September 13th 2023. This five-year plan came about after an extensive consultation process throughout Co Wexford in 2022, which fed into the current County Arts Plan and The Culture and Creativity Strategy.

# BASELINE STUDIES



# BASELINE STUDIES

Since 2015 a number of previous studies on Duncannon Fort have been commissioned by Wexford County Council. The following studies have been considered as part of the baseline information for this Masterplan:

- Archaeological Assessment Reports 2015 & 2017 (Catherine McLoughlin)
- Buildings Condition Report 2015 (Ivor McElveen Associates)
- Ecological Survey 2015 (Ecofact Environmental Consultants)
- Duncannon Fort Conservation Management Plan 2016 (Stafford McLoughlin Archaeology)
- Feasibility Study 2020 (Stafford McLoughlin Archaeology, Maher Consulting, O'Leary Sludds Architecture and Stafford Quantity Surveying.)
- Measured floor plans and topographical survey 2020 (O'Leary Sludds Architecture)

At the time of writing, interim refurbishment work to three buildings in the Fort along with necessary infrastructure work, is planned to be undertaken by the Council in 2023-2024, to enable temporary uses to allow the fort to reopen for public use. This phase of works is included within the Phasing Strategy in Chapter 7 as Phase 0: Meanwhile Activation.



View across the estuary from the northern end of the rampart of Duncannon Fort



View of the Duncannon Fort parade buildings looking south from the entrance

# SITE ANALYSIS

01. The Village

02. The Site

03. The Buildings



# THE VILLAGE

- I. Key Elements & Linkages
- II. SWOT Analysis



# THE VILLAGE

## KEY ELEMENTS & LINKAGES

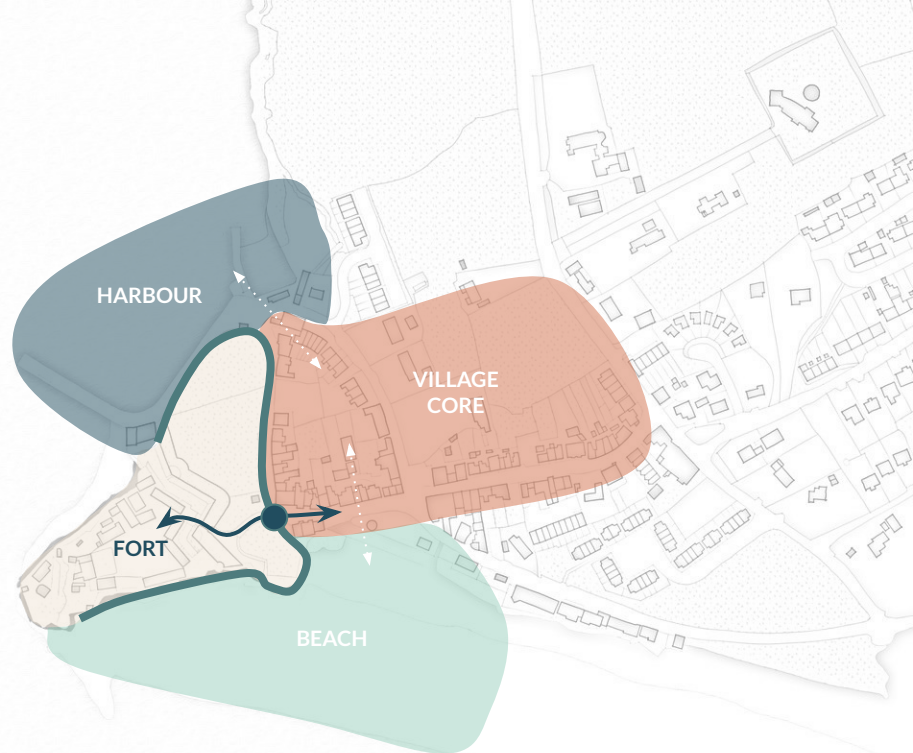
The area of Duncannon around the Fort comprises four distinct elements:

1. Duncannon **Fort** located on the promontory,
2. The fishing **Harbour** to the north-west,
3. The mile-long Duncannon **Beach** to the south-east,
4. The **Village Core** to the east of the Fort.

The Village Core comprises a variety of vernacular terrace houses with a defined linear street pattern, leading towards the Fort and Harbour.

The combination of historic buildings, strong village streetscape, distinctive landmark structures, prominent headlands and coastal location gives Duncannon village its unique character and sense of place.

Despite its prominent and central location, the Fort is currently quite isolated from the other elements of the village. Whilst the main entrance to the fort provides connection to the village, the inaccessibility of the Glacis creates a barrier between the Fort, Harbour and Beach.



THE FOUR PILLARS

PHYSICAL BARRIER



# THE VILLAGE

## KEY ELEMENTS & LINKAGES

While Main Street leads towards the Fort, the entrance to the complex is understated and it is difficult to appreciate from street level what lies beyond.

There is an opportunity to extend the village core, via Main Street, into the Fort complex, once again making the Fort an integral part of the village. A clear route could be defined here using consistent street furniture, bollard lighting, flags or other simple placemaking interventions to lead the way to the Fort.

There is a further opportunity to introduce walking trails for public access through the glacia, thus connecting the harbour to the fort. These routes could also present interesting viewpoints over the estuary, into the moat and towards the beach.

This would help to stitch together all four key elements of Duncannon village, present the fort entrance as the central node of pedestrian routes across the village and ensure that the Fort is more animated and accessible, bringing back the Fort's prominent status within the village.



THE FOUR PILLARS

PHYSICAL BARRIER

EXTEND THE TOWN

NEW LINKAGES

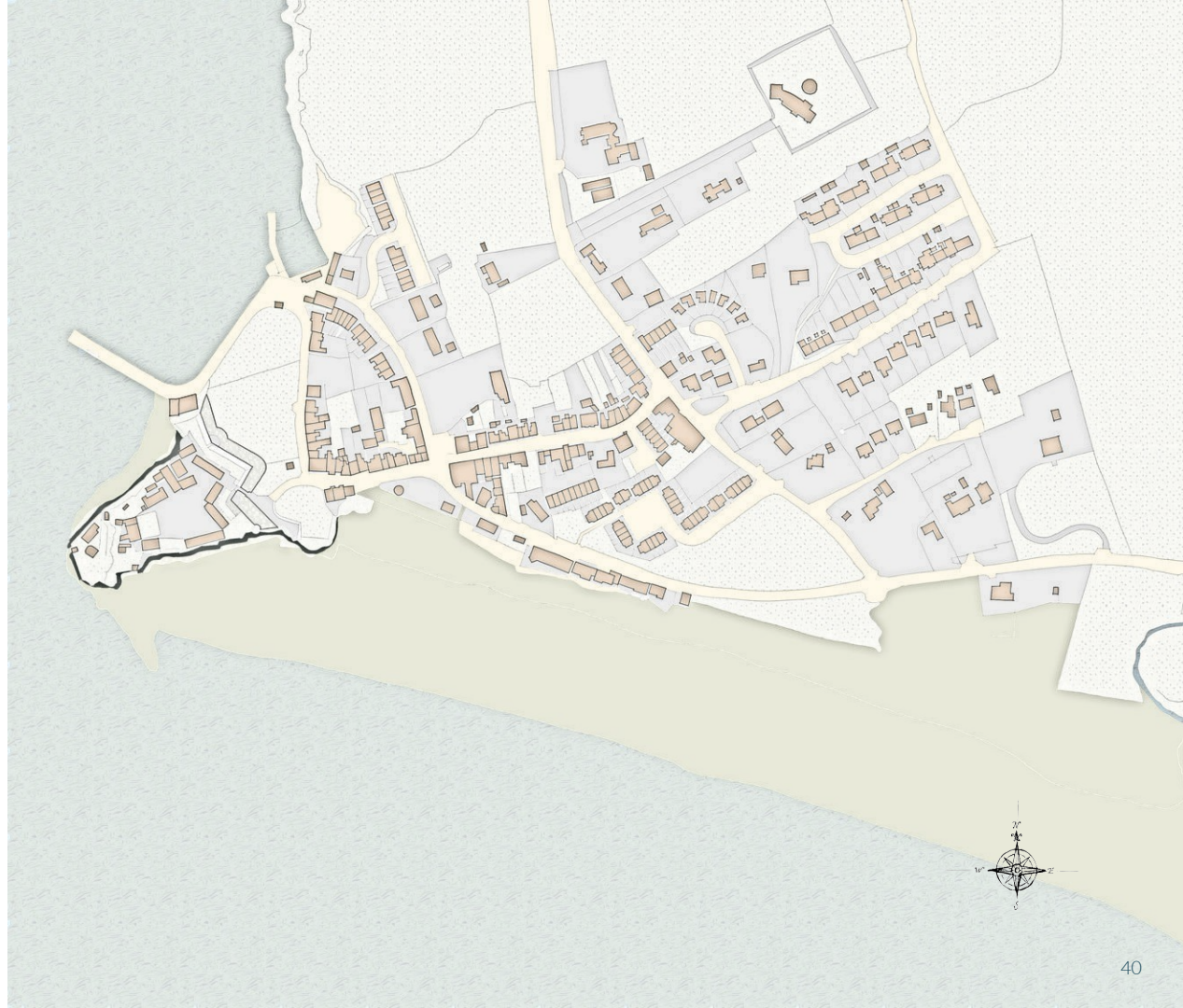
# THE VILLAGE

## SWOT ANALYSIS

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Given the critical linkages between the Fort and the surrounding village, a SWOT analysis has been carried out at both village and site scales.

The following pages set out the key Strengths, Weaknesses, Opportunities and Threats of the village - in relation to the proposed redevelopment and future use of Duncannon Fort.



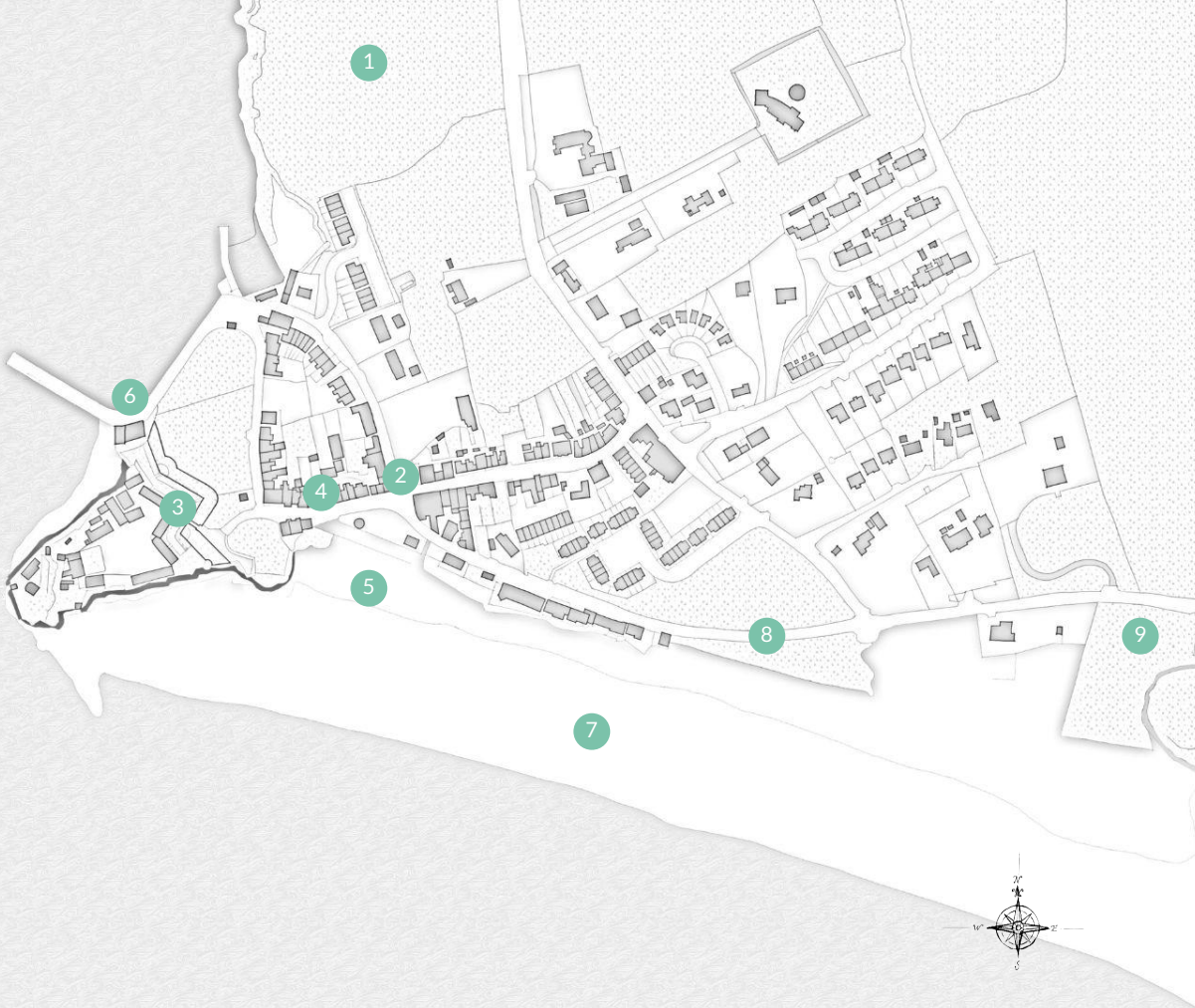


# SWOT ANALYSIS

## STRENGTHS

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1. The village is situated in a region with a wealth of tourist and heritage attractions
2. Unique character and sense of place due to historic buildings, strong village streetscape, distinctive landmark structures, prominent headlands and picturesque coastal location
3. A number of key assets located in close proximity, including the fishing harbour, the mile-long Duncannon Beach and Duncannon Fort
4. Compact, walkable village with limited traffic and legible routes provides good potential for pedestrian access and enjoyment
5. Tourism industry is already strong
6. The fishing industry is a strength of both the economy and character of the village
7. The area is rich in natural heritage and spectacular landscapes, directly adjacent to the River Barrow and River Nore Special Area of Conservation
8. Bus route links to New Ross, Waterford and Wellingtonbridge. Rosslare Europort, a modern seaport serving the European Continent, is 50km away
9. Playground and outdoor sports facilities offer alternative attraction for younger generation



# SWOT ANALYSIS

## WEAKNESSES

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1. Village population is small and declining
2. Tourism accommodation is at capacity
3. Seasonal popularity has increased housing prices and pressure for local people
4. Local employment opportunities are limited
5. Limited range of commercial and public amenities - including a lack of shop and post office
6. Little industry or manufacturing
7. Harbour facilities require expansion to better support the fishing industry, marine leisure / tourism and associated employment creation
8. Closest rail connection is in Waterford
9. Limited footways / segregated cycleways
10. Current traffic flow (i.e. one-way/two-way systems) within the village creates congestion, confusion and is a safety concern for pedestrians.
11. Parking on the beach has major environmental impacts and detracts from the village setting



# SWOT ANALYSIS

## OPPORTUNITIES

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1. Strengthen connections to regional tourist and heritage attractions, and other forts
2. Improve linkages between key assets in the village - the harbour, the beach and the Fort
3. Capitalise on regional active travel networks, including Eurovelo cycle route and walking trails
4. Package tourism offer to complement heritage tourism with marine, leisure and active tourism
5. Expanded and improved harbour facilities could support additional marine leisure / tourism, and connections to the village by boat, while supporting the local fishing industry
6. Potential for off-site parking with short / walkable distances due to compact nature of the village
7. Provision of public amenities and employment opportunities within the Fort could help to extend and improve the function of the village core for residents
8. Build on the area's rich natural heritage and landscapes to lead the way in environmental sustainability



# SWOT ANALYSIS

## THREATS

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1. Seasonal tourism could lead to vacancies and lack of activity in off-peak seasons, reinforcing the existing seasonality
2. Inappropriate development could adversely impact on the character of the village
3. Increase in traffic and vehicles driving through and parking within the village & beach could reduce amenity for residents
4. Strong regional heritage and tourism attractions could provide competition without appropriate packaging / collaboration
5. Potential for conflict between the needs of increased marine leisure / tourism and the local fishing industry
6. Residents of the village or key stakeholders may not be fully supportive
7. Displacement of existing commercial and tourism activity from elsewhere in the village or county
8. Climate change impacts, particularly the threat of increased storms, sea level rise and coastal erosion
9. Tides and lack of infrastructure may impact ability to operate water-based transport



# THE SITE

- I. Zones & Key Features
- II. SWOT Analysis



# THE SITE

## ZONES

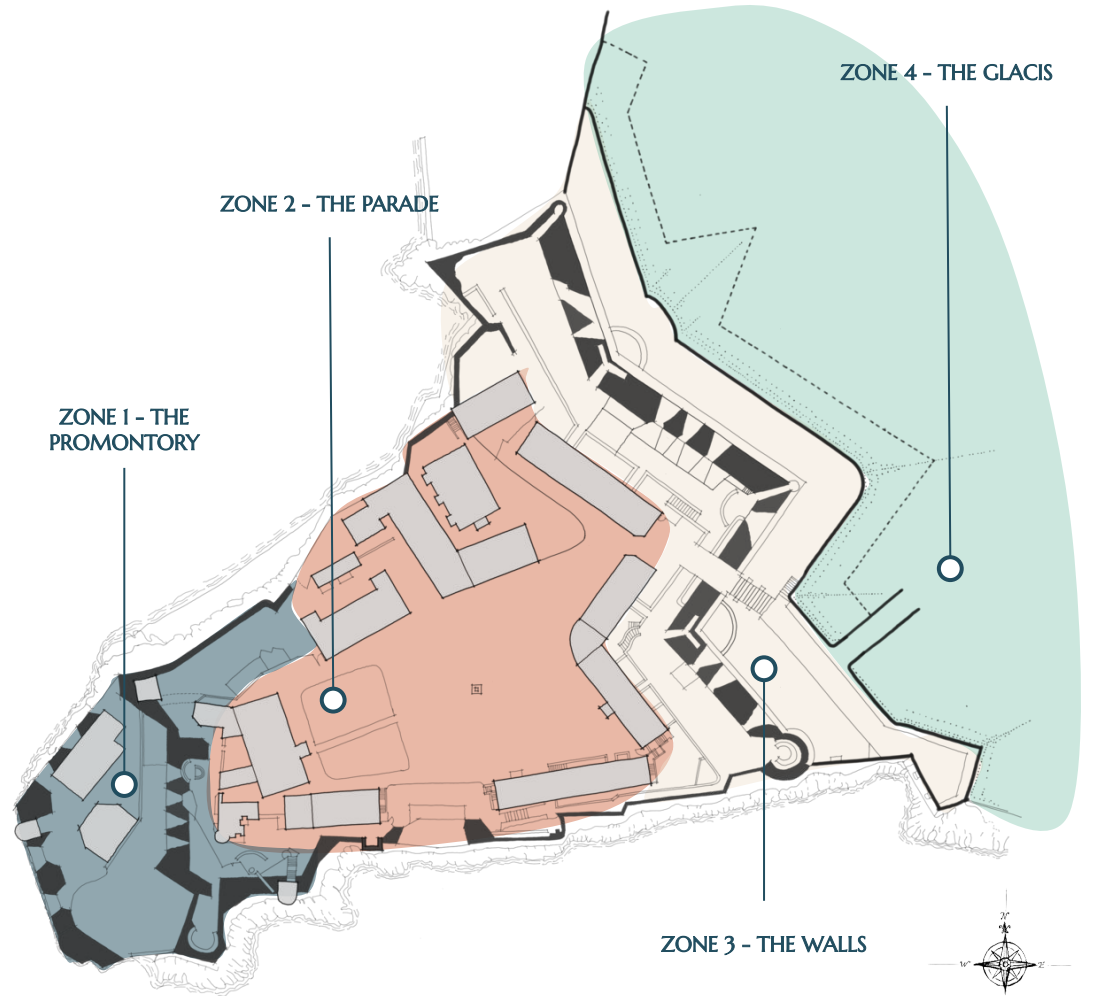
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Due to the expansive site and large number of buildings and features across it, it is useful to break the site up into zones.

Each zone has a distinctive character and collection of buildings and features, as described on the following pages.

The 4 zones of Duncannon Fort are:

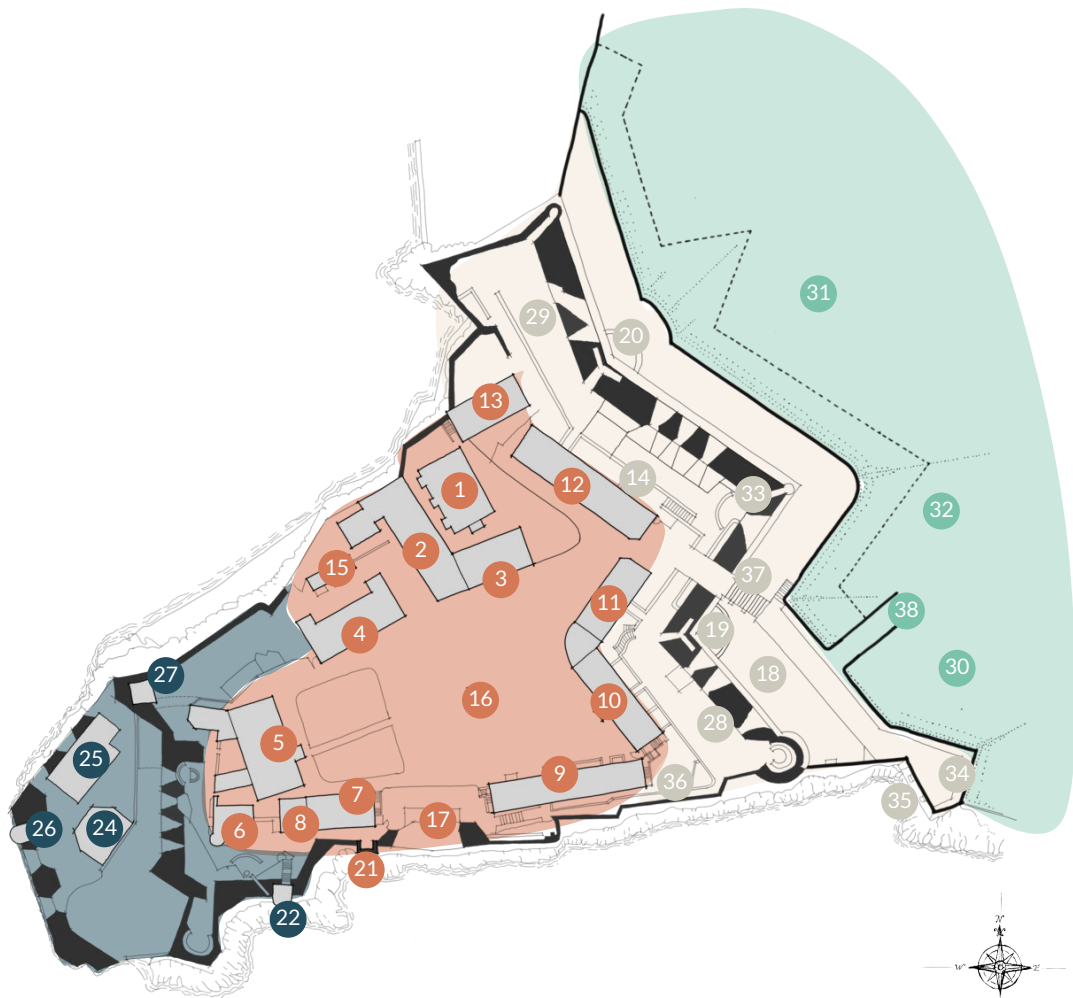
1. **The Promontory**
2. **The Parade**
3. **The Walls**
4. **The Glacis**



# THE SITE

## ZONES & KEY FEATURES

- |                                 |                                   |
|---------------------------------|-----------------------------------|
| 1. Magazine                     | 21. Tower                         |
| 2. Armoury                      | 22. Southern Battery - Pill Box   |
| 3. Armourer's Store             | 23. Gun Rings                     |
| 4. Soldier's Recreational Hall  | 24. Munitions Store               |
| 5. The Officers' Mess           | 25. Generator Room                |
| 6. The Lighthouse               | 26. Lower West Battery - Pill Box |
| 7. Burke's House                | 27. Upper West Battery - Pill Box |
| 8. Burke's House - Store Houses | 28. Beach Rampart                 |
| 9. Governor's House             | 29. Marina Rampart                |
| 10. Officers' Barrack           | 30. Beach Glacis                  |
| 11. Soldiers' Barrack 1         | 31. Marina Glacis                 |
| 12. Soldiers' Barrack 2         | 32. Telephone Exchange            |
| 13. Barrack Store               | 33. Circular Battery              |
| 14. Laneways                    | 34. Casemented Battery            |
| 15. Toilet Block                | 35. Cells                         |
| 16. Parade                      | 36. Embrasure of Southern Wall    |
| 17. South Battery               | 37. Bridge Entrance               |
| 18. Ditch (Dry Moat)            | 38. Main Entrance                 |
| 19. South Lunette               |                                   |
| 20. North Lunette               |                                   |



# THE SITE

## ZONES & KEY FEATURES

1. Magazine
2. Armoury
3. Armourer's Store
4. Soldier's Recreational Hall
5. The Officers' Mess
6. The Lighthouse
7. Burke's House
8. Burke's House - Store Houses
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10. Officers' Barrack
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12. Soldiers' Barrack 2
13. Barrack Store
14. Laneways
15. Toilet Block
16. Parade
17. South Battery
18. Ditch (Dry Moat)
19. South Lunette
20. North Lunette
21. Tower
22. Southern Battery - Pill Box
23. Gun Rings
24. Munitions Store
25. Generator Room
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27. Upper West Battery - Pill Box
28. Beach Rampart
29. Marina Rampart
30. Beach Glacis
31. Marina Glacis
32. Telephone Exchange
33. Circular Battery
34. Casemented Battery
35. Cells
36. Embrasure of Southern Wall
37. Bridge Entrance
38. Main Entrance





# THE SITE

## ZONES & KEY FEATURES

---

1. Magazine
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4. Soldier's Recreational Hall
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33. Circular Battery
34. Casemented Battery
35. Cells
36. Embrasure of Southern Wall
37. Bridge Entrance
38. Main Entrance



# ZONE 1

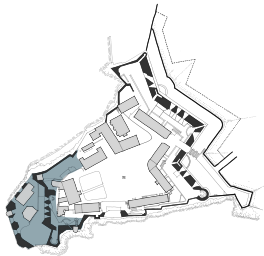
## The Promontory

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Zone 1 is the area to the westernmost end of the promontory. It commands spectacular views across the estuary to the north, west and south.

It hosts a collection of interesting buildings comprising the West Battery, a Munitions Store and a Generator Room (with some remaining equipment), scattered across the cliff edges. The pillboxes, constructed in preparation for WW2 when the Fort was used as an observation post, provide a unique setting and viewpoint to appreciate the surrounding scenery and the historic function of the Fort.

The location of this zone on the edge of the cliff means that there are a number of level changes and slopes, making accessibility a challenge. The buildings are currently surrounded by grassland and wild flowers, which complement the seaside setting and the experience of exploring this zone, though clearly marked, safe routes are needed to make it more welcoming.



## ZONE 2

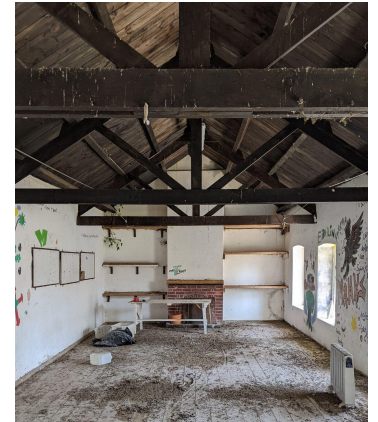
### The Parade

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The Parade comprises a range of largely late eighteenth and nineteenth century buildings arranged around the perimeter with a large open space in the interior.

The buildings were refurbished and concrete rendered when the Irish army occupied the Fort in 1939. This concrete rendering, combined with the primarily hard, tarmac surfacing of the open space, create a fairly flat, grey, uninviting character to the Parade. However there are two areas of amenity grass on the western end which help soften and animate the space at that end.

The perimeter arrangement of the buildings and the open nature of the interior space provides an impressive sense of scale upon arrival at the eastern end. The South Battery provides a break in the perimeter, with stunning views towards the estuary and Duncannon beach and village.



## ZONE 3

### The Walls

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Zone 3 is perhaps the most crucial element of the Fort - the outer defenses on its landward side, comprising the rampart and the dry ditch, with the distinctive star shape.

First constructed in the late sixteenth century, and improved at many points throughout the centuries since, the Fort's walls are impressively deep and tall - over 30ft. There are a number of interesting features such as the lunettes, embrasures and ramparts on the landward side and the laneways, with distinct bridges and gateways, between the walls and the Parade buildings.

The best way to appreciate the magnitude of the walls is from inside the dry moat. The moat is accessible from the North & South lunettes, and a modern stair addition from the main entrance bridge. No access is available from outside of the walls. Due to the protection provided by the walls, there is a unique microclimate, with flourishing grass and wildflower meadows within the moat. It is also possible to walk along parts of the rampart, and to access the upper levels of the Barracks buildings from here.



# ZONE 4

## The Glacis

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Outside of the defences are the glacis, or Zone 4. These are banks sloping down from the fort, originally intended to expose attackers to fire from the defenders, and help shield the walls from attack fire.

Today this is simply a large area of green space, which is fenced off from public access. To the north is an eighteenth century graveyard, and the area is likely to contain artefacts of archeological significance. This means any major excavations and / or building work should be limited and carefully monitored. There is a telephone exchange box which will need to be retained in place.

The main entrance to the site, which is a relatively narrow road shared by vehicles and pedestrians, passes through the glacis from the village. The coastal edges of the glacis would provide views over the beach and harbour.



# THE SITE

## SWOT ANALYSIS

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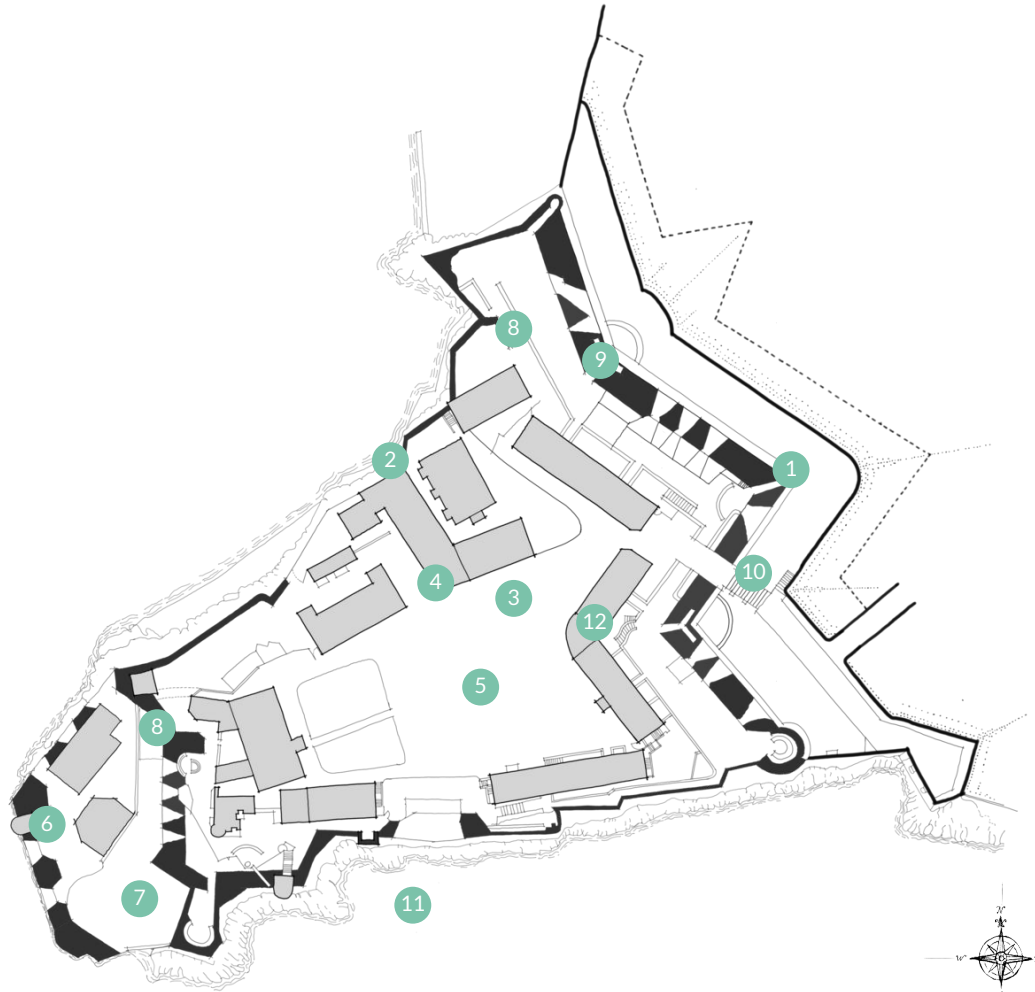
The following pages set out the key Strengths, Weaknesses, Opportunities and Threats of the site - in relation to the proposed redevelopment and future use of Duncannon Fort.



# SWOT ANALYSIS

## STRENGTHS

1. Star shape, gun platforms and viewpoints create unrivalled views of the hook peninsula
2. Striking architectural complex with physical layers of time visible
3. Rich historical background for tourism destination
4. Significant building and public realm area for refurbishment
5. Parade ground buildings largely face the parade ground creating visual connection with public square
6. Several structures (pill boxes, munition stores etc) provide structure for interpretation pods to tell the story of the fort i.e. the museum is the fort
7. Rugged maritime landscape and vast array of ecology on site
8. Ramped access between several areas of the fort, including the parade ground to the rampart
9. Lunettes provide access between the parade grounds and the dry moat
10. Narrow access limits the extent of vehicles that can feasibly access the site, limiting unsightly car parking
11. Position in the estuary can take advantage of renewable energy sources - solar, wind etc
12. Limited historic fabric (and protected status) allows for fabric upgrades to create energy efficiency



# SWOT ANALYSIS

## WEAKNESSES

1. Single point of entry to the site over narrow bridge for pedestrians and vehicles
2. Accessibility issues through level changes
3. Old cobbles of parade ground covered by impermeable tarmac surface and lack of greenspace
4. Limited vehicular access through narrow entrypoint between buildings
5. Lack of on site parking
6. Buildings heavily modified in parade ground with much of the internal historic fabric lost. Externally, roughcast render, PVC windows etc. detract from historic character / aesthetics
7. Much of the fort is inaccessible to the public except guided tour groups - lack of connection between the parade ground and the historic bastian fort
8. Internal layouts / masonry walls limit the suitable use of the buildings without modification
9. Timber joists on upper levels only suitable for residential purposes unless modified
10. Lack of existing services on site, including limited storm drainage, with the majority of the rainwater pipes for the existing buildings discharge directly to the hardstanding surfacing





# SWOT ANALYSIS

## OPPORTUNITIES

1. Large area of roofscapes for solar PVs
2. Existing foundations in place from historic building could help connect buildings 9 & 10 and provide lift / viewpoint
3. Barrack buildings have designated upper level access via bridges which allows for separate use
4. Microclimate in the moat protected by rampart walls could provide habitat for biodiversity & ecotrail
5. Large, flexible central space in parade grounds could become village centre and host a multitude of events
6. Remove barriers and make extent of fort accessible for all visitors, not just guided tours
7. New stepped link between upper and lower Western Battery to create looped route and new viewpoints
8. Pill boxes and other buildings in this sea-facing area could become outdoor museum
9. Relocate stair access from moat to create a safe landing point for pedestrians, away from vehicle access
10. Embrasure in rampart to facilitate climbing wall
11. Glacis could be opened up to public access with sensitive, low-impact walkways
12. The Magazine could be repurposed as an interactive, digital visitor experience space due to limited natural light
13. Mixed-use development may be more resilient to economic change and help extend the village into the fort



# SWOT ANALYSIS

## THREATS

---

1. Safety considerations for unaccompanied public use may detract from unspoilt nature of maritime coast
2. Buildings in varying states and conditions and essential remedial works required to limit degradation
3. Fire and accessibility issues may limit public use of particular areas of interest
4. Archeological value and protected monument status may limit excavation and require mitigation strategies for proposed works
5. Seafront erosion may affect the stability of the fort and buildings, including presenting the risk of falling rocks
6. Major tourist season is limited to summer months
7. Lack of on-site parking may deter tourism potential
8. Buildings may contain asbestos and a full survey should be undertaken prior to any redevelopment



# THE BUILDINGS

- I. Parade Site Plan
- II. Parade Building Profiles



# THE BUILDINGS

## PARADE SITE PLAN

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The following pages describe the buildings located in Zone 2: The Parade in further detail.

Opportunities and challenges for reuse, and a potential use assessment, are set out for each to help inform the concept development for the masterplan. Summary information from the Structural and Heritage Reports is included. For further detail, refer to the appended reports.

1. Magazine
2. Armoury
3. Armourer's Store
4. Soldier's Recreational Hall
5. The Officers' Mess
6. The Lighthouse
7. Burke's House
8. Burke's House - Store Houses
9. Governor's House
10. Officer Barrack
11. Soldier Barrack
12. Soldier Barrack
13. Barrack Store



# 1 - THE MAGAZINE

## BUILDING PROFILE

DATE	AREA (GIA)	LEVELS
1770 - 1840	70m <sup>2</sup>	1

### DESCRIPTION

Detached single-bay (single-bay deep) single-storey gable-fronted magazine, extant 1840, on a rectangular plan; single-bay single-storey flat-roofed projecting porch.

### OPPORTUNITIES

- Open plan floor space allows for flexibility of use
- Architecturally interesting interior with striking brick vaulted ceiling
- Stand-alone building emphasises significance

### CHALLENGES

- Built to be blast-proof so windows and natural light are limited
- Ceiling vault makes dividing the space challenging

### STRUCTURAL & POTENTIAL USE ASSESSMENT

Structural Condition Summary: Fair

Potential Use: Interpretation Centre / Visitor Experience

Loading Capacity: Public loading (5 kN/m<sup>2</sup>) acceptable on solid floor.

Alterations Required: No major structural alterations required.

**Magazine** - a place within which ammunition or other explosive material is stored



## 2 - THE ARMOURY

### BUILDING PROFILE

DATE	AREA (GIA)	LEVELS
1770 - 1840	128m <sup>2</sup>	1

#### DESCRIPTION

Detached five-bay single-storey single-cell structure with a battered profile and three windows in the gable

#### OPPORTUNITIES

- Open plan floor space allows for flexibility of use
- Architecturally interesting interior; striking vaulted ceiling
- Attached building to rear could serve as ancillary to main space
- Could explore connection to Armourers' Store to have an entrance off of the main Parade

#### CHALLENGES

- Main entrance is narrow and accessed away from the main Parade
- Form and character reduced by position of Armourers' Store

#### STRUCTURAL & POTENTIAL USE ASSESSMENT

Structural Condition Summary: Fair

Potential Use: Food Hall / Event Space

Loading Capacity: Public loading (5 kN/m<sup>2</sup>) acceptable on solid floor.

Alterations Required: No major structural alterations required.



'Armoury' - A special military building where weapons and ammunition are kept; manufacturing / repair of weapons

# 3 - ARMOURER'S STORE

## BUILDING PROFILE

DATE	AREA (GIA)	LEVELS
1770 - 1840	67m <sup>2</sup>	1

### DESCRIPTION

Detached five-bay single-storey armourer's workshop with half-attic, extant 1840, on a rectangular plan originally five-bay two-storey

### OPPORTUNITIES

- Public facing, with active frontage, upon entry to the Parade
- Directly adjacent to The Armoury so possibly opportunities to connect and create a larger, more useful space

### CHALLENGES

- Small single-storey building only suitable for limited uses
- Existing interior layout likely needs to be altered for any reuse

### STRUCTURAL & POTENTIAL USE ASSESSMENT

Structural Condition Summary: Fair

Potential Use: Visitors Information Centre

Loading Capacity: Public loading (5 kN/m<sup>2</sup>) acceptable on solid floor.

Alterations Required: No major structural alterations required.



'Armourers' Store' - Ancillary storage facility to The Armoury for storing weapons and materials

# 4 - RECREATIONAL HALL

## BUILDING PROFILE

---

DATE	AREA (GIA)	LEVELS
1939 - 1945	138m <sup>2</sup>	1

### DESCRIPTION

Single-cell structure, constructed of cast concrete, open to the roofline on the inside showing the support trusses

### OPPORTUNITIES

- Open plan floor space allows for flexibility of use
- Architecturally interesting interior with striking vaulted ceiling
- Large area of green space adjacent to the building could be used for complementary uses

### CHALLENGES

- Main entrance is narrow

### STRUCTURAL & POTENTIAL USE ASSESSMENT

Structural Condition Summary: Fair

Potential Use: Community Space

Loading Capacity: Unknown

Alterations Required: Likely that strengthening works will be required to the floor, or a full new floor structure will be required.





# 5 – OFFICERS' MESS

## BUILDING PROFILE

DATE	AREA (GIA)	LEVELS
1770 - 1825	272m <sup>2</sup>	2

### DESCRIPTION

Detached five-bay two-storey building, on a T-shaped plan centred on single-bay single-storey gabled projecting porch to ground floor; five-bay two-storey rear (east) elevation.

### OPPORTUNITIES

- Focal point of the parade with green space in front
- Rear elevation has views of the estuary and an external courtyard
- Upper levels connected by main hallway in typical house typology - may be suited towards accommodation

### CHALLENGES

- Numerous small rooms limit the suitability of use as a modern cafe
- No accessible access to upper levels
- Historical interior has been mostly removed

### STRUCTURAL & POTENTIAL USE ASSESSMENT

Structural Condition Summary: Fair

Potential Use: Accommodation

Loading Capacity: Ground floor: 5kN/m<sup>2</sup> public loading  
First floor: OK for domestic loading (1.5 kN/m<sup>2</sup>)

Alterations Required: Strengthening (i.e. doubling up of joists) under any new partitions on first floor. Fire-proofing.

**'Mess Hall'** - a place in which a group eats regularly, especially a dining hall in a military camp, post, etc.



# 7 - BURKE'S HOUSE

## BUILDING PROFILE

DATE	AREA (GIA)	LEVELS
1935-1940	166m <sup>2</sup>	2

### DESCRIPTION

Detached three-bay two-storey caretaker's house, built 1939, on a rectangular plan; three-bay two-storey rear (south) elevation.

### OPPORTUNITIES

- Potential re-use of the building to include potential 17thC remains (pending archeological investigation) as visitor experience.

### CHALLENGES

- Poor condition - water ingress & potential decay of roof timber elements. Concrete elements and door head compromised. (see appended *Structural Report for further information*).  
- Significant repairs required to timber joisted floors to achieve anything above domestic loading.

### STRUCTURAL & POTENTIAL USE ASSESSMENT

Structural Condition Summary: Poor

**Potential Use:** Investigations will determine the feasibility of retaining the structure, however it is in poor condition structurally and demolition may be considered following appropriate permissions

**Loading Capacity:** Domestic loading (1.5 kN/m<sup>2</sup>) only if repairs carried out



### Summary of Structural Engineer's Condition Report:

- Water ingress and potential decay to roof timber elements.
- Floorboards missing locally, potential decay to structure below.
- Localised repairs/strengthening required to timber roof/floor structure
- Timber trusses in need of repainting at minimum
- Concrete door head compromised, potentially removed in past
- Localised repairs required to concrete elements
- **Ground and 1st floor: domestic loading only if repairs carried out**

# 9 - GOVERNOR'S HOUSE

## BUILDING PROFILE

DATE	AREA (GIA)	LEVELS
1770 - 1840	388m <sup>2</sup>	3

### DESCRIPTION

Detached eight-bay two-storey over basement on a symmetrical plan centred on two-bay full-height pedimented breakfront

### OPPORTUNITIES

- Previously connected to Officer's Barrack (10) as shown on the first OS map of 1841 & the remanence of foundations can be seen on site today. This could provide basis to reconnect via a modern extension to facilitate a larger museum offering.
- Linear circulation with individual rooms could be appropriate for a museum telling the history of the fort; each room an era.
- Prominent building lends itself to focal public use.

### CHALLENGES

- Significant archeological remains and Planning implications may prohibit a modern extension & connection to Officer's Barrack (10). Existing entrance & cluster of small rooms may not facilitate a modern museum offering without alteration.
- Upper levels only accessible via stairs.

### STRUCTURAL & POTENTIAL USE ASSESSMENT

**Structural Condition Summary:** Fair

**Potential Use:** Military Museum

**Loading Capacity:** Ground floor: assume public loading possible due to previous use, with repairs required (to be verified by opening-up works). First floor: OK for domestic loading (1.5kN/m<sup>2</sup>) once repairs carried out.

**Alterations Required:** Ground floor: if masonry vaults below, no strengthening required, subject to condition. Strengthening works likely required otherwise. First floor: strengthening works required, likely to include insertion of steel beams to shorten span of joists, doubling up joists under any new partitions, trimming out around stairways. External gable end stairs can take full public loading but will unlikely meet current escape criteria on widths and balustrade heights.



# 10 – OFFICERS' BARRACK

## BUILDING PROFILE

DATE	AREA (GIA)	LEVELS
1770 - 1840	226m <sup>2</sup>	2

### DESCRIPTION

Detached five-bay two-storey building built on a symmetrical plan with a single-bay, single-storey flat-roofed projecting porch at the centre of the ground floor

### OPPORTUNITIES

- Previously connected to Officer's Barrack (10) as shown on the first OS map of 1841 & the remanence of foundations can be seen on site today. This could provide basis to reconnect via a modern extension to facilitate a larger museum offering.
- Direct access to Rampart from upper level may allow for spill out cafe seating with views of Duncannon

### CHALLENGES

- Potential archaeological remains and planning requirements may make a proposed extension to buildings 10 and 9 challenging.
- Viability of large retail unit within site to be explored further.
- Upper levels only accessible via stairs.

### STRUCTURAL & POTENTIAL USE ASSESSMENT

Structural Condition Summary: Fair

Potential Use: Option 01: Military Museum  
Option 02: Retail / Cafe

Loading Capacity: Public loading (5 kN/m<sup>2</sup>) on solid floor. First floor: OK for domestic loading (1.5kN/m<sup>2</sup>) once repairs carried out.

**Alterations Required:** Ground floor: no strengthening required. First floor: strengthening works required. Strengthening works to floors likely to include insertion of steel beams to shorten span of joists, doubling up joists under any new partitions, trimming out around stairways.



**'Barrack Buildings'** – Sleeping accommodation for officers. Comes from the old Spanish word "barraca" meaning "soldier's tent".

# 11 – SOLDIERS' BARRACK 1

## BUILDING PROFILE

DATE	AREA (GIA)	LEVELS
1770 - 1840	128m <sup>2</sup>	2

### DESCRIPTION

Detached three-bay two-storey soldier accommodation block or soldier barrack, extant 1840, on a symmetrical plan originally attached; three-bay two-storey rear (south) elevation.

### OPPORTUNITIES

- Two rooms on ground floor may be suited towards a dual ground floor use of a workshop / shop for crafts workers
- Separate access for upper levels could allow split use
- Prime location on the Parade near the main entrance is suitable for public use

### CHALLENGES

- Uninspiring elevation on Parade side
- Upper levels only accessible via stairs

### STRUCTURAL & POTENTIAL USE ASSESSMENT

Structural Condition Summary: Fair

**Potential Use:** Workshop / Studio / Office (Ground Floor) & Accommodation (First Floor)

**Loading Capacity:** Public loading (5 kN/m<sup>2</sup>) on solid floor. First floor: OK for domestic loading (1.5kN/m<sup>2</sup>) once repairs carried out.

**Alterations Required:** Ground floor: no strengthening required. First floor: Will need strengthening (i.e. doubling up of joists) under any new partitions on first floor. First floor likely to require fireproofing, to detail by others



# 12 – SOLDIERS’ BARRACK 2

## BUILDING PROFILE

DATE	AREA (GIA)	LEVELS
1770 - 1840	238m <sup>2</sup>	2

### DESCRIPTION

Detached six-bay two-storey soldier accommodation block or soldier barrack, extant 1840, on a symmetrical plan originally attached.

### OPPORTUNITIES

- Ground floor layout may be suitable for a retail space with associated ancillary rooms for storage / staff WC etc.
- Two entrances; four rooms on ground floor may be suited towards a dual ground floor use of a workshop / shop for crafts workers
- Separate access for upper levels could allow split use
- Prime location on the Parade near the main entrance is suitable for public use

### CHALLENGES

- Uninspiring elevation on Parade side
- Upper levels only accessible via stairs

### STRUCTURAL & POTENTIAL USE ASSESSMENT

Structural Condition Summary: Fair

Potential Use: Workshop / Studio / Office (Ground Floor) & Accommodation (First Floor)

Loading Capacity: Public loading (5 kN/m<sup>2</sup>) on solid floor. First floor: OK for domestic loading (1.5kN/m<sup>2</sup>) once repairs carried out.

Alterations Required: Ground floor: no strengthening required. First floor: Will need strengthening (i.e. doubling up of joists) under any new partitions on first floor. First floor likely to require fireproofing, to detail by others



# 13 - BARRACK STORE

## BUILDING PROFILE

DATE	AREA (GIA)	LEVELS
1770 - 1840	102m <sup>2</sup>	2

### DESCRIPTION

Detached five-bay two-storey barrack store, extant 1840, on a symmetrical plan.

### OPPORTUNITIES

- Semi-private location may suit ground floor accommodation, possibly the best location for a wheelchair accessible unit
- Separate access for upper levels could allow split use

### CHALLENGES

- External stair access to upper level has accessibility issues
- Location slightly removed from the main Parade means it may be less suitable for public use, unless footfall is drawn this way. Public use of Building 1 would help overcome this challenge.

### STRUCTURAL & POTENTIAL USE ASSESSMENT

Structural Condition Summary: Fair

Potential Use: Workshop / Studio / Office (Ground Floor) & Accommodation (First Floor)

Loading Capacity: Public loading (5 kN/m<sup>2</sup>) on solid floor. First floor: OK for domestic loading (1.5kN/m<sup>2</sup>) once repairs carried out.

**Alterations Required:** Ground floor: no strengthening required. First floor: Will need strengthening (i.e. doubling up of joists) under any new partitions on first floor. First floor likely to require fireproofing, to detail by others



# SITE STRATEGY

- 01. Key Principles
- 02. Character Areas
- 03. Proposed Uses





# KEY PRINCIPLES



# KEY PRINCIPLES

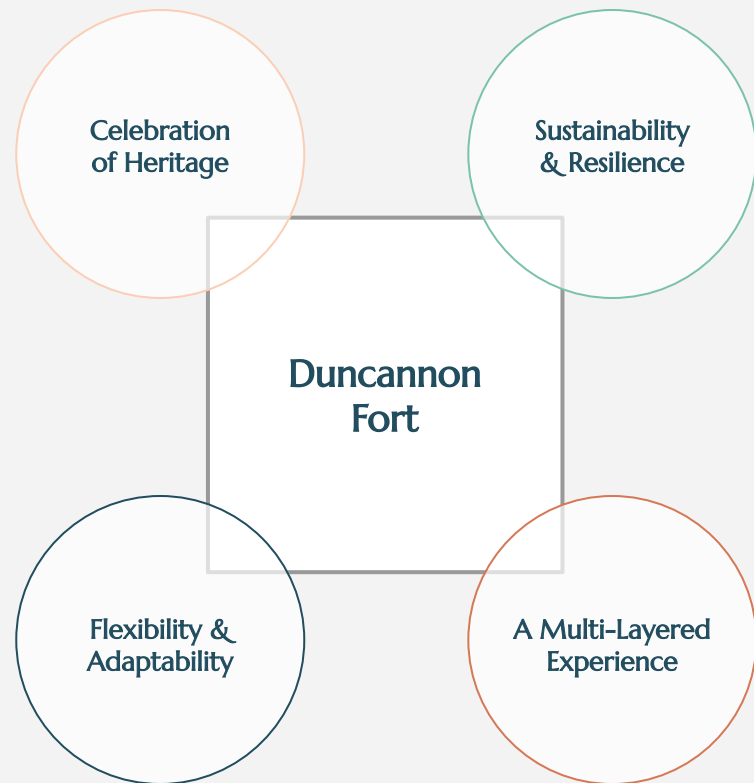
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From the desktop research, stakeholder engagement, and site analysis conducted, a number of key principles have emerged that will help shape the overall approach and strategy for this masterplan.

The key principles are as follows:

1. **Celebration of Heritage** - protecting, restoring and revitalising the rich built heritage and unique story that is Duncannon Fort
2. **Sustainability & Resilience** - ensuring environmental, social and economic resilience, so that the Fort can withstand climate change and deliver lasting positive impacts for the local community and nature
3. **Flexibility & Adaptability** - through flexible and intelligent design and a variety of uses, enable the Fort to be used and enjoyed in many different ways throughout the seasons and over time
4. **A Multi-layered Experience** - provide an immersive and truly distinctive visitor experience, appealing to a variety of ages and interests and going beyond expectations

More detailed design principles under each theme are set out on the following page.



# KEY PRINCIPLES

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## Celebration of Heritage

Historic buildings and features will be **protected, enhanced and revitalised** to ensure their continued use and appreciation.

New interventions will **respect the historic buildings, setting and landscape**, while improving and future-proofing the site.

The visitor experience will make the rich and unique **history of the Fort accessible and enjoyable** to a wide range of audiences.

**Conservation and archeological expertise** will monitor construction.

## Sustainability & Resilience

Buildings will be retrofitted to be as **energy efficient** as possible, and **renewable energy generation** on site will be optimised, while respecting the historic significance.

Existing and surrounding **habitats and biodiversity** will be respected and enhanced.

**Sustainable drainage and green / blue infrastructure** will be integrated into the landscaping.

The site's uses and operations will strike a **balance between financial sustainability and social impact**.

## Flexibility & Adaptability

The site will include a **mix of uses** to enable activity, from day to night, and season to season.

**Flexible and multi-functional spaces** will enable the Fort to be future-proofed and enjoyed by a variety of users.

The Fort will act as an **extension of the village** / high street, with useful amenities alongside landmark visitor attractions and accommodation.

The masterplan will be deliverable either as a **comprehensive project or in phases**.

## A Multi-layered Experience

The Fort will provide an **immersive and truly distinctive visitor experience**, appealing to a variety of ages and interests.

The site will offer **amenities for everyone** - from local residents, to day visitors, to overnight stays.

**Connections and partnerships with other historic forts and regional attractions** will be strengthened.

There will be **many different ways to explore and enjoy** the Fort, leaving the impression that there is always more to discover...

# CHARACTER AREAS



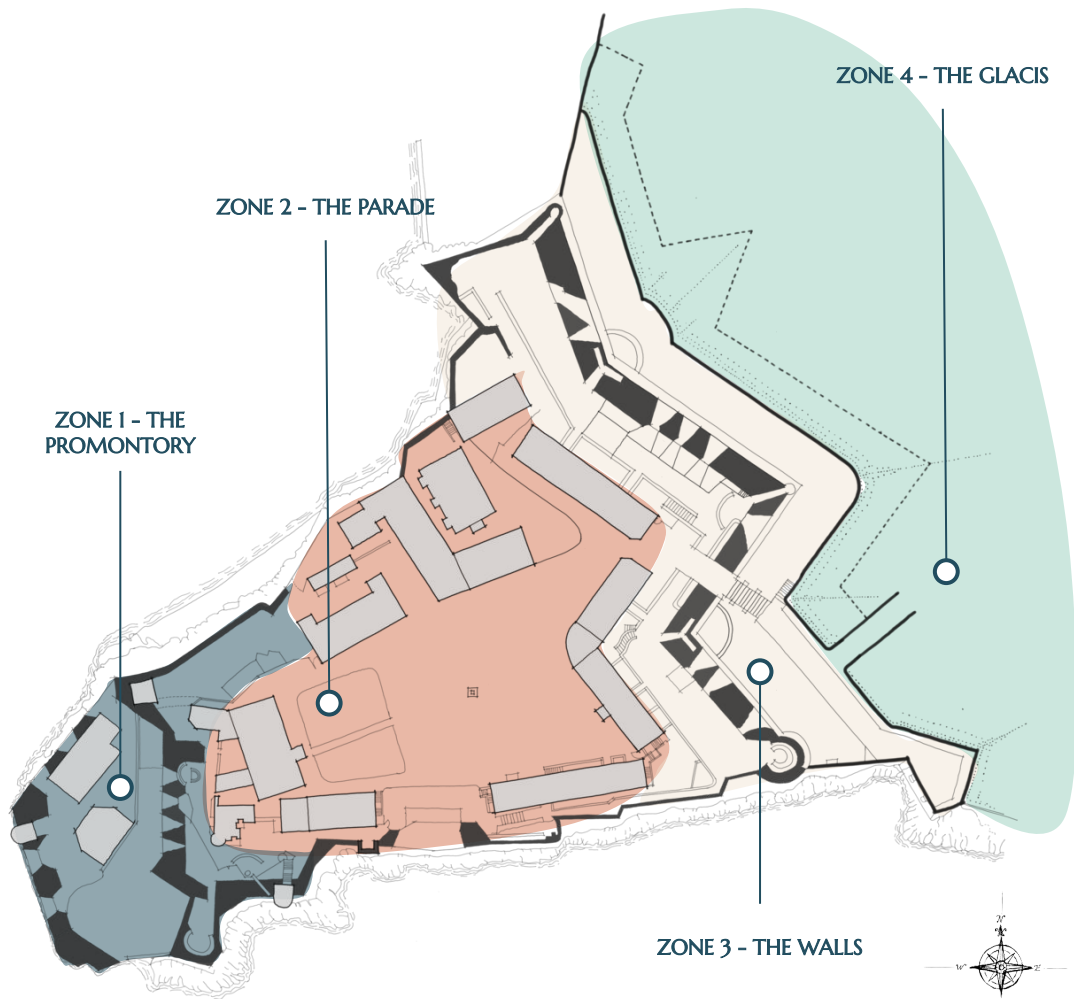
# CHARACTER AREAS

Building on the distinctive existing character of each of the Fort's zones, set out in Chapter 3: Site Analysis, the following pages set out the proposed high level approach to design and development within each.

This will ensure that the unique character and collection of buildings and features within each zone is celebrated and enhanced, and help visitors to understand the vast Fort complex in a more legible manner.

The 4 zones / character areas of Duncannon Fort are:

1. **The Promontory**
2. **The Parade**
3. **The Walls**
4. **The Glacis**



# CHARACTER AREA 1

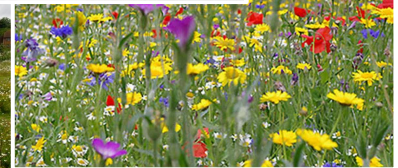
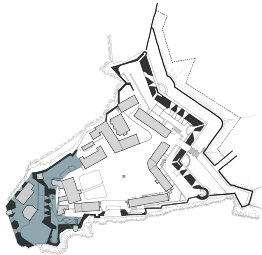
## The Promontory

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Zone 1, The Promontory, with its collection of interesting buildings scattered amongst a scenic cliffside landscape, lends itself to an Outdoor Museum. The buildings could be refurbished to ensure they are safely publicly accessible, whilst preserving the reclamation by nature.

The spectacular views across the estuary to the north, west and south could be celebrated through upgrading the pillboxes with look-out points, telescopes, and creative interpretation panels to experience their historic function.

The existing vegetation of grassland and wild flowers could simply be encouraged and enhanced, with the major landscape interventions being the creation of safe, clearly marked walkways connecting to the buildings, and to the Parade / Zone 2, as well as seating steps and look-out points to celebrate the views. Due to the level changes, full accessibility to and within this zone will remain a challenge, that could be partially addressed through platform lifts.



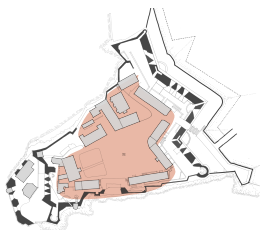
# CHARACTER AREA 2

## The Parade

The exterior facades of the Parade buildings could be restored by removing the concrete render and replacing with a lime render. This will improve their heritage value as well as the aesthetics, reducing the flat, grey character of this zone.

The large open space in the interior could be retained as a primarily hard landscaped square, with tarmac removed and replaced with permeable paving to manage water runoff. Should any original cobblestones be uncovered during excavation works, sections of these could be restored intermittently due to their historical significance. The hard landscaping could be punctuated by pockets of raised planting, sustainable drainage features, and potentially fountains, as well as public realm furniture such as seating and lighting.

The space should function as a flexible, multi-use space that may be opened up, filled by market stalls, may be used creatively for events such as outdoor cinema or sports screenings, or accommodate temporary public art and lighting installations as focal features, for example at Christmas time.



# CHARACTER AREA 3

## The Walls

To fully appreciate the Fort's impressive walls, the dry moat could be landscaped to act as a welcoming, green linear public space or eco-trail with a clear walkway providing access all the way between the northern and southern ends, with improved public access from the Parade / ground level on both sides. The tops of the ramparts could be similarly treated (without impacting structural integrity) to enhance the existing grassland and wildflower habitat with a dedicated walkway to enable safe access and enjoyment of the space and surrounding views.

Playful features could be created within the moat, such as a climbing wall adjacent to the full height of the Fort's walls, natural play features for children scattered alongside the walkway, and creative lighting installations - for example, to uplight and enhance the Fort's walls and perhaps play tribute to overhead cannonfire through festoon lighting over the moat and walls.

Clear wayfinding and interpretation panels could connect and explain the many interesting features in this area such as the lunettes, embrasures and gateways.





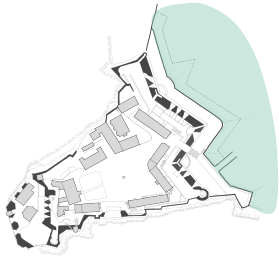
# CHARACTER AREA 4

## The Glacis

This large area of green space could be opened up to public access, including safe, low-impact walkways along the coastal edges to enable appreciation of the magnificent views of the beach, estuary and harbour. The track could also provide a scenic stop-off point along the existing walking trails of the area and helping to attract visitors from the active tourism market segment.

New pedestrian routes could also pass through this zone between the village, harbour and the Fort, to provide safe access segregated from vehicles, and an extension of existing walking routes / eco-trails. The layout and signage for these pathways and surrounding landscaping could be designed to pay tribute to historical attack routes and trenches approaching the Fort, such as those in the 1645 Siege of Duncannon (see Nicholas Lalloe's pictorial plan opposite).

Any excavations and / or building work should be limited and carefully monitored, to ensure minimal impact on this sensitive natural and archaeological area.



# PROPOSED USES



# PROPOSED USES

## The Mixed-Use Model

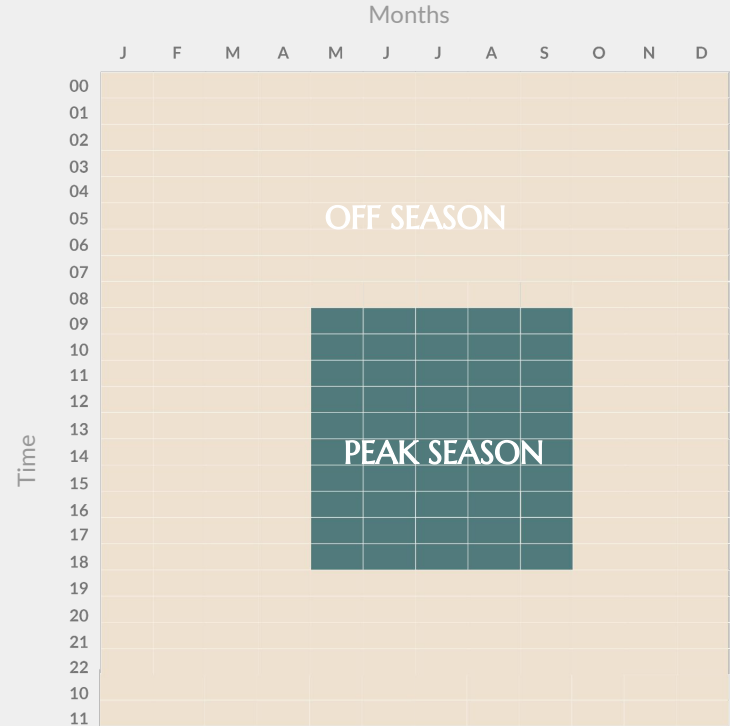
The tourism industry in Duncannon, and in Ireland generally, is seasonal, with very high levels of tourism activity and associated demand for accommodation and services in the peak season - the summer months of May to September.

For a typical visitor attraction, such as a museum, activity would be concentrated in the daytime hours between 09h00 and 18h00.

This leaves a significant period of the day (evenings and night) and of the year (October to April) classed as 'off season' or low activity.

These peaks and troughs in activity place significant pressure on the local village as an attractive place to live, with very high activity in peak season but limited services and employment opportunities available to residents throughout the year.

There is therefore a need to avoid reinforcing seasonality through the uses proposed at Duncannon Fort.



# PROPOSED USES

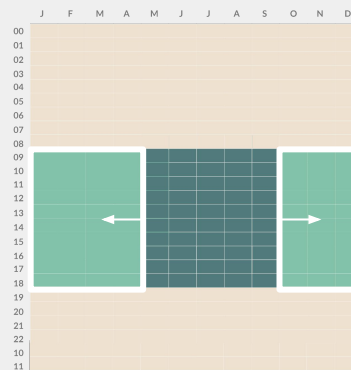
## The Mixed-Use Model

The proposed approach to overcome the challenges created by seasonality is to enable a mixed-use model, with a number of different uses complementing the core tourism function.

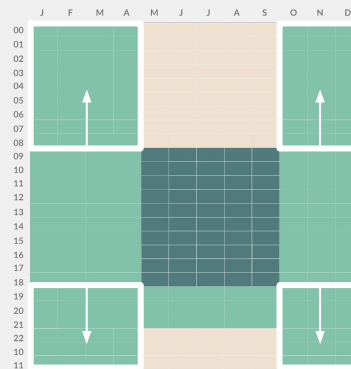
The diagram opposite illustrates how this approach could work in principle:

1. **Stage 1:** By introducing workshops and retail space, the daytime activity and employment opportunities provided by the site could be extended throughout the year, beyond the summer peak season.
2. **Stage 2:** Providing evening uses, such as community and public events, could extend footfall between 18h00 and 22h00.
3. **Stage 3:** Short-stay accommodation in off-peak season could be offered on site for school groups and other education & training experiences, where peak season is not critical and prices could be lower.
4. **Stage 4:** Finally, accommodation for tourists during the peak summer season would extend activity into the mornings, evening and nights. As an alternative, permanent residents could achieve a similar outcome.

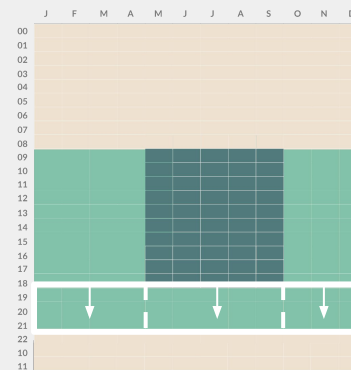
The following pages set out a proposed site plan for how this mixed-use vision could be achieved on the Duncannon Fort site.



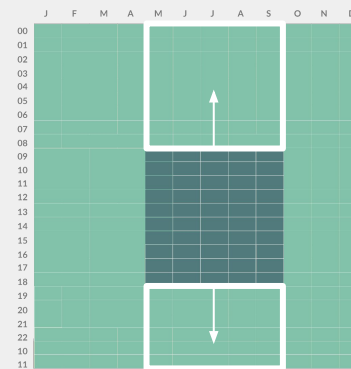
**STAGE 1:**  
Introduce Workshops & Retail



**STAGE 3:**  
Short Stay - School Groups



**STAGE 2:**  
Provide Evening Uses



**STAGE 4:**  
Peak Season - Tourist Accommodation

# PROPOSED USES

## GROUND FLOOR PLAN - Option 1

**1. Magazine** - Architecture and layout suited towards a multi-media visitor experience use. In evenings / off-season, this could double up as a lecture hall or small cinema space

**2. Armoury** - The striking vaulted ceiling should be celebrated, and the open plan layout and high ceilings would suit a large food hall and/or events space for functions such as weddings

**3. Armourer's Store** - Ideal, highly visible location at entrance to the Parade to act as a welcome and information point for visitors

**4. Soldier's Recreational Hall** - Large, open plan central space could provide a flexible, multifunctional community and education space

**5. The Officers' Mess** - The 'house typology' layout is well suited for accommodation, with multiple rooms with scenic views, and possibly a kitchen and communal space at ground level

**6. The Lighthouse** - No change proposed, just maintenance

**7. Burke's House** - Investigations will determine the feasibility of retaining the structure, however it is in poor condition structurally and demolition may be considered following appropriate permissions








**8. Burke's House - Store Houses** - Lean-to should remain in situ, not be demolished (see appended Heritage Report).

**9. Governor's House** - Prominent location and linear floor plan lend this to be the main museum building, over 3 levels.

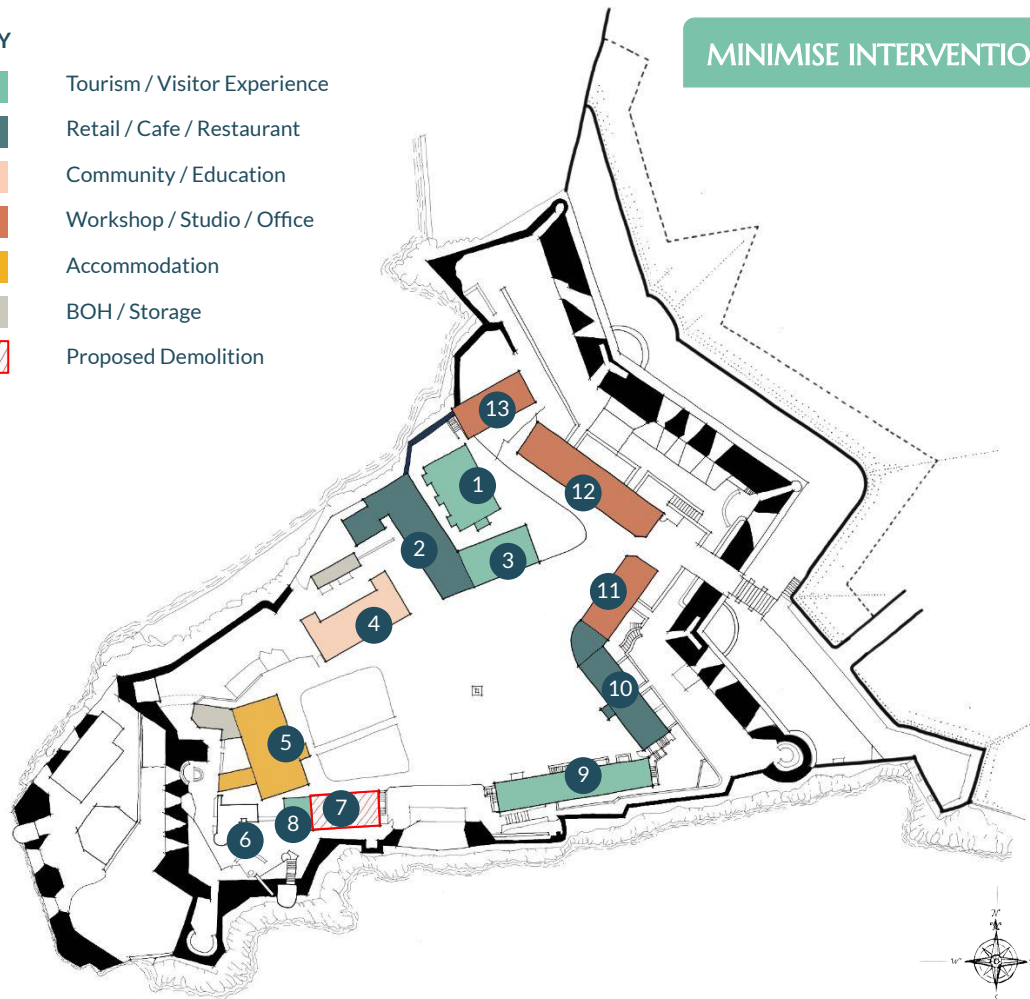
**10. Officers' Barrack** - Cafe (with ancillary retail) adjacent to the museum building with seating spilling onto the Parade and Rampart.

**11/12/13. Soldiers' Barracks 1 & 2, and Barrack Store** - Ground floor workshops / studios / small office spaces for craft workers, artists, or other small businesses and entrepreneurs

### KEY

	Tourism / Visitor Experience
	Retail / Cafe / Restaurant
	Community / Education
	Workshop / Studio / Office
	Accommodation
	BOH / Storage
	Proposed Demolition

### MINIMISE INTERVENTION



# PROPOSED USES

## GROUND FLOOR PLAN - Option 2

The plan adjacent shows a second, more ambitious layout for the Ground Floor Plan. This includes building a link block (1) between the Governor's House and the Officer's Barack. The remnants of circular foundations are visible at this spot & , suggesting that there may have been a structural link between the two buildings, estimated to have been demolished some time in the twentieth century. This continuous building is shown on the first edition survey map and Kerrigan's map of the mid nineteenth century.

This link could be reinstated and celebrated, in a sensitive, distinctive material from the surrounding buildings, such as a glass, which could extend the museum experience into the two buildings, house a lift and modern reception / entrance and provide views over the village.

However, there is further investigation required into the viability of a modern extension within this area and factors which could make such works challenging, such as the significance of archaeological remains and Planning implications due to statutory protection of Duncannon Fort under the National Monuments Acts.

Should relevant permissions be obtained, the cafe could be relocated to the Ground Floor of Officer's Mess (2), with alterations required to the internal layout to facilitate a modern cafe. An extension could be built to the rear (3), providing increased seating and views over the estuary. The cafe could also incorporate the Lean-To building (4) for further seating.

This option requires further investigation and would require significant building works, thus increasing capital costs. The appended reports have been based on Ground Floor Plan 'Option 1', however a high-level capital cost for construction works has been included in the Capital Costs section of the report, with further details available in the appended 'High Level Preliminary Budget Estimate'.

### KEY

- Tourism / Visitor Experience
- Retail / Cafe / Restaurant
- Community / Education
- Workshop / Studio / Office
- Accommodation
- BOH / Storage
- Proposed Demolition



## THE BIG VISION

# PROPOSED USES

## FIRST FLOOR PLAN

**5. The Officers' Mess** - The 'house typology' layout is well suited for accommodation, with multiple rooms with scenic views at first floor level








**7. Burke's House** - Investigations will determine the feasibility of retaining the structure, however it is in poor condition structurally and demolition may be considered following appropriate permissions

**9. Governor's House** - Prominent location and linear floor plan lend this to be the main museum building, over 3 levels. Potential extension towards Building 10 could create a connection between the buildings, and provide a lift and a viewpoint looking east towards the beach and village

**10. Officers' Barrack** - Location and layout suited to become the anchor retail unit for the site, over both floors, with integrated cafe and seating spilling onto the Parade and upper rampart

**11/12/13. Soldiers' Barracks 1 & 2, and Barrack Store** - Upper levels, with separate, private entrances off the ramparts (Barracks) and external stair (Barrack Store), are well suited to be accommodation

### KEY

	Tourism / Visitor Experience
	Retail / Cafe / Restaurant
	Community / Education
	Workshop / Studio / Office
	Accommodation
	BOH / Storage
	Proposed Demolition



# PROPOSED USES

## BELOW GROUND PLAN

**9. Governor's House (Basement Level)** - The basement level of the Museum Building could become a rolling exhibit space, showcasing local artwork etc or could become an extension of the Military Museum offering. Lift access required.

**22/26/27. Pill Boxes** - Interpretation pod that is connected to the site-wide interpretation and visitor experience. Could frame views of the estuary and nearby attractions/historical monuments.

**24. Munitions Store** - Could form part of the visitor experience, with interpretation around the use of the structure. In addition, should the interior be unsuitable/unsafe for visitors to enter, nesting structures could be added for birds and a place for bats to roost.

**25. Generator Room** - Plant room for a centralised air/water-source heat pump. See Energy Strategy section and appended Sustainability Report for further information. A section of the building could also showcase the existing generator equipment from the WWII era, including interpretation. Further investigation required on condition of equipment & potential presence of asbestos.

**35. Cells** - The cells could provide a unique opportunity to create an immersive visitor experience with monthly/seasonal events, such as overnight stays, halloween tours and ghost story experiences. However, escape routes, H&S etc would be considered and developed at the next stage of design.

**39/40. Rampart Structures** - There are a number of small rooms within the rampart structure that could form part of the visitor experience. These could be seasonal and offer refreshments to visitors, or equally could be repurposed as bike stores.

### KEY

- Tourism / Visitor Experience
- Community / Education
- Retail / Cafe / Restaurant
- Workshop / Studio / Office
- Accommodation



### RAMPART ROOMS

Image above shows an example of one of the structures within the rampart that could be repurposed for visitor experience



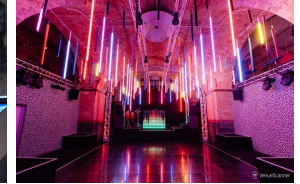
# PROPOSED USES

## Tourism / Visitor Experience

### BUILDING 1: MAGAZINE

Area (GIA): 70 m2 (ground floor)

Proposed Use: Multi-media Visitor Experience



The architecture and layout of the magazine, with its open plan space and striking vaulted ceiling, combined with its position near the site's entrance, make this building well suited towards a visitor experience use.

The lack of windows and resulting dark interior can be turned into an asset by tailoring the use to take advantage of the dark space and making creative use of lighting, screens, and interactive technology. For example, the experience could include lighting displays to highlight the historic structure, audio-visual screenings, historic photo and video displays, interactive touch screens, Virtual Reality and Augmented Reality tours. In the evenings and off-season, this space could double up as a lecture hall, small cinema space, or similar.

The proposed focus for this multi-media visitor attraction is an immersive experience of the Siege of Duncannon, helping to bring this important part of the Fort's (and the village's) history to life, and make it appealing to diverse audiences including children and young people.



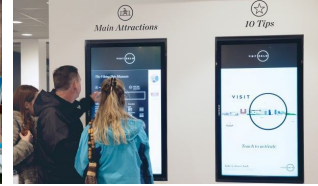
# PROPOSED USES

## Tourism / Visitor Experience

### BUILDING 3: ARMOURER'S STORE

Area (GIA): 67 m2 (ground floor)

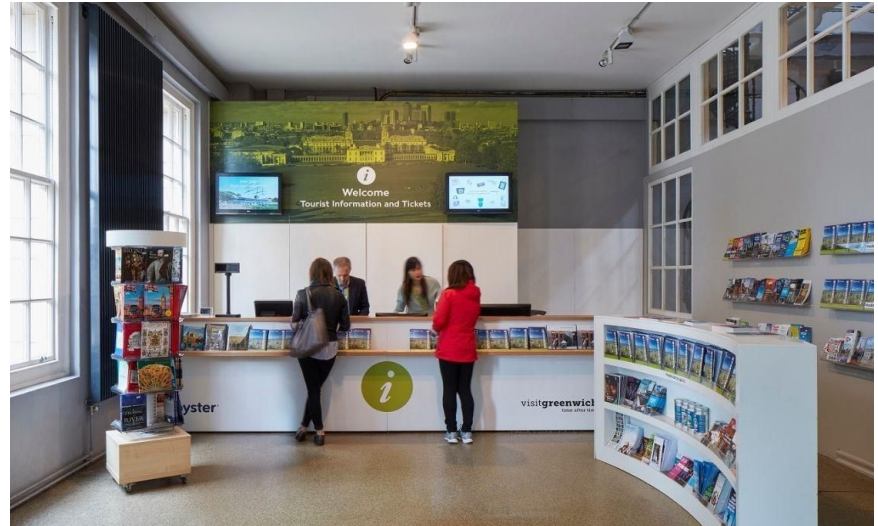
Proposed Use: Visitor Information Centre



As a small standalone building, and due to its highly visible location near the entrance to the site and the Parade, Building 3 is an ideal location for a visitor information and welcome centre, and ticket office.

It could also serve as a site office and base for any staff or partners involved in tours of the Fort. This would be a convenient meeting point for groups, with some seating available inside and outside the building, together with maps and information about the features, facilities and experiences available for visitors to enjoy across the site, and across the wider region (working with partners).

This building is included in the upcoming interim refurbishment works to be undertaken by the council.



# PROPOSED USES:

## Tourism / Visitor Experience

### BUILDING 7: BURKE'S HOUSE (Possible Demolition)

Area (GIA): 166 m2 (ground & first floors)

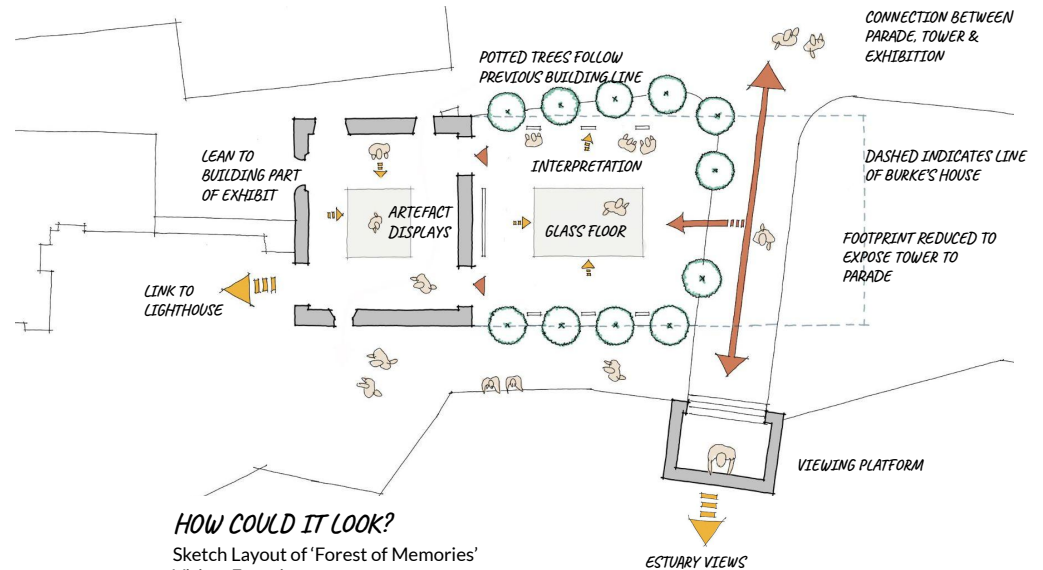
Proposed Use: Forest of Memories Exhibition



Burke's House, a predominantly concrete structure, was built c.1939 and is in generally poor condition throughout, including potential decay to timber roof and floor structures (see appended structural report for further information). Whilst further investigation will be required to determine the extent of irreparable damage, the most appropriate course of action may be to demolish the structure. Should this be determined, then the appropriate permissions for demolition would be sought.

The current building stands on the site of an historic garrison chapel and associated tombs. Should this be confirmed following Archaeological investigation, it may present the opportunity to incorporate the site into the overall visitor experience for the fort - framing glimpses to the past via glass floors, displaying artefacts etc.

In addition, potted trees could frame the historic footprint of the site and protect the parade ground from prevailing Southerly winds and maintain enclosure. It is essential that the planting scheme is above ground, to avoid interference and unnecessary disturbance of a potential church/graveyard site below ground.



# PROPOSED USES

## Tourism / Visitor Experience

### BUILDING 9: GOVERNOR'S HOUSE

Area (GIA): 388 m2 (basement, ground & first floors)

Proposed Use: Military Museum



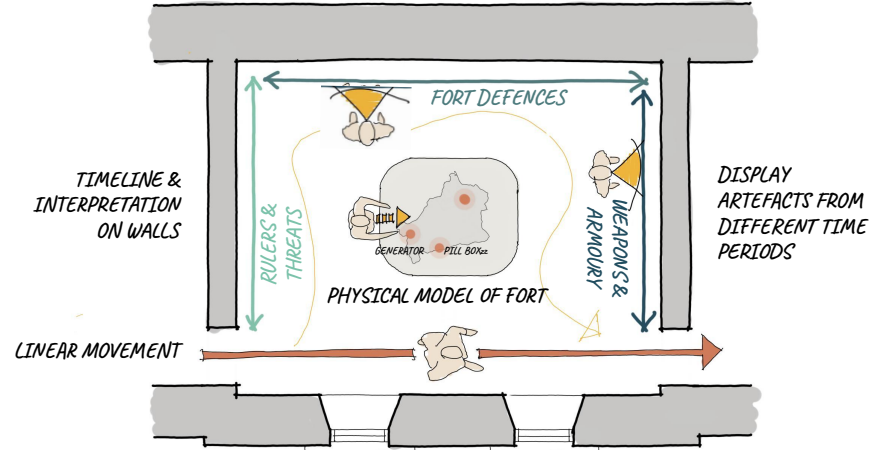
Whilst there are some challenges with the internal layout and entrance, the linear flow through Building 9 is well suited towards a MILITARY museum that tells the story of the Fort through history. Its prominent Parade frontage and location near the site entrance lends itself to a focal public use.

Historic foundations between Buildings 9 and 10 may be in place. An extension here could provide a modern intervention and atrium space for the building, with an accessible lift, basement access, viewing platform, and possibly an external walkway or other connection to Building 10.

The focus for the museum is proposed to be the Military History of Duncannon Fort, with scale models of the site alongside supporting stories of the Fort and surrounding area over the ages. The basement level could act as a rolling exhibition space, with content that is always changing to keep audiences returning. Further detail on the proposed museum use is included within the Interpretation Strategy in Chapter 6.

### HOW COULD IT LOOK?

Typical museum room sketch layout



# PROPOSED USES

## Tourism / Visitor Experience

### BUILDING 10: OFFICERS' BARRACK

Area (GIA): 226 m2 (ground & first floors)

Proposed Use: Military Museum (Ancillary Cafe / Retail)



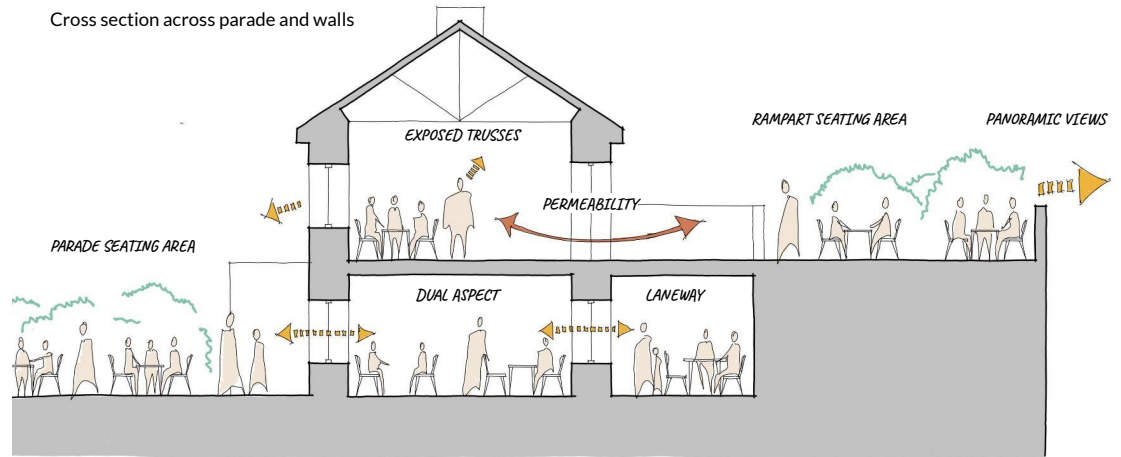
The proposed use for Building 10 will be determined following further investigation into the feasibility of incorporating a link block to Building 9, creating a larger Military Museum & Visitor Attraction (as outlined on page 86). This could include addition exhibition space, ancillary cafe and/or a gift / craft shop for additional revenue generation.

Regardless of a physical connection to the museum building, Building 10's prominent location within the Parade & connection to both the Parade & Rampart presents the opportunity to incorporate an ancillary cafe space to the Military Museum & larger Fort complex, with spill out seating onto both external spaces.

If the extent of interpretation for the museum would require the full use of Buildings 9 & 10, then the cafe space could be relocated to the Ground Floor of the Officer's Mess (as outlined on page 86).

### HOW COULD IT LOOK?

Cross section across parade and walls



# PROPOSED USES

Retail / Cafe / Restaurant

## BUILDING 2: ARMOURY

Area (GIA): 128 m2 (ground floor)

Proposed Use: Food Hall / Flexible Event Space



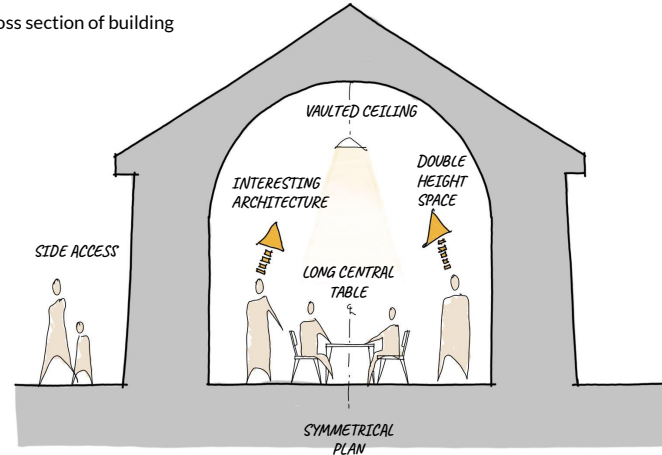
The Armoury has a striking vaulted ceiling that should be celebrated, and the open plan layout and high ceilings would suit a food hall / restaurant (roughly 35-50 covers) with a large communal dining area, perhaps with seasonal pop-up style menus to showcase a diversity of local food and chefs.

The space could also function well as an event space for special functions such as small weddings, complementing the accommodation available elsewhere on site, or for use by school / community groups as a dining space to complement the community space in Building 4.

The ancillary room to the back could serve as a kitchen/toilets. There is also good access to the proposed servicing area within the masterplan for food deliveries and other services.

## HOW COULD IT LOOK?

Cross section of building



# PROPOSED USES

## Community / Education

### BUILDING 4: SOLDIER'S RECREATIONAL HALL

Area (GIA): 138 m<sup>2</sup> (ground floor)

Proposed Use: Community & Education Space



The striking, historical and open plan interior of Building 4 lends itself well to a multi-functional community space. This could provide a base for the local Scouts group, who were previously based at the Fort and are keen to return, and can help bring other community groups and regional and national events to the area.

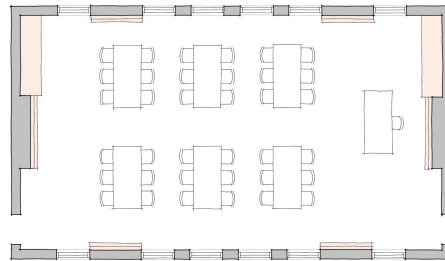
A range of community events could be accommodated in the space, from exhibitions to meetings, workshops, and social events for local residents. It could also act as a base for school and educational tour groups while visiting the Fort. Moveable, modular information panels on the marine environment and local fishing industry could provide educational content for when the space is not being used for other uses, with information and workshops supported by the Fisheries Board.

The large green space adjacent to the building provides an ideal location for a community garden. This building is included in the upcoming interim refurbishment works to be undertaken by the council.

### HOW COULD IT LOOK?

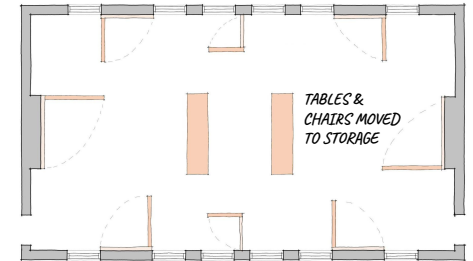
Sketch layout indicating multi-usability

FOLDABLE & MOVEABLE  
INTERPRETATION  
BOARDS ON WALLS



COMMUNITY / CLASSROOM LAYOUT

INTERPRETATION BOARDS  
FOLDED OUT TO REVEAL  
ADDITIONAL INTERPRETATION



EXHIBITION LAYOUT

# PROPOSED USES

Workshop / Studio / Office

## BUILDINGS 11, 12 & 13: BARRACK BUILDINGS

Area (GIA):  $64m^2 + 116m^2 + 45m^2 = 225m^2$  (ground floors)

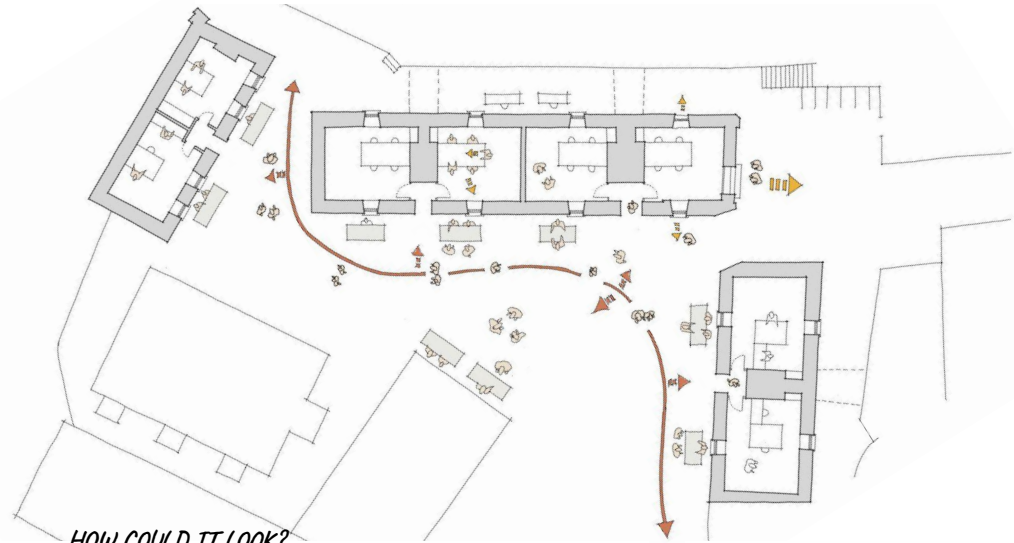
Proposed Use: Studio / Workshop / Office



The location and layout of the ground floors of Buildings 11, 12 and 13 are well suited for use as studio/ workshop/ small office space for crafts workers or other creative and small businesses, and local entrepreneurs.

There is some flexibility to split or combine units to create smaller or larger spaces to suit market demand.

These buildings are conveniently located near the site entrance and the proposed servicing area. In addition, should artists / craftspeople want to open up to the public, by organising workshops & demonstrations, or generate further income via a small shop, then the clustered, front-facing buildings could create a small craft village / 'street' at ground floor. This also creates a sense of community between the occupiers of the buildings.



*HOW COULD IT LOOK?*

Sketch layout of craft stalls & workshops



# PROPOSED USES

## Accommodation

### BUILDINGS 11, 12 & 13: BARRACK BUILDINGS

Area (GIA):  $64\text{m}^2 + 116\text{m}^2 + 57\text{m}^2 = 237\text{m}^2$  (first floors)

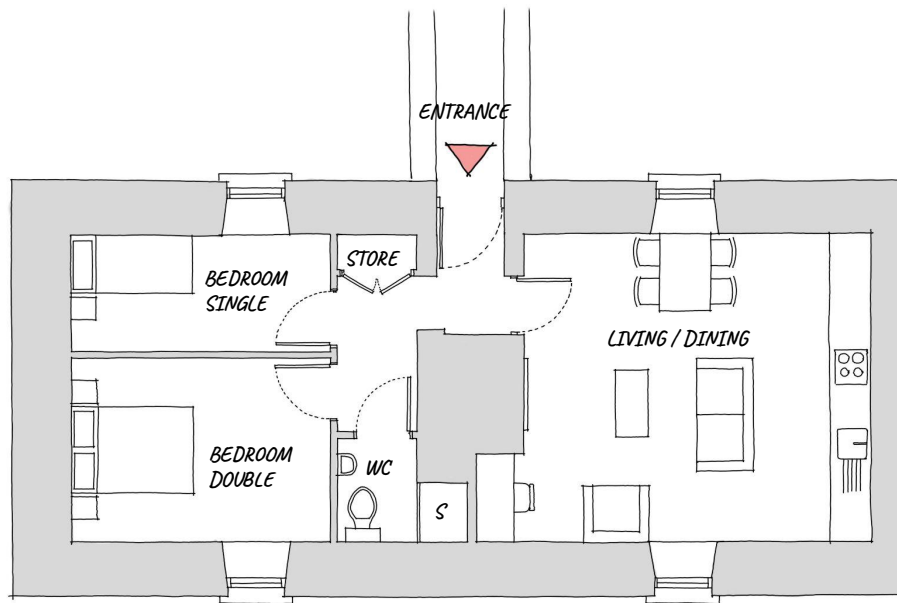
Proposed Use: Accommodation

Separate access from the ramparts for the upper levels of Buildings 11, 12 and 13 enable split use of these buildings.

The upper levels are most suited towards accommodation with separate, private entrances off the ramparts, and internal layouts that could accommodate this use well, as illustrated in the plan to the right.

The arrangement of Buildings 11, 12 and 13 and their proposed uses would create a small residential 'street' at first floor, helping to create a sense of community for those users.

Accessibility to the upper floors is a challenge, as they are only accessible via stairs. Should a wheelchair accessible unit be required, possibly the best location for this would be the ground floor of Building 13, which has a semi-private location slightly away from the main Parade (as an alternative to studio / workshop / office use).



### HOW COULD IT LOOK?

Sketch layout of typical 2 bedroom apartment

# PROPOSED USES

## Accommodation

### BUILDING 5: OFFICERS' MESS

Area (GIA): 272 m<sup>2</sup> (ground & first floors)

Proposed Use: Accommodation

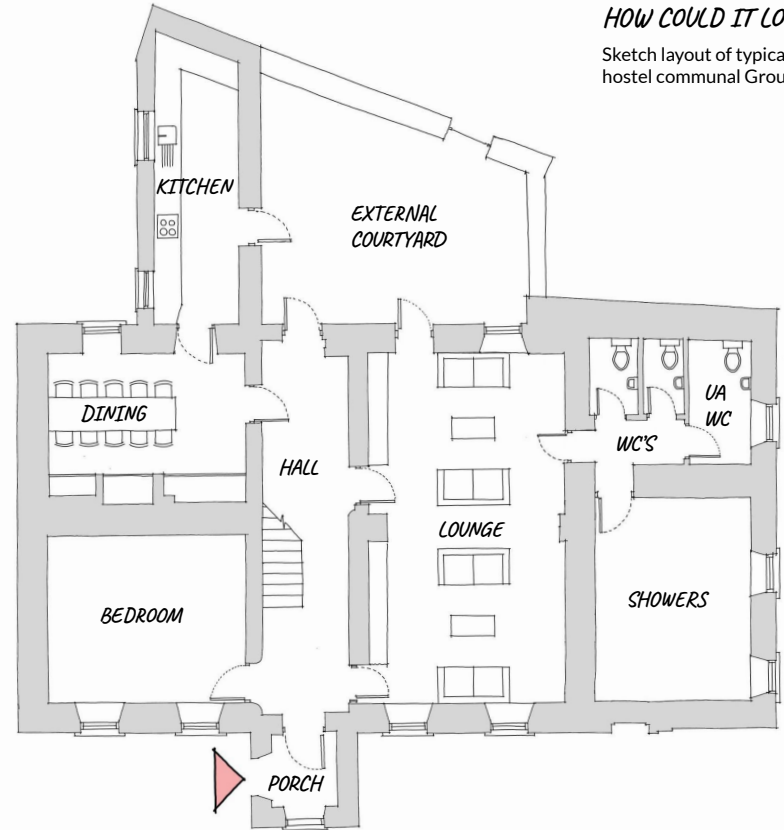
The focal position of Building 5 within the Parade makes it suitable for a public or destination use.

The internal layout in a typical house typology, with upper levels connected by a main staircase and hallway, lends itself well towards accommodation, with space on the ground floor for a kitchen, showers, toilets and social / dining spaces.

The rear and side elevations have stunning views of the estuary, providing an attractive setting for accommodation of various types. The space could easily be configured to suit different types of accommodation, for example a 32 bed hostel or 5 bed B&B or hotel, providing flexibility within this proposed use.

The courtyard to the rear provides additional external space for social / dining uses and a further opportunity to enjoy the scenic views.

If the extent of interpretation for the museum would require the full use of Buildings 9 & 10, then the cafe space could be relocated to the Ground Floor of the Officer's Mess (as outlined on page 86).



### HOW COULD IT LOOK?

Sketch layout of typical hotel / hostel communal Ground Floor

# PLANNING & URBAN DESIGN

- 01. Transport & Access
- 02. Public Realm &  
Landscaping
- 03. Linkages & Accessibility
- 04. Views
- 05. Energy Strategy



# TRANSPORT & ACCESS



# TRANSPORT & ACCESS

## SUSTAINABLE TRAVEL

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This section presents an overview of the accessibility to the development by non-car modes i.e., walking, cycling and public transport. Further details can be found in the appended Transport Report.

### Existing Pedestrian Infrastructure

Pedestrian infrastructure in Duncannon is good but limited on approach to the fort. The road network consists of regional and unclassified roads. R737 Main Street/ Strand Road operates a one-way vehicle system which circulates the town. Pedestrian footways are provided intermittently along Strand Road and consistently along both sides of Main Street and Church Road.

On approach to the fort access, a c.1.5m wide footway is provided along the beach and terminates c.60m from the main fort entrance. Informal pedestrian crossing points are provided in the form of dropped kerbs through the town. There are no formalised pedestrian crossing points provided for those with mobility impairments.

### Existing Cyclist Infrastructure

There are no formalised cycle facilities in the immediate area of the fort. The surrounding roads are of sufficient surfacing and width to accommodate single file cyclists safe from approaching vehicular Traffic. Eurovelo Atlantic Route 1 runs through Duncannon. Eurovelo (The European Cycle Network) Incorporates existing and planned national and regional cycle routes into a single European network. The route hugs the coastal roads predominantly and is a total of 120km of signed cycle route.



Section of road-side parking with no footway along Strand Road 'R737' (Source: Google Maps)



Typical section of the 120km Eurovelo Cycle Route in Co. Wexford (Source: The Irish Times)

# TRANSPORT & ACCESS

## SUSTAINABLE TRAVEL

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### Existing Public Transport Infrastructure

The fort site benefits from a bus stop in close proximity to the site. The Bus Eireann, Duncannon (Strand Bar) stop is located c. 250m from the fort access. Bus Eireann route 370 serves this bus stop and provides a connection from Waterford to Wexford via New Ross and Duncannon. The service runs Monday to Friday with frequent services throughout the day.

Duncannon benefits from access to the Transport for Ireland (TFI) Local Link services. Local Link provides public service and pre-book bus routes connecting rural communities in Co. Wexford. Duncannon village is served by the following routes: Hook Area to Waterford, Balliniry to New Ross, Hook Area to Wexford, Friday Community Link and the Rural Commute to Wexford (Saturday Nights). The bus stop on Strand Road provides a set down area clear of traffic for passengers to alight.



370 has 6 stops and the total trip duration for this route is approx 34 minutes. (Source: Flickr)



Bus Stop & Set down area along Strand Road R737 (Source: Google Maps)

# TRANSPORT & ACCESS





## SUSTAINABLE TRAVEL

### Existing - The Village

Location of the existing modes of sustainable travel indicated on the map adjacent, as discussed on the previous pages.

Arrows represent the existing one-way system around Strand Road, Main Street and Church Road.

#### Key

-  The EV1 Cycle and the 370 Bus route
-  Existing footway provision
-  370 Route - Bus Stop
-  Uncontrolled crossing



# TRANSPORT & ACCESS

## TRAVEL PLAN

The review of existing travel infrastructure has highlighted that the site benefits from a limited level of sustainable and private car travel infrastructure. To support the proposals and the introduction of a number of new site uses there is a need to manage and mitigate additional travel and car parking demands associated with the redeveloped site.

The table (right) summarises key aims which have been considered when analysing the future traffic and transport requirements associated with the redeveloped site.

Having considered the aims of the redevelopment, the following measures should be examined as mitigation proposals which would be delivered as part of the overall works.

1. Zero-parking scheme (provision for disabled parking only)
2. Minimal Services / Staff Parking within the site
3. Identifying an off-site parking strategy
4. Wider public realm improvements to Duncannon and Fort access
5. Defined scope of future traffic surveys

The appended Transport Report provides further information on each of the proposed mitigation measures noted above.

Key Aim	Reason
Limiting vehicular traffic flow into the site	The fort access is below the required design standard to facilitate two-way vehicle flow. To ensure safe operation traffic volumes should be minimised.
Provide suitable access for non-motorised users	The current access is shared between pedestrians and vehicles. Efforts should be made to maximise the available space to provide a segregated pedestrian/ cyclist access.
Promotion of sustainable travel modes	As private car infrastructure is limited alternative modes of transport should be considered and promoted.
Minimising the impact on existing local amenities and the town of Duncannon.	The creation of a desirable end destination is likely to increase users to the site. The impact of travel to/ from the development should be sufficiently mitigated to avoid any detrimental impact to Duncannon
Assessing the overall traffic impact of development proposals on the existing road network.	The redevelopment of the site will necessitate an assessment of the traffic impact on the current road network. Traffic surveys and local junction models will be required at the further assessment stages to determine and mitigate the traffic impacts.

Transportation Aims



# TRANSPORT & ACCESS

## PARKING PROVISION

### Existing - The Village

The fort site currently provides a limited amount of car parking within the site. Approaching vehicles enter the site from the town and pass over the internal bridge structure to the open courtyard area. The courtyard is a hardstanding area which provides unmarked parking. There is currently no parking available on-site for visitors of the Fort.

Duncannon town itself offers free on-street parking (indicated in green). At present, visitors park on Duncannon Beach (1) when seasonal variances allow safe access, however there are several environmental impacts associated with this current arrangement that may prohibit future use.

Our Lady Star of the sea Church (2) is located c.500m north of the fort and provides a marked area of off-street parking. There is 1 publicly available disabled parking space located on-street along Strand Road.



# TRANSPORT & ACCESS

## PARKING PROVISION

### Proposed Parking Requirements

The redeveloped fort site will generate an increase in parking demand to users/ visitors / staff and others of the site. The table (right) summarises the proposed land uses and associated parking requirements in accordance with the Wexford County development Plan 2021-2027.

The table (right) highlights that the redeveloped site would be required to provide c. 29 parking spaces to comply with car parking standards. Note the maximum car parking standards for developments in a town centre or village centre have been applied for the retail/ museum/ community and office uses.

Accommodation car parking standards have been derived with reference to the normal maximum standards.

**The table does not take account of any parking generated by the current site operation as a tourist attraction.**

Proposed Use	Parking Standards	Parking Requirements
Visitor Experience	1 space per 100m <sup>2</sup>	1
Museum	1 space per 100m <sup>2</sup>	4
Food Hall	Ancillary to other uses	0
Tourist info / Site Offices	1 space per 100m <sup>2</sup>	1
Recreational Hall	1 space per 100m <sup>2</sup>	2
Retail	1 space per 100m <sup>2</sup>	6
Accommodation	1 space per 3 bedrooms or 1 space per apartment	15
<b>Total</b>		<b>29</b>

Redevelopment Site Car Parking Requirements

# PARK & RIDE: CASE STUDY

## MONT-SAINT MICHEL, FRANCE

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The Mont-Saint-Michel is a unique environment in a bay with the most impressive tides in Europe and also the 2nd most visited place in France. With over 500,000 cars entering the mountain, it was having a detrimental impact on the UNESCO World Heritage Site and the surrounding coastal environment.

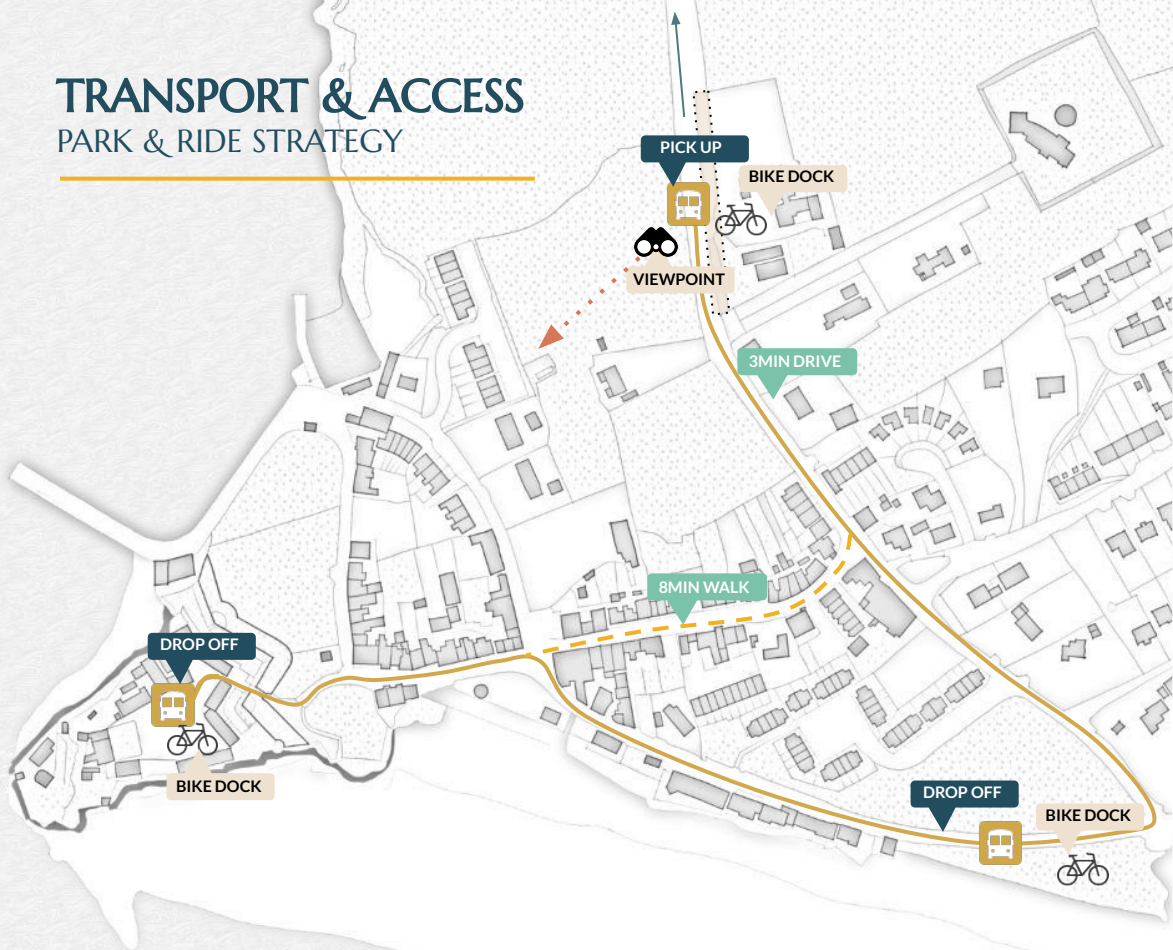
In 2012, a new system was implemented to restore the wetlands, which includes moving the car park further inland from the coast and introducing the 'passeur' shuttle service. The shuttle is free and has become a part of the visitor experience, making the arrival on the mountain with the shuttle or on foot even more spectacular.

The shuttle picks up visitors just outside the tourist information centre. It's free, and runs without interruption from 7:30am to midnight. The journey takes about 12 minutes and is easy to use for people with mobility issues.



# TRANSPORT & ACCESS

## PARK & RIDE STRATEGY



Whilst limiting private car travel should be considered, it is also necessary to accept that there will be an element of travel to the site by private car. To mitigate the impact on Duncannon, this car parking area should be off-site. Areas along Strand Road c.800m from the fort have been identified as potential off-site car parking locations. These areas should be explored further.

Furthermore, as identified in the existing review of car parking the Our Lady Star of the Sea Church has been identified as a potential Park and Ride and Bike & Ride site to facilitate users of the Fort. This could also double up as parking for the Arthurstown walking trail. Further engagement with the Church and other relevant stakeholders are necessary to formalise this potential parking accommodation. The remote nature of off-site car parks will be beneficial in minimising the traffic impact on the fort and Duncannon but will create a connectivity issue with the fort.

Accordingly, integrated transport solutions should be investigated. Engagement with Hook Tourism should be considered to discuss a potential high frequency hop on hop-off minibus service which would connect the car park to the fort and other local tourism attractions (for example Hook Lighthouse).

The potential off site car parks and the fort will require a dedicated set-down pick-up area for the minibus. In addition, rentable bikes and docking could be provided at the the parking location and in the fort, to allow people to travel by bike to the site. This could also be provided at various locations around the hook peninsula (including the Duncannon Beach) to improve connectivity and promote sustainable travel.

# TRANSPORT & ACCESS

## CURRENT APPROACH VIA THE VILLAGE

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The current access to the Fort via Main Street provides a direct link from the village core, though this route and the entrance to the complex are understated, making it difficult to appreciate from street level what lies beyond.

The prominence of the Fort, and the public realm and pedestrian experience along this route, could be improved through simple interventions including lighting, seating, greening, wayfinding signage, flags, surface materials and demarcated footways, clearly leading the way to the Fort (see image opposite).

Similarly, the shared vehicular and pedestrian entrance into the Fort over the bridge is currently very underwhelming. This bridge is due to be improved by the council as part of the interim upgrades, though the constraints on its width and the shared access between vehicles and pedestrians will remain. However, simple improvements like surface materials, lighting, wayfinding signage and flags could help enliven the entrance and improve the initial impression for visitors.

These interventions could provide creative hints of the excitement and history that awaits to be discovered as you approach the Fort - from soundscapes of cannon fire as you cross over the bridge, to colourful flags and banners with historical significance to the Fort, such as the Irish & British militaries.

These simple interventions will significantly improve the existing approach to the Fort. There is also an opportunity to create an alternative approach route via the water, which would provide visitors with an unforgettable experience, impressive views on approach, and a true wow factor. This opportunity is explored on the following pages.



View from Main Street looking towards the Fort, with potential interventions to define route



View of current shared vehicular and pedestrian entrance into the Fort over the bridge

# THE STORY BEGINS **BEFORE** YOU ARRIVE...



Jacobite Steam Train: Hogwarts Express, Visit Scotland Attraction

# TRANSPORT & ACCESS

## PROPOSED APPROACH VIA THE WATER

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For Duncannon Fort, it's rich history has always been linked to the estuary - both the threat of oncoming enemy ships, be that from pirates, the Spanish Armada, Napoleon or WWII, and the saving grace of friendly ships bringing provisions and reinforcements.

For a truly immersive experience, visitors approaching the site should be able to relive the journey through the estuary towards the fort, to appreciate the dramatic view of the Fort on the cliff edge and approach it as so many have done throughout The Fort's long history.

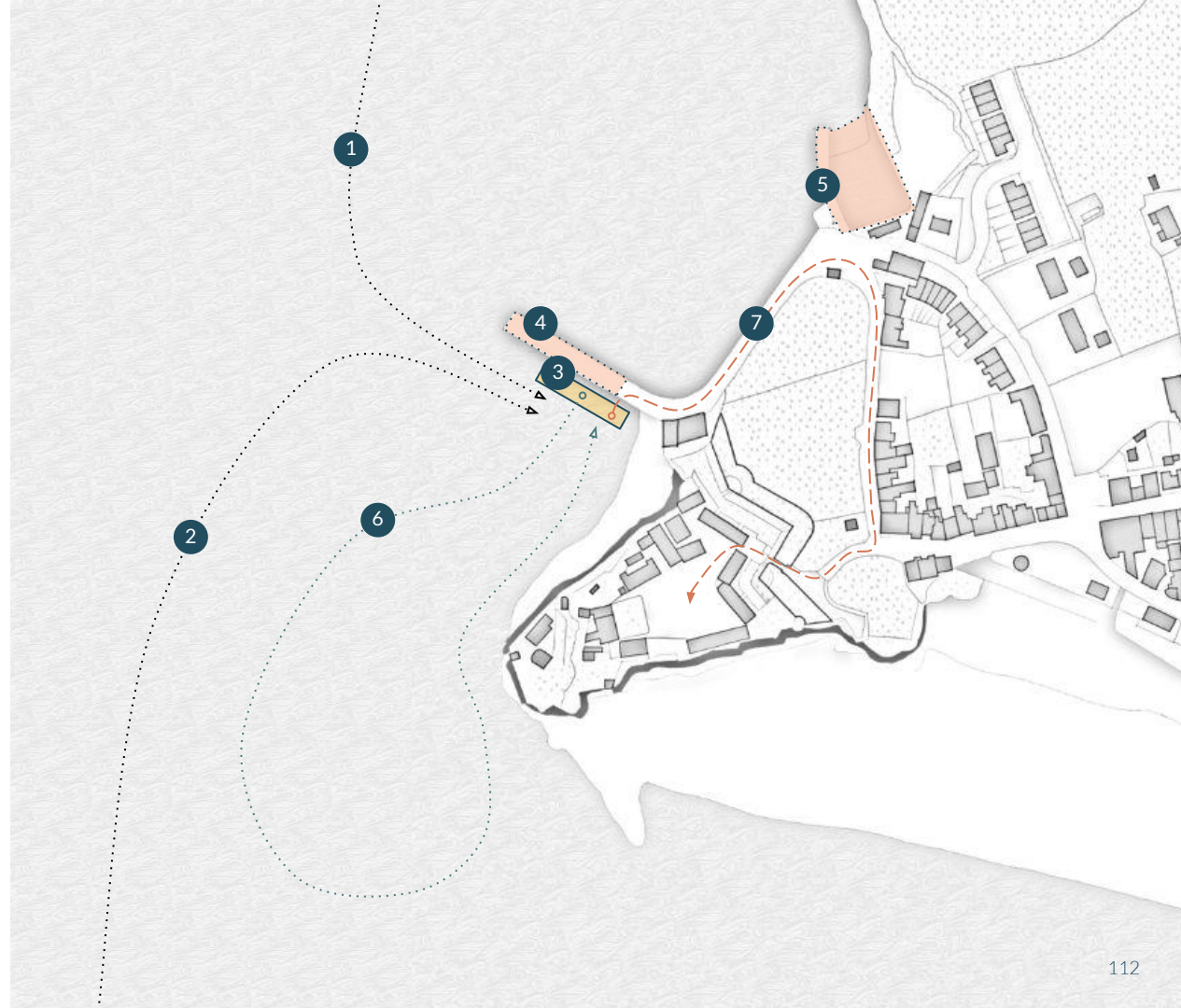


# TRANSPORT & ACCESS

## TAXI BOAT STRATEGY

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1. Indicative route for tour / taxi boats from the Northern area of the estuary & River Barrow (Passage East, Ballyhack, Waterford, New Ross etc)
2. Indicative route for tour / taxi boats from the Southern area of the estuary (Dunmore East etc)
3. Indicative location for future pontoon and associated gangway to enable leisure tourism and docking berth for tour boats. Based on '2018.02.20 preliminary report' undertaken by Malone O'Regan. Further investigation required.
4. Main Pier - existing 95m solid masonry pier used for predominantly for commercial fishing.
5. U-Shaped Pier - existing 45m solid masonry pier used for predominantly for commercial fishing.
6. Indicative route for self-driving boats / leisure activities around the fort and estuary. See 'Visitor Experience' section for further information.
7. Route to the fort main entrance for tourists / visitors from the proposed pontoon / gangway.





# PUBLIC REALM & LANDSCAPING



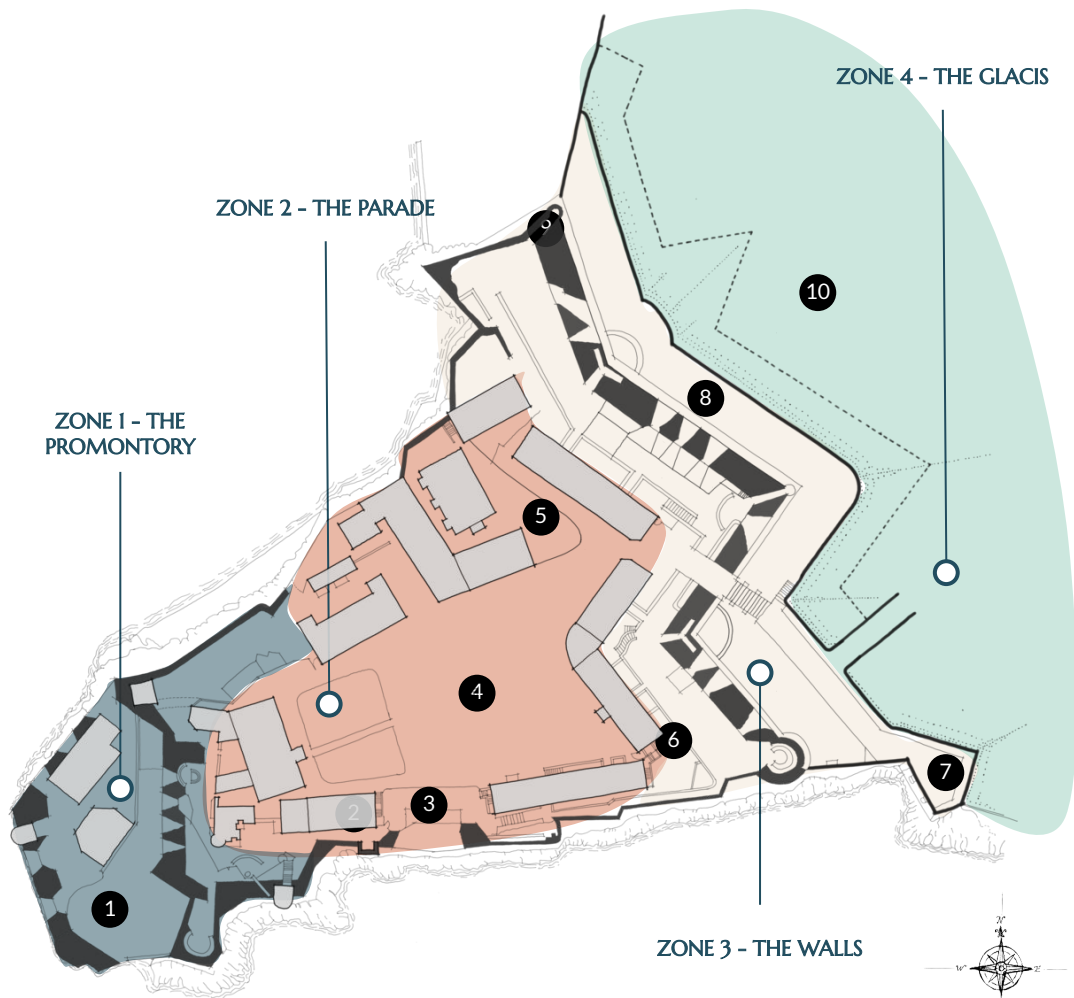
# PUBLIC REALM

## KEY ZONES & FEATURES

The following pages set out high level public realm & landscaping proposals for Duncannon Fort, with a focus on the central public space of the Parade.

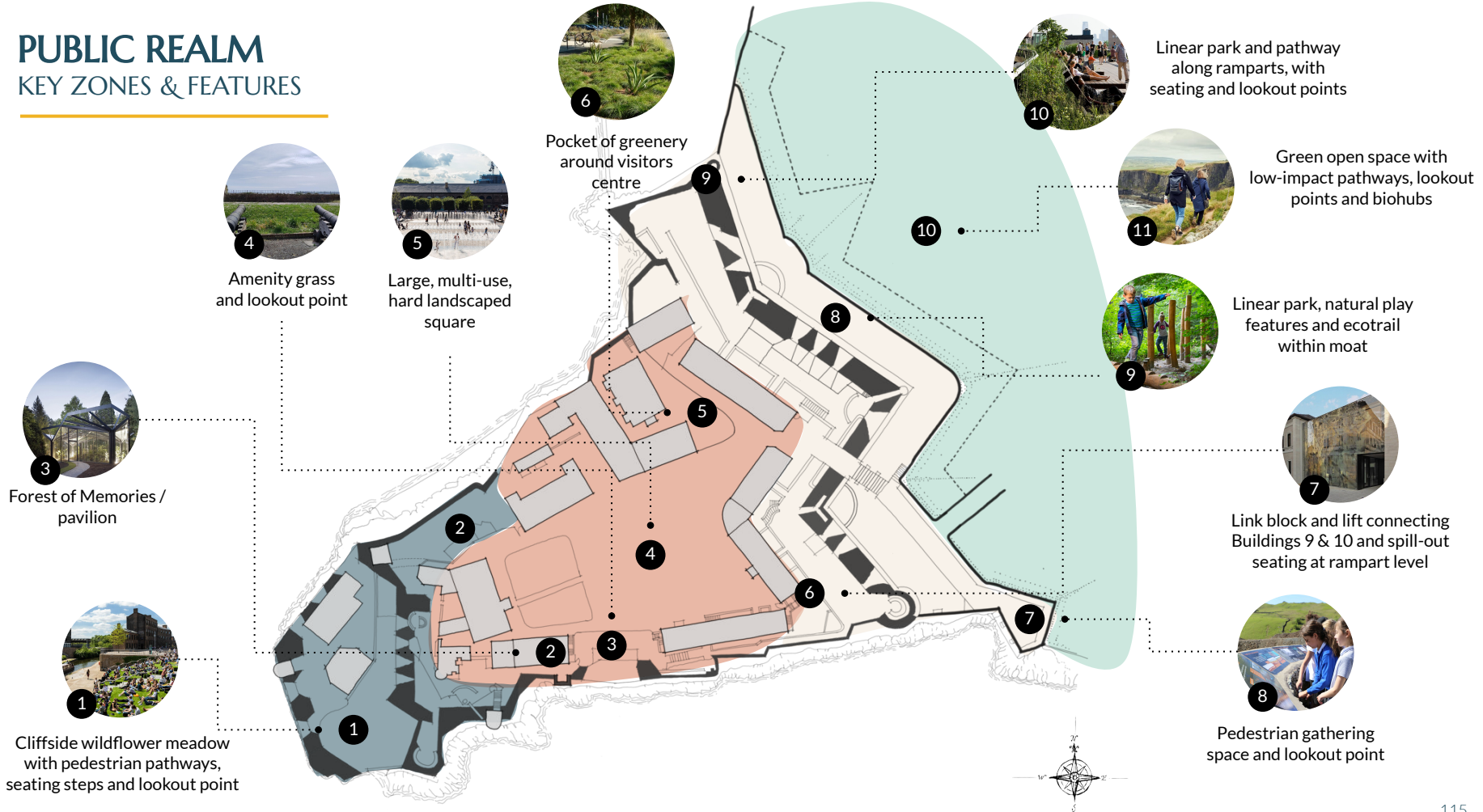
Key features proposed across the site include:

1. Cliffside wildflower meadow with pedestrian pathways, seating steps and lookout point
2. Forest of Memories/pavilion (to replace building)
3. Southern Battery lookout point
4. Large, multi-use, hard landscaped square
5. Pocket of greenery around visitors centre
6. Link block and lift connecting Buildings 9 & 10 and spill-out seating at rampart level
7. Pedestrian gathering space and lookout point
8. Linear park, natural play features and ecotrail within moat
9. Linear park and pathway along ramparts, with seating and lookout points
10. Green open space with low-impact pathways, lookout points and biohubs



# PUBLIC REALM

## KEY ZONES & FEATURES



# THE PARADE

## DESIGN CONCEPT & PRINCIPLES

### Celebration of Heritage

The Parade is the heart of the Fort. Respecting its historic character and setting, it should be retained as a primarily hard landscaped square, with tarmac removed to ideally uncover and restore original cobblestones or alternatively allow for permeable paving to manage water runoff, with pockets of raised planting, sustainable drainage features, lighting, and moveable / demountable public realm furniture.

### Sustainability & Resilience

Its historic function as a military parade ground provides the inspiration for it's new identity, drawing on the regular military formation and marching movements to design modern features that bring the open square to life for a range of audiences and uses (see images opposite).

### Flexibility & Adaptability

The following pages explain the design concept for the Parade in more detail, guided by the following design principles, which align with the overall sitewide principles:

1. Heritage Celebration & Modern Interventions
2. Put People First (not vehicles)
3. Fun for All Ages
4. Flexible Uses: Adapts to Seasonal Change
5. Permeability: Inner & Outer Square Concept
6. Sustainability, Greenery & Biodiversity

### A Multi-Layered Experience



Historic Illustration of Duncannon fort, with the striking military formation of soldiers on the Parade Ground by Steve Doogan, Commissioned for the Wexford Way



The regular military formation could be celebrated through a modern artistic installation, and/or fountains, integrated with lighting displays that reflect military patterns

# THE PARADE: CASE STUDY

## GRANARY SQUARE, KINGS CROSS, LONDON



Celebration  
of Heritage

Sustainability  
& Resilience

Flexibility &  
Adaptability

A  
Multi-Layered  
Experience

*Heritage Celebration,  
Modern Interventions*

*Greenery*

*Flexible Uses*

*Outer Square*

*Fun for all ages*

*Focal Zone*

*Inner Square*

*Permeability*

*Put People First*



# THE PARADE

## ZONING

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The Parade Ground is the central node of Duncannon Fort, and if the redevelopment is successful, it will also become the central node or 'town square' of Duncannon village.

Whilst it is important that the design approach is holistic and respectful of the historic use, it must forge its own way in the modern world. It is not solely for military use anymore; it must cater to all.

The Parade should function as a flexible, multi-use space that can be opened up, filled by market stalls, used creatively for events.

It will be a place to relax, a place to socialise, a place to people-watch, a place to play.

Just as important as the Parade itself is the way that the buildings, routes and linkages around it lead into, across and around it, creating a coherent journey across the site.

Therefore, the Parade has been divided into three main areas - The Inner Square, The Outer Square and the Feature Squares. These are not obstructive, physical barriers, but zones that help to organise the Parade into different functions and activities, in order to cater to the needs of all users, and all seasons, and allow for adaptability over time.



# THE PARADE

## ZONING

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### OUTER SQUARE

The Outer Square is the key pedestrian route around the site and into the Parade Buildings. It is separated from the Inner Square by a permeable line of trees and planting in moveable raised planters, to create a soft buffer from the key activity zones of the Parade.



### INNER SQUARE

The Inner Square is a place where people can relax and congregate, catering to a variety of functions. The green zones on the plan above indicate loose seating, that spills out from the surrounding buildings. It is the central node of the Fort and is easily accessible from all points.



### FEATURE SQUARES

The Feature Squares are focal points within the Inner Square that draw people towards them. They are a hive of activity for all ages and each has a distinct focus: (1) a seating area and play park that doubles up as an informal stage for live performances, (2) a water feature to play in and bring movement, sound and interest to the space and (3) a sculptural installation celebrating the military heritage of the Parade.

In addition to activity zones, the feature squares will also provide essential SUDS functions, including permeable paving, water storage and cooling effects. All installations are removable to enable the entire Parade to be opened up.

# THE PARADE

## VISION

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# THE MOAT

## DESIGN CONCEPT

The dry moat is a significant feature in the history of the fort, with elements of the rampart, ditch and glacis dating back to the late sixteenth century.

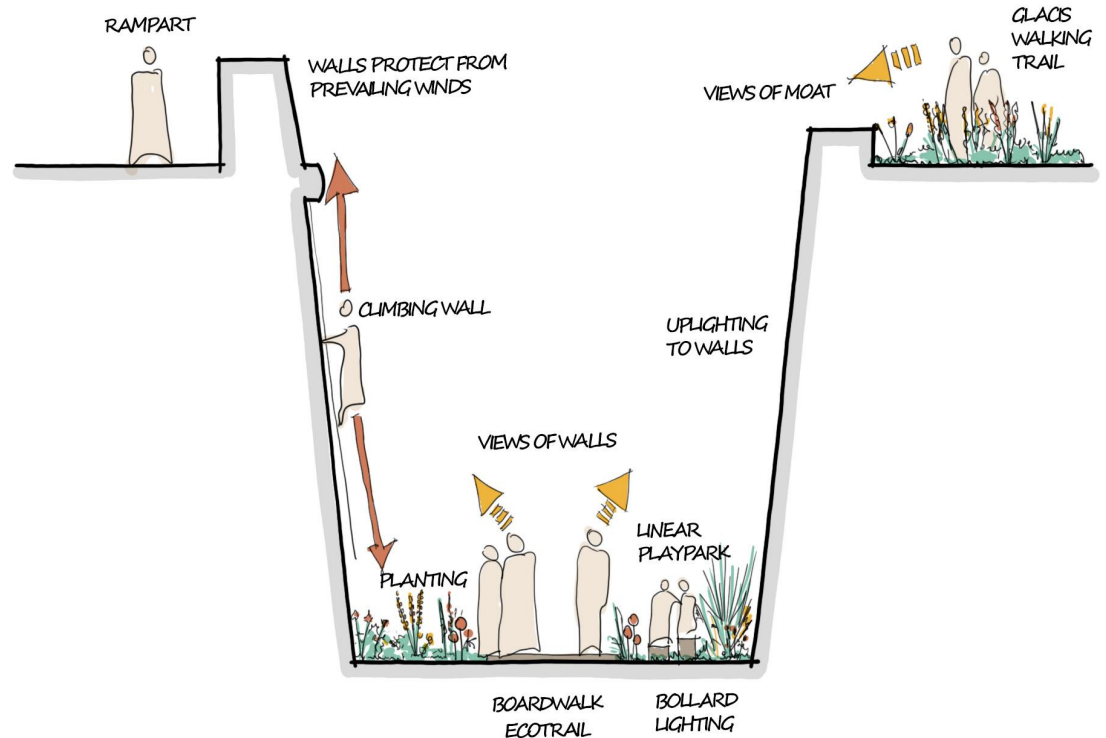
Whilst it is important to repair, preserve and protect the walls and reinstate to their original state, the distinctive environment and linear form of the bastion star-shape presents the opportunity to create a unique visitor experience, for both locals and tourists to enjoy.

Whilst the majority of the site is subject to prevailing winds and salt spray from the estuary, the 30ft walls offer some protection from this environment, creating a microclimate that should be celebrated with the incorporation of an ecotrail and distinctive planting scheme.

A central boardwalk could be laid to create a trail through the moat, in keeping with the natural palette of an ecotrail, permeable for SUDS system and easily reversible in the future.

Low-level bollard lighting, designed to sit harmoniously within the planting scheme, could extend use into the evening and uplighting to the walls could emphasise the scale and grandeur of the walls.

Finally, play facilities, such as tree stumps and climbing wall / facilities could be added to suit children and appeal to the adventure tourism market. These should be sensitive to the protected structures, such as netting or ropes that could be removed when required.





# THE PROMONTORY

## DESIGN CONCEPT

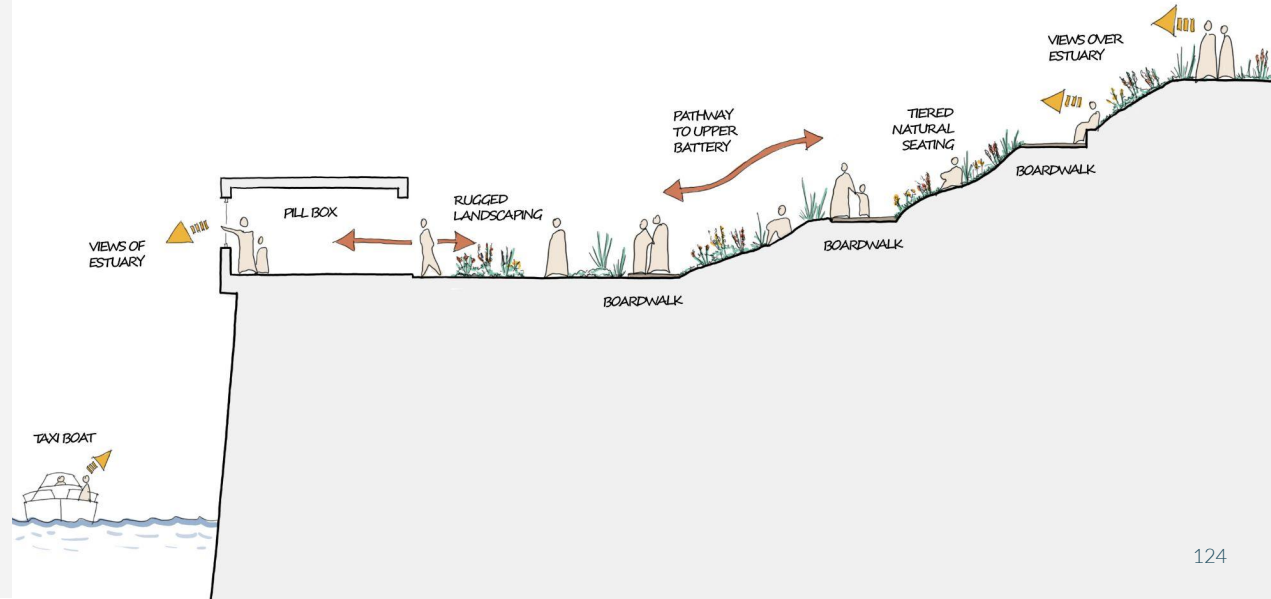
The Promontory is a celebration of views; with breathtaking, panoramic views of the estuary. It boasts a unique landscape and distinctive set of buildings, that emphasise the juxtaposition of the historic, medieval Western Battery and the crude insertion of essential Pill Boxes during WWII era.

A light touch is required to preserve this historic location, with a timber boardwalk proposed (similar to the dry moat) in keeping with the natural palette of the landscape, permeable for SUDS system and easily reversible in the future. This also allows visitors a surface to safely navigate the zone, creating a route towards the historic structures.

A meandering pathway with integrated natural, tiered seating should be incorporated to create a continual loop through the site, whilst providing accessible access to the Upper Western Battery (subject to falls). This seating area also creates a focal point for people to take stock and appreciate the rugged, maritime landscape and oncoming boats, as well as an informal place for lunch, refreshments etc.

The Pill Boxes of the Promontory should be repurposed as interpretation pods. Upgraded shutters should include stories of the estuary, threats the fort faced from the sea and significant events that took place in the waters i.e. the sinking of The Great Lewis.

Views to nearby attractions could be framed and historic links between the fort and other structures of the estuary i.e. The Geneva Barracks.





# LANDSCAPING HABITAT & BIODIVERSITY

Whilst The Duncannon Fort offers multiple opportunities for natural habitat restoration & biodiversity improvements, there are several areas of the fort that are at threat of irreversible damage due to overgrowth from vegetation.

Therefore, the landscaping, habitat and biodiversity strategy is three-fold:

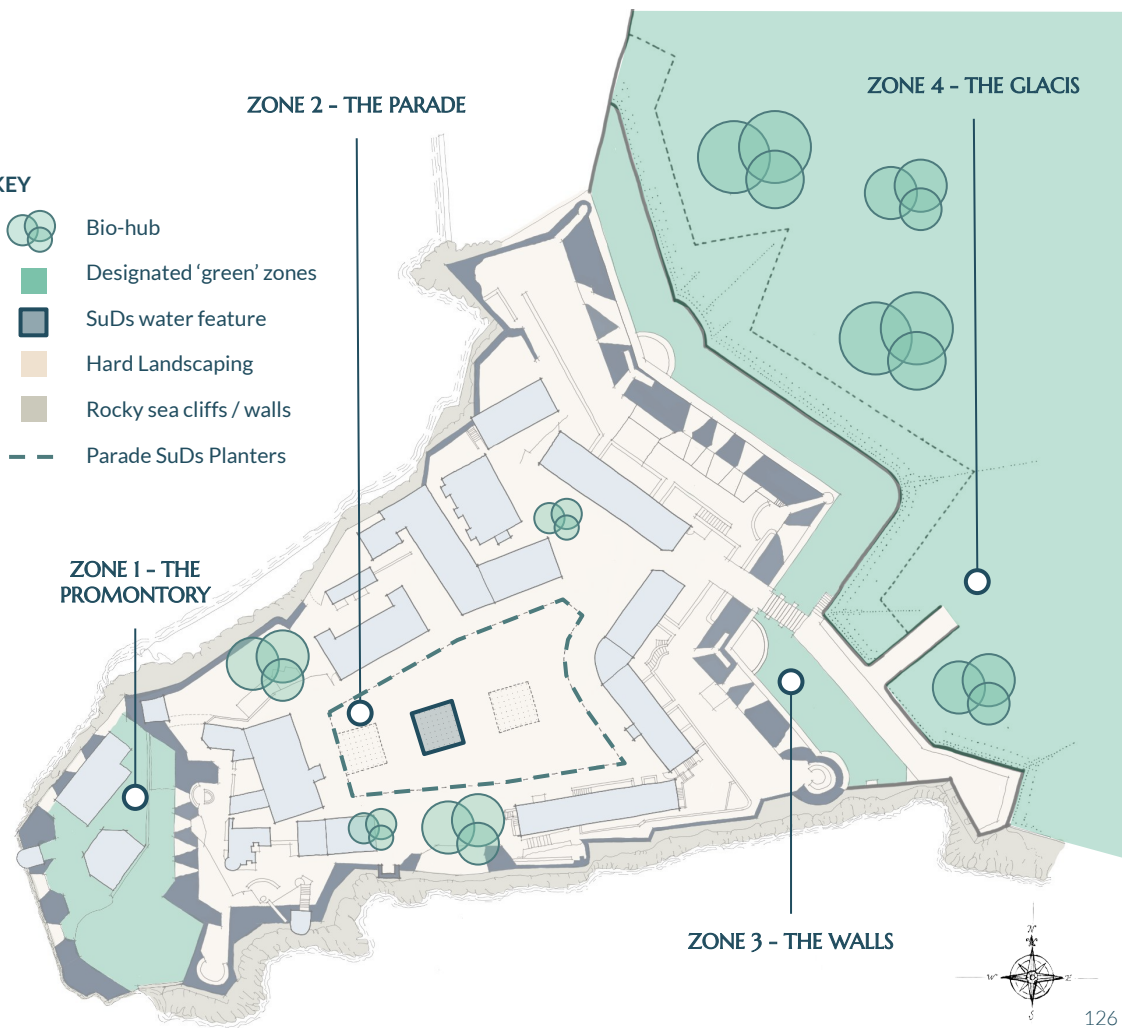
1. Restore fort to original condition where feasible i.e. removal of modern amenity grasses, ivy from walls, grass overgrowth etc

2. Introduce greenery to soften hard landscaped spaces & enhance the aesthetics of the Fort, largely through potted plants / raised planters, particularly where amenity grasses have been removed. In addition, the introduction of small trees should offer some protection from prevailing winds and planters at the perimeter of the Parade will contribute to the proposed SuDs features to deal with surface runoff.

3. Enhance biodiversity within designated zones (1, 3 & 4) with low intensity, low maintenance planting that is natural to the coastal landscape. 'Green Zones' could be connected via low-impact pathways & 'ecotrails' that form part of the interpretation strategy for the fort and educate visitors on the unique maritime landscape. It is recognised that for an optimally increased biodiversity, the introduction of intensive planting "bio-hubs" is more beneficial than extensive planting. Due to archaeological significance of the Fort, these will be contained within raised planters or within tree pits to limit root growth. The Glacis presents the greatest opportunity for biodiversity enhancement, however archaeological investigation will determine the extent/type of planting permitted and must be kept clear of historic graveyard. The plan opposite indicates high level proposals for each zone.

## KEY

-  Bio-hub
-  Designated 'green' zones
-  SuDs water feature
-  Hard Landscaping
-  Rocky sea cliffs / walls
-  Parade SuDs Planters



# SUSTAINABLE DRAINAGE STRATEGIC DRAINAGE PLAN

A key consideration for this development will be introduction of appropriate Sustainable Urban Drainage Systems (SuDS) and foul drainage system within the site, in accordance with the local and national guidance. SuDS is a method of treating and attenuating storm water runoff prior to discharge and are normally integrated into part of the SuDS Management Train. However, for this site, the introduction of SuDS and underground services need to take account of the existing constraints which include the shallow underlying bedrock, archaeology, built heritage, drainage outfall routes.

SuDS features and Blue Green infrastructure will be used at this site to encourage and facilitate new vegetation and planting, improve water quality, foster greater biodiversity, develop active travel pathways and reduce flood risk. The SuDS proposals will mimic the existing surface water drainage pattern, comprise primarily of surface-based SuDS features and will take advantage of the open grass areas located to west site in Zone 02 (The Parade). They will also aim to make use of the open areas in the dry moat located within Zone 03 (The Walls).

The following pages set out some high level SuDS proposals, with further detail contained in the appended Drainage & Civil Engineering Report.



# SUSTAINABLE DRAINAGE

## SUDS PROPOSALS

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### Zone 01 – The Seafront

Zone 01 is remote from the main courtyard area in Zone 02 and contains little existing drainage. Therefore, only localised surface channels, SuDS rills or shallow filter trenches are proposed to drain new pathways.

### Zone 02 – The Parade

A preliminary surface water drainage system has been modelled for the site to accommodate all surface water flows below ground during either the design 1 in 10 and 1 in 30-year storm events in accordance with The Sustainable Drainage Design and Evaluation Guide 2021. The results of the modelling show that a total of 60m<sup>3</sup> of storm water attenuation would be required for the 1 in 30-year storm event and 37.0m<sup>3</sup> for the 1 in 10-year storm event. These volumes are based on a flow restriction of 7.0 l/s and equivalent to green-field flow rate of 10 l/s/Ha.

As the anticipated depth of underlying bedrock is 300mm across the site it is proposed that the storm water attenuation is provided as source control SuDS features to reduce the environmental impact of rock removal. To further limit the environmental impact and reduce the risk of flooding across the site it is proposed to install a new 150mm diameter surface water outlet pipe under the existing access bridge. Limiting the discharge from the site will reduce the impact on the downstream drainage network, subject to Uisce Éireann (Irish Water) approval.

Some overland flood routing of run-off from the central courtyard and building roofs in Zone 02 to the dry moat in Zone 03 will also reduce the risk of localised flooding during the more severe storm events. It is also recommended that a series of exploratory trial pits are undertaken at the site to confirm bedrock depths, establish ground conditions and any other underground building constraints. A selection of potential SuDS solutions that could be used on this site are included at the end of this section.



Zone 01 - The Seafront



Zone 02 - The Parade



# SUSTAINABLE DRAINAGE

## SUDS PROPOSALS

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### Zone 03 – The Walls

The grassed dry moat in Zone 03 area has limited drainage at present. If this area is to be developed for future landscaping and formalised pathways it is recommended that surface level SuDS drainage is installed. Outlet should be to the existing outlets at the northern and southern boundary walls, which will required to be excavated and investigated.

### Zone 04 – The Glacis

This largely green space, used for agricultural purposes, forms the eastern boundary of the site. There are no formalised drainage systems included in this area at present and it is recommended that any future surface water drainage is limited to localised land drainage should this area be used for some leisure facilities in the future. Any formalised discharge should be limited to the equivalent of greenfield flow rate at approximately 10 l/s/Ha.

### Design Guidance

Design guidance for the SuDs proposals include the SuDS Interim Guidance, the Nature-based Solutions to the Management of Rainwater and Surface Water Runoff in Urban Areas produced by the Government of Ireland, the Blue Green Infrastructure and Nature-based Solutions Framework published by the Southern Regional Assembly, the Sustainable Drainage Explanatory, Design and Evaluation Guide, dated 2022, and published by South Dublin County Council, the Sustainable Drainage Design and Evaluation Guide 2021 published by Dublin City Council and ‘Sewers for Adoption’ published by WRC.

The Nature-based Solutions to the Management of Rainwater and Surface Water Runoff in Urban Areas states: ‘Sustainable urban development solutions, such as water sensitive urban design, can help to mitigate the potential for environmental degradation in the form of biodiversity loss, pollution of water bodies, and increased flood risk as the demand for urban development to accommodate a growing population continues to increase.’



Zone 03 - The Walls



Zone 04 - The Glacis

# SUSTAINABLE DRAINAGE

## POTENTIAL SUDS FEATURES



### Porous Paving

The first option would be the introduction of permeable or porous paving in the parade to attenuate and treat surface water run-offs prior to discharging to a controlled gravity outlet to the existing public storm drainage system.

To accommodate the estimated 60m<sup>3</sup> of storm water attenuation, associated with the 1 in 30-year storm event including Climate Change, a porous paving area of 875m<sup>2</sup> (or 30m x 29m) would be required. For the design 1 in 10-year storm event this storage volume would reduce to 37m<sup>3</sup> and an associated porous paving area of 540m<sup>2</sup> (or 24m x 23m). This assumes a 275mm deep layer of single size stone makeup.

A preliminary flow route analysis undertaken of the main courtyard area of Zone 02 suggests that it would be possible to introduce some flood routing to the lower dry moat in Zone 03 which would reduce the attenuation volumes required and the associated area of porous paving.



### Filter Strips & Bioretention Areas

Bioretention areas and filter strips could be used in conjunction with permeable paving or traditional paving within the Zone 02 courtyard. In accordance with the principles set out in the Sustainable Drainage Explanatory, Design and Evaluation Guide a filter strip will allow sheet-flow from paved areas to move freely off the pavement into a landscaped filter strip which is surrounded by flush kerbing. As free-draining soils are not present at this site due to the underlying shallow bedrock a series of underground land drainage outlets would be required to drain each of these filter strips.



### Surface Level Channels & Rills

Another potential complementary SuDS feature would be the use of surface channels and rills to attenuate and convey surface water run-off from the site. The adoption of surface level channels to convey runoff from the rear rainwater pipes on the existing buildings to the existing courtyard would be an effective way to reduce localised flooding and reducing the depth of excavations necessary for a traditional pipework drainage system. This would be particularly cost effective given the potential shallow depth of bedrock at the site.



### Green Wall & Cliff Stabilisation

Complementary Blue Green Infrastructure solutions could include green walls and cliff stabilisation. Green Wall systems are multilayer systems which provide sustainable solutions and enhance the natural environment, whilst helping to manage surface water runoffs. These may require specific plants for the green walls due to rock ground conditions. Cliff stabilisation measures can help reduce seafront erosion, reduce the risk of falling rocks and encourage the re-vegetation of existing slopes at the site.

# LINKAGES & ACCESSIBILITY



## LINKAGES & ACCESSIBILITY

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Throughout the fort, there are several linkages that connect the various Zones of the site. These would have been crucial in the days as a defensive site, to ensure soldiers could reach all areas of the fort, and in some cases, remain covered and undetected.

The next pages explain and map these connections and the level changes that exist between them.



# LINKAGES & ACCESSIBILITY

## LEVEL 0

The Parade is the central space within the fort, with a number of linkages to other aspects of the site. The main links, and their accessibility, are noted below:

### 1. Main Entrance via Bridge

This is the single point of access into the fort, for both pedestrians and vehicles, where visitors cross the moat via a bridge.

### 2. Harbour Rampart to Parade

Unassuming entrance into the Moat from the Harbour Rampart, which is met with a striking view of the Magazine.

### 3. Parade to the Seafront Battery (North)

A large opening into the Northern Battery, leading to the Western Battery, is limited and obscured by metal fencing.

### 4. Parade to the Seafront Battery (South)

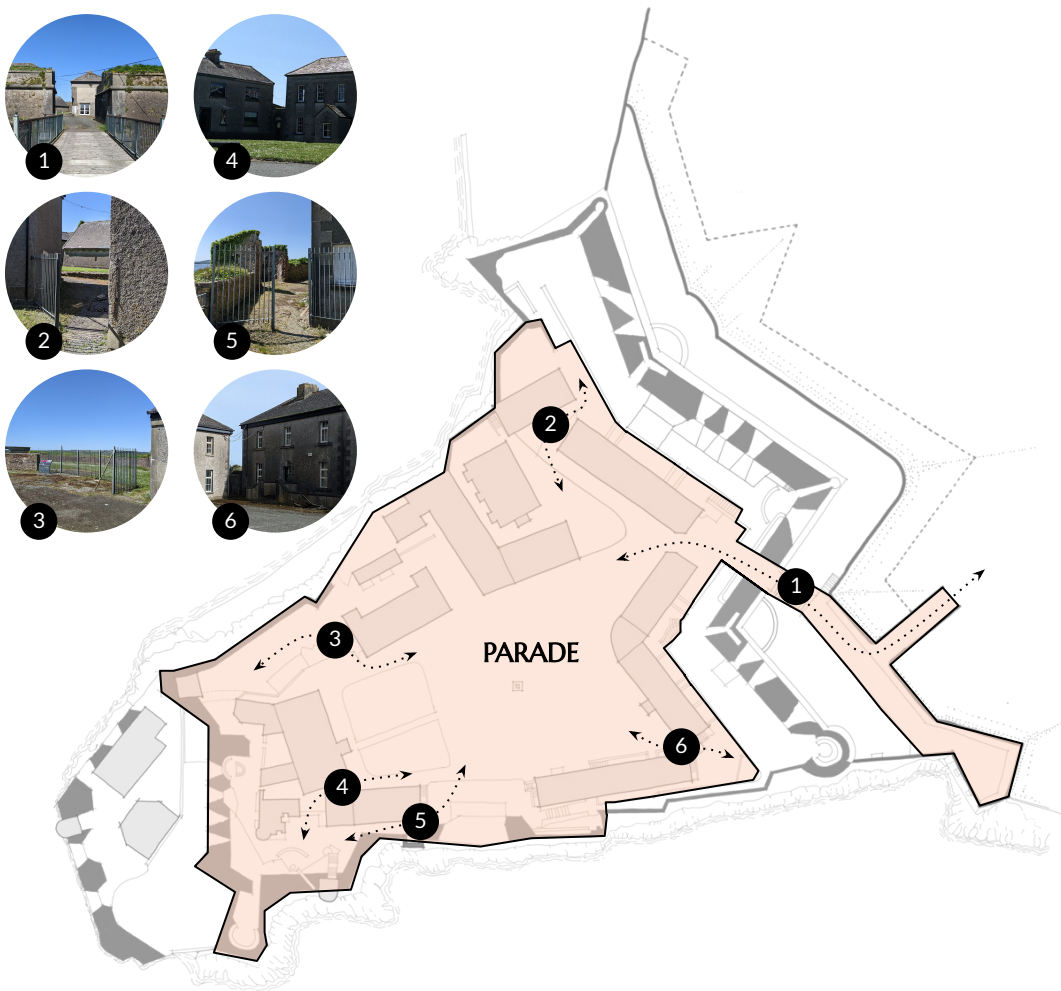
Narrow pass between Burke's House & The Officer's Mess.

### 5. Parade to the Lighthouse

Gated access not easily accessible to public. Proposed development following possible demolition of Burke's House should enhance this route into the Western Battery and visually connect the medieval tower to the Parade.

### 6. Parade to Embrasure of Southern Wall

This area is accessed via a gate and stairs take you to a sunken area between the Governor's' House & Officers Barrack. Consideration should be given to how this space is connected with the proposed cafe and museum.



# LINKAGES & ACCESSIBILITY

## LEVEL +1

The adjacent plan explains the connection between the Parade, Laneways & Ramparts. Several bridges link the upper floors of the Parade buildings (see orange arrows).

### 1. Ramped Access to Harbour Rampart

This is a relatively gentle gradient, which provides an accessible means of accessing the Marina Rampart.

### 2. Stepped Access to Marina Rampart

Upon entry to the fort, there are a set of external steps within the laneway behind the parade ground that link the parade ground to the Marina Rampart, providing a second means of access.

### 3. Stepped Access to Beach Rampart

Currently, the single means of accessing the Beach Rampart for Ground Level is via narrow external steps.

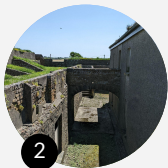
### 4. Proposed New Link to Beach Rampart

Adding an accessible connection to the Beach Rampart would provide a second means of access and could allow people with mobility issues to access it. In addition, an external bridge could connect the museum & cafe, to provide access to the external seating area on the Rampart.



## GLACIS - FORT

There is an opportunity to create a bridged connection between a large embrasure on the Harbour Rampart, connecting the glacis, harbour and fort walking / eco trails and facilitating a separate pedestrian access into the fort.



# LINKAGES & ACCESSIBILITY

## LEVEL -1

The adjacent plan explains the connection between the Lower Seafront (Western Battery) and the Parade.

### 1. Ramped Access to Lower Western Battery

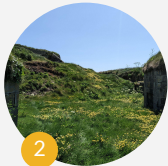
Currently, the only access to this section of the fort is through a steep tunnel (with a single step upon entry) which makes it challenging for people with mobility issues.

### 2. Proposed Additional Link to Lower Western Battery

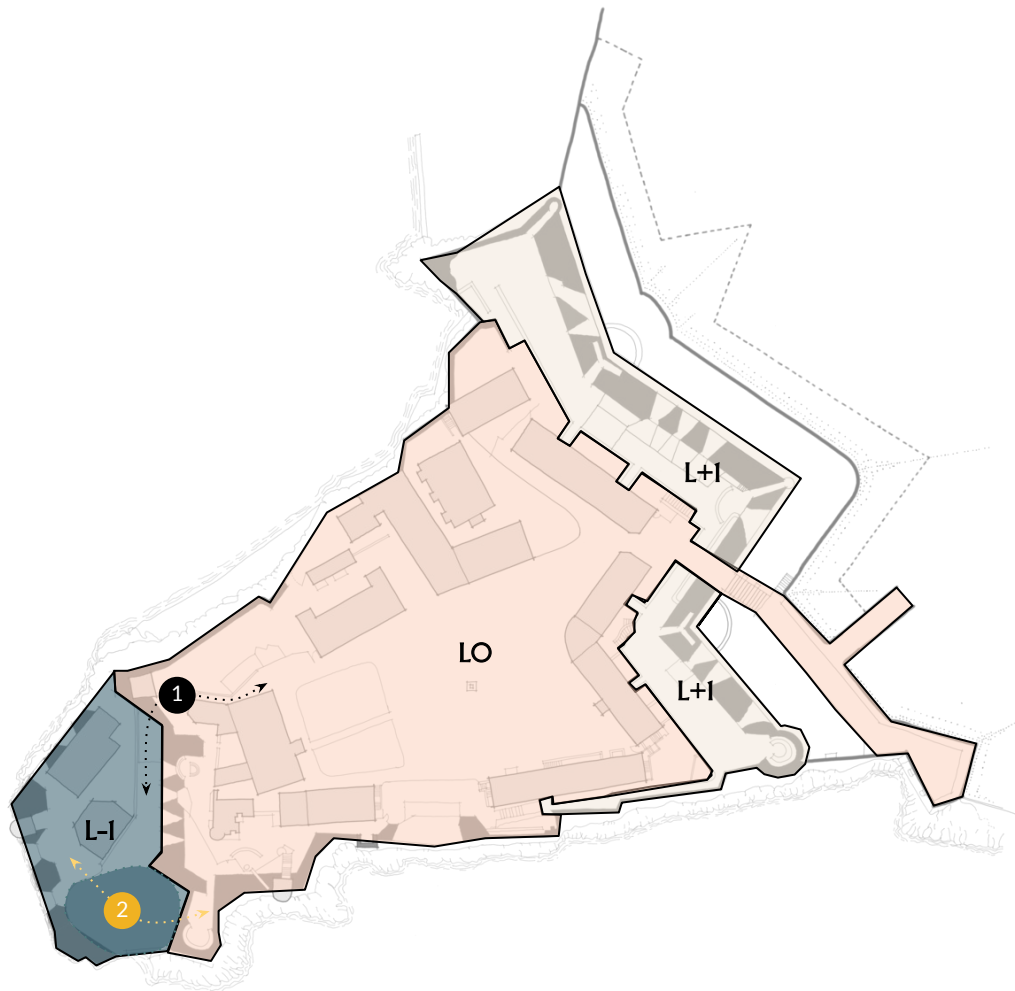
There is an opportunity to explore the possibility of adding an additional link between the Lower Western Battery and Upper Western Battery. There are some particularly good views from this area of the site, and adding this route would create a continuous loop across this zone of the site and connecting to the Parade. Due to the level changes, full accessibility to and within this zone will remain a challenge, that could be at least partially addressed through level pathways and platform lifts. Interpretation of this zone, including perhaps a scale model, should also be included within the museum building, to ensure that those who are not able to access it are still able to appreciate the full extent of the site and its history.



1



2



# LINKAGES & ACCESSIBILITY

## LEVEL -2

The adjacent plan explains the connection between the Parade Ground and the Moat, which is a level below the Parade, and two below the Rampart. The cells, which are only accessed via the moat, are a further level below.

### 1/2. Sally Ports

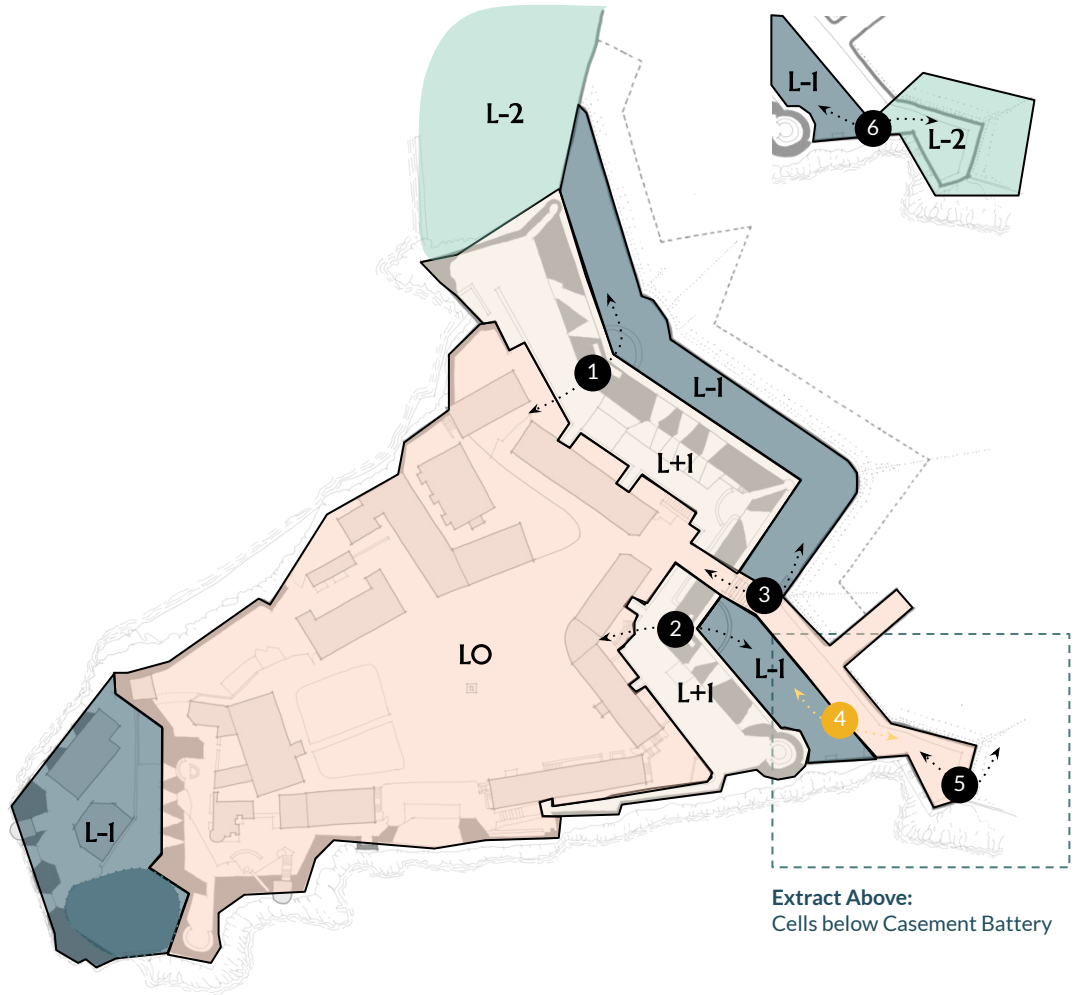
A sloped tunnel connects the Moat and the Parade via the lunette.

### 3. External Steps

Currently, the only accessible access out of the moat is via external steps connected to the bridge entering the site. As a dedicated access, this is unsuitable as it is directly beside the main vehicular path into the site. The stepped access from the moat is proposed to move to (4) where a dedicated pedestrian landing would separate cars and people.

### 5/6. Cells

An opening and steps take visitors into the lower cells, where they follow a loop and reemerge on the Casemented Battery at Parade Level.



Extract Above:  
Cells below Casement Battery





# VIEWS



# VIEWS

## DIFFERENT PERSPECTIVES

Given its strategic location to monitor threats and invasions entering the estuary, Duncannon Fort is spoilt with numerous panoramic views of the estuary and rugged maritime landscape.

Interestingly, there are several views from the fort which are more inconspicuous, and concealed from view, with gun slits for attacking the enemy without being detected. These framed views and lookout posts are as important to the identity to the fort as the grand panoramic vistas.

There are also a number of locations around the complex, and from outside of the fort looking in, which provide excellent vantage points of the fort's buildings, unique structure and the cliffs on which it sits, conveying the site's layered and fascinating history.

The next page maps the many key views across the fort that should be celebrated and enhanced through simple interventions such as clear lookout posts, interpretation panels and telescopes.



FORT VIEWS FROM  
OUTSIDE

PANORAMIC VIEWS

FORT VIEWS FROM  
INSIDE

LOOKOUT POSTS

FRAMED VIEWS

# VIEWS

## DIFFERENT PERSPECTIVES

The views identified in the large plan adjacent have been broken down into three main categories:

1. Panoramic Views of the Surrounding Landscape
2. View of the Fort
3. Framed Views / Lookout posts

In addition, there are a number of locations around the village and immediate context to appreciate the scale and drama of the fort. However, equally, from some positions within the village the fort is unassuming and its scale would be unrecognisable.

The small plan adjacent shows that the southern tip of the fort (line in green) is where the fort can be truly appreciated. For the most immersive experience, this should be from the water (5).

The most underwhelming view of the fort is from the village approach (1) and this is currently the single entrance to the fort, and the view that most visitors are presented with.

In addition, viewing the fort from the Northern hills (4) would present the best aerial view of the fort and the Parade Ground within. A possible Park & Ride location here could give visitors a sense of the complex before arrival.



VIEWS FROM DUNCANNON



# ENERGY STRATEGY



# ENERGY STRATEGY

## ENERGY PERFORMANCE TARGETS

When retrofitting historic buildings such as those at the Fort, it is recommended to adopt a 'Whole Building Approach'. This involves understanding the building in its context to find balanced solutions that save energy, sustain heritage, and maintain a comfortable and healthy indoor environment. This approach takes into consideration both the benefits and costs associated with the retrofit process.

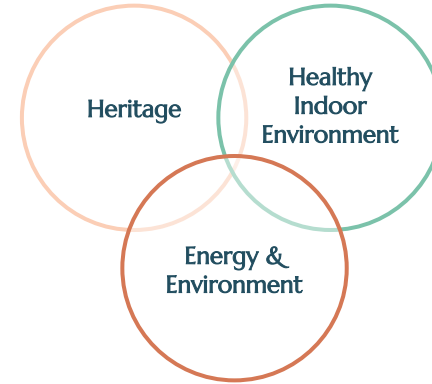
Energy efficiency best practice follows the Energy Hierarchy (see diagram opposite) which requires first reducing energy demand, then using efficient systems, and finally implementing renewable energy generation where possible.

The appended Sustainability Report sets out the proposed energy strategy for the Fort in further detail. It recommends the following energy and building fabric performance targets:

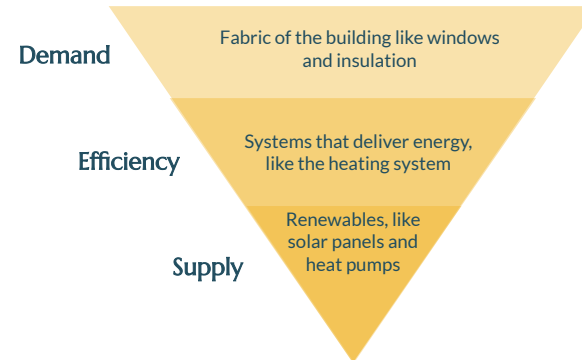
- Energy Use Intensity: 60kWh/sqm/year
- Wall Insulation: 0.27 W/m<sup>2</sup>K to 0.55 W/m<sup>2</sup>K
- Floor Insulation: 0.15 W m<sup>2</sup>K to 0.36 W/ m<sup>2</sup>K.
- Windows U value: 2.8 W/m<sup>2</sup>K (double glazed)

The ability to achieve these targets needs to be tested and refined on a case-by-case basis for each building in the Fort, through detailed energy analysis and design in future stages.

## A Whole Building Approach:



## The Energy Hierarchy:



# ENERGY STRATEGY

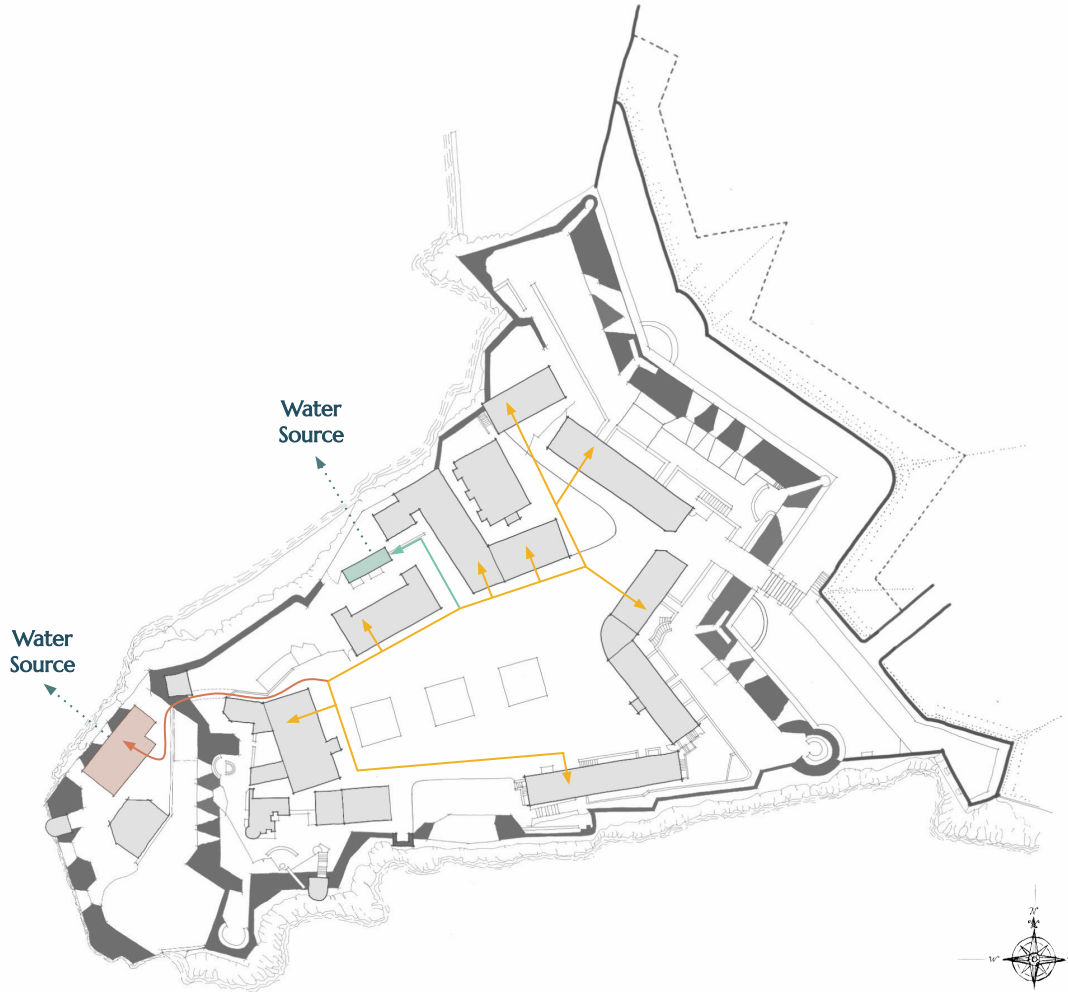
## DECARBONISATION & RENEWABLES

To sustainably meet the Fort's increasing use, and associated heating (and potentially cooling) demands, a heat pump solution is recommended.

Both air-source and water-source heat pumps offer potential for the Fort. Ground-source heat pumps are excluded due to significant excavation required.

Two system configurations are possible at the site - centralised or decentralised. A centralised system would be most suited to a water-source heat pump. Two options for the plant room are identified (right):

- Building 25: Generator Room (Zone 1)
- Building 15: Toilet Block (Zone 2)



# ENERGY STRATEGY

## DECARBONISATION & RENEWABLES

Alternatively, a decentralised system would entail individual air-source heat pumps for each building (right).

The appended Sustainability Report provides further detail and an initial assessment of the advantages and disadvantages of each of the above options.

These options provide a good starting point and should be investigated in further detail as the site's design progresses to determine the optimal approach.



# ENERGY STRATEGY

## DECARBONISATION & RENEWABLES

The Fort is located in one of the highest yield points in the Republic of Ireland for solar photovoltaic (PV) electricity production, with an estimated potential of approximately 1000 kWh of electricity production per kWp of installed PV panels. Based on the current site layout and available roof surface area, the site has the potential to generate **78.3 MWh of electricity a year** through solar PV panel installations.

This is based on an overall estimated rooftop area available for PV installation of 660m<sup>2</sup>, or 185 PV panels assuming an arrangement factor of 0.8. The orientation of each of the roof slopes implies a further reduction factor dependent on deviation from south facing. As an alternative to standard PV panels, PV shingles / roof tiles could be considered, though this would reduce the potential yield to 31.3MWh.

The plan opposite shows the potential available roof area for PV installation, indicated in yellow, though the aesthetic and heritage implications for each building would need to be weighed against the energy generation potential, with reference to documents such as Historic England (2018) 'Energy Efficiency & Historic Buildings'.

Should roofscapes be deemed unsuitable for generating solar power, alternative settings could be considered, such as the Glacis. If no appropriate location is determined, then the site must incorporate alternative power sources.





# ENERGY STRATEGY

## BUILDING FABRIC - THERMAL UPGRADES

Improving the thermal performance of building elements is common practice in most works undertaken to traditional and historic buildings, with obvious benefits such as improving energy efficiency, lowering carbon emissions and fuel bills, and often increasing comfort levels. It may also be necessary to meet building regulation requirements and more widely works towards creating a sustainable environment.

General upgrades to the fenestrations, walls, floors and roof can significantly improve the thermal performance of the Parade Buildings, however care needs to be taken to select appropriate materials for use with traditional solid wall construction.

For further information, please refer to the appended 'Heritage Report, Section 3.2.



### Fenestration

Windows should be specified to have slim-profile double-glazing with krypton or xenon filled cavities for superior performance. Consideration may also be given to more innovative products such as vacuum insulating units which provide better performance still, offering the same thermal performance as triple glazing while being 3-4 times thinner. Refer to Appendix C of the Heritage Report for indicative new window details.

For any of the few surviving timber windows on the site, which are largely located on building No.9 and were likely introduced in the 1940s, the glazing specification may be upgraded in line with above by increasing depths of rebates as well as introducing draught-proofing systems, in conjunction with any repairs identified.



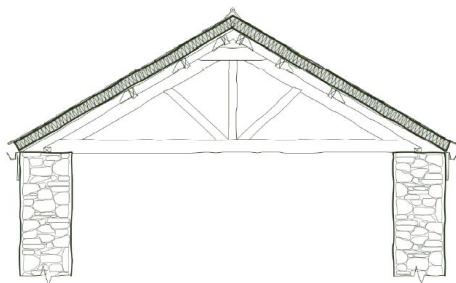
### Insulation

The addition of insulation can lead to a significant reduction in heat loss and therefore energy costs, however care is needed to ensure the products and systems used are appropriate (in this case for traditional solid wall construction) and do not cause long-term problems. Insulation will alter the technical performance of the solid wall and a holistic approach should be taken in arriving at the appropriate wall-lining system which considers the intended use, full wall build-up, cost, heating regimes, orientation, exposure and maintenance requirements. Generally in solid wall construction, it is advisable that insulation (and wall finishes) be breathable, such as calcium silicate or wood fibre boards, to allow transmission of moisture through the entire wall construction. In some instances, the use of non-breathable insulation systems may also be warranted.

The application of insulation is also generally extended to both roofs and floors to provide an unbroken layer around the external envelope. In floors, as with walls, the solution may also be breathable or non-breathable. In the case of the former, this can include limecrete or hempcrete floors, or in the latter, closed-cell insulation as part of a concrete slab construction. In roofs, a key consideration will be whether to insulate 'between and above' (warm roof) or 'between and below' rafters (cold roof). The former will inevitably raise the roof line, impacting the proportionate to the level of insulation applied, typically 75-100mm. This can cause issues at eaves and verges and have an impact on the overall appearance of a building. Insulating below the between and below the rafter is, generally speaking, the more widely adopted approach however it is important to consider the impact of insulation on any internal features as well as ensuring adequate ventilation paths between the insulation and roof finish.

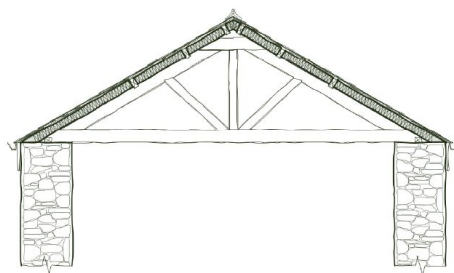
# ENERGY STRATEGY

## INDICATIVE ROOF INSULATION OPTIONS



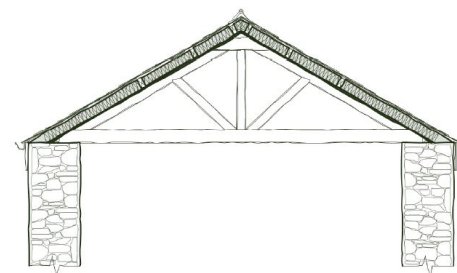
### Option O1 - Insulation over sarking

- Raises roofline
- Creates issues & additional works at eaves and verges
- + Internal roof structure unaffected



### Option O2 - Insulating between purlins

- Conceals sarking boards and partially conceals purlins
- Cold bridge at purlin locations
- Depth of insulation may be insufficient



### Option O3 - Insulation under purlins

- Sarking boards and purlins fully concealed
- + Insulation below purlins mitigates cold bridge

# TOURISM & INTERPRETATION

01. Partnership Opportunities
02. Visitor Experience
03. Interpretation Strategy



# PARTNERSHIP OPPORTUNITIES

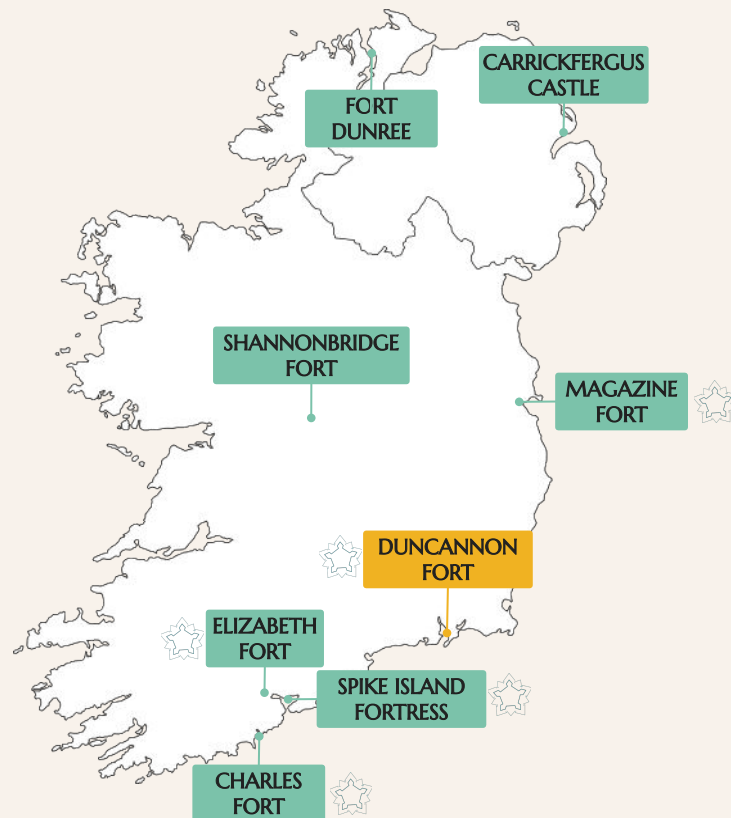



# REGIONAL ATTRACTIONS

## POTENTIAL CONNECTIONS TO OTHER FORTS

There is a rich offering of assets that showcase Ireland's heritage of protection and defence. The following are forts which Duncannon Fort could partner with for a celebration of the Forts of Ireland, showcasing the assets that once served to divide and protect but now welcome visitors to discover and celebrate together.

Given their historical links, the landing and leaving locations of William III before and after the battle of the Boyne, **Carrickfergus Castle** in County Antrim is a potential partner for Duncannon Fort. **Fort Dunree** was built in 1798 following the arrest of Wolfe Tone, the Fort was extended in the late 19th century. It provided protection to the British naval fleet anchored in Lough Swilly, prior to World War I Battle of Jutland. Dunree was handed over to the Irish Free State in 1938. It was first opened to the public in 1986. The historic **Magazine Fort** complex in the Phoenix Park, Dublin is also a bastion fort built occupied by British Armed Forces until 1922 when it was turned over to the Irish Defence Forces after the Anglo-Irish Treaty. On the banks of the River Shannon, sits **Shannonbridge Fort**. Built by the British military to protect against a French invasion, this Napoleonic Fortification dates back to 1810. **Elizabeth Fort** was first built in 1601 to defend Cork City. Originally built as a defensive fortification on high-ground outside the city walls, the city eventually grew around the fort, and it took on various other roles – including use as a military barracks, prison, and garda station. For the last 1300 years **Spike Island** has been host to a 7th century Monastery, a 24 acre Fortress, the largest convict depot in the world in Victorian times and centuries of island homes. Today the island is dominated by the 200 year old Fort Mitchel, the star shaped Fortress which became a prison holding over 2300 prisoners. **Charles Fort** is a star-shaped military fortress constructed between 1677 and 1682, during the reign of King Charles II, to protect the town and harbour of Kinsale in County Cork.



 Identifies the bastion forts of Ireland.

# REGIONAL ATTRACTIONS

## POTENTIAL CONNECTIONS TO OTHER FORTS

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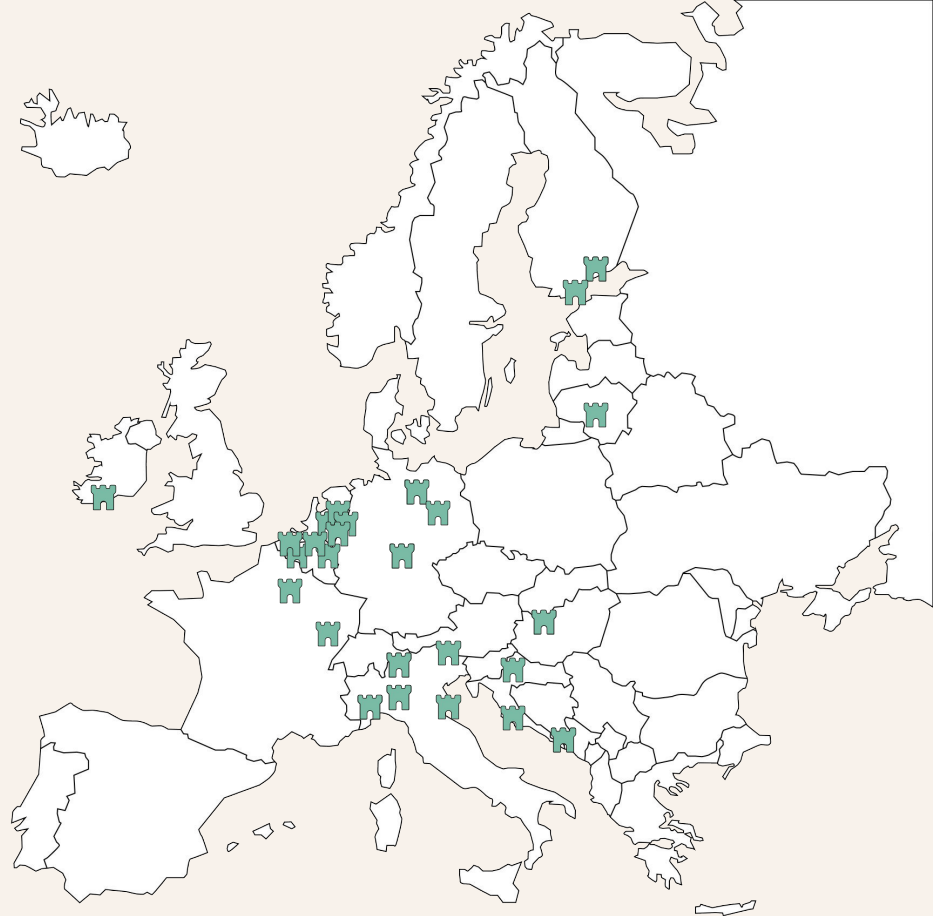
There is also an opportunity for Duncannon Fort to join the **EFFORTS Network (European Federation of Fortified sites)**. The members pursue the goal of supporting the diverse architectural and cultural heritage of fortified monuments, promoting their contribution to places of culture and tourism and raising awareness among the general public. Annual events such as 'European Summer Fortress' and EFFORTS congress showcase the range of forts throughout Europe, with over 30 members from 13 different European countries, including the Spike Island Fortress in County Cork.


The EFFORTS priorities are:

- Dissemination of knowledge, internal and external
- Creating a European network of cities, fortification organizations and stakeholders
- Organizing access to sustainable funding and joint action opportunities for members
- Policy influencing

The EFFORTS vision is:

*Military heritage forms a special part of our cultural heritage and consequently of the collective memory of Europe. Preservation and re-use of this heritage is important because of the special architecture and engineering; the opportunities for strengthening the intercultural and international dialogue and the local challenges in the environmental and socio-economic field after the military departed. The EFFORTS motto is: **from stronghold to welcoming arms.***



 Location of The EFFORTS Members across Europe

# REGIONAL ATTRACTIONS

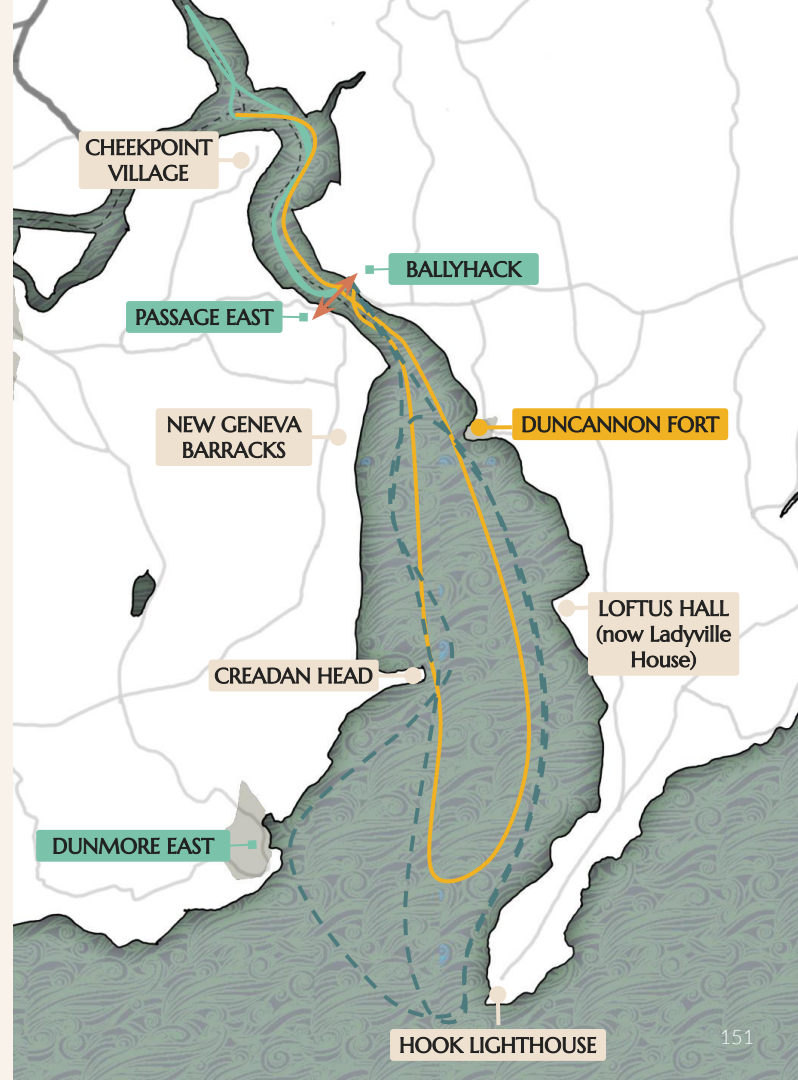
## LANDMARK SITES ON THE ESTUARY

Ballyhack Ferry operates from Passage East (near Waterford) to Ballyhack with over 100 crossings every day, sailing every 10-15 mins from either side, carrying up to 28 vehicles and 130 passengers. South East Angling & Boat Charters set sail from Duncannon on a range of short boat trips around the Hook Peninsula and Waterford Estuary.

'By Hook or by Crooke' Boat Tours operate from Ballyhack in Co Wexford and Dunmore East in Co Waterford, providing the following guided tours:

- 1. The Lighthouse Tour** travels from either departure point taking in Credan Head, past the iconic Hook Lighthouse, Loftus Hall (now Ladyville House) and Duncannon Fort.
- 2. The Duncannon Fort Tour** travels from Ballyhack upriver to Cheekpoint, before returning down river towards Passage East and from there into the main area of Waterford Estuary taking in the pirates cove on Credan head. With the Hook Lighthouse and Loftus Hall (now Ladyville House) in the background the tour returns past Duncannon Fort to Ballyhack taking in views along the estuary and the Duncannon North Lighthouse.
- 3. The Barrow Tour** travels from Ballyhack upriver past Buttermilk Point to Cheekpoint before continuing up the river barrow past Kilmokea and returning down river past Cheekpoint to Passage East and Ballyhack.

The map on the right shows the bustling activity that currently takes place within the Waterford Estuary and Hook Peninsula, with many routes passing the Duncannon Fort (but not currently stopping in Duncannon) that could offer potential for promotion of the new attractions at Duncannon Fort, new stop-off points at Duncannon so that the Fort and village can benefit from this passing water traffic, and package tours that jointly promote the region's many attractions. Further information on some of these - Hook Lighthouse, Loftus Hall (now Ladyville House), New Geneva Barracks - as well as two historic shipwrecks with links to Duncannon, is included in the following pages.



# REGIONAL ATTRACTIONS

## LANDMARK SITES ON THE ESTUARY

### Hook Lighthouse

Hook Lighthouse is one of the oldest operational lighthouses in the world, with a history dating back over 800 years. It served as a crucial navigational aid for ships entering and leaving Waterford Harbour and is now one of the most visited tourist attractions in Wexford with 200,000 annual visitors. The connection between Duncannon Fort and Hook Lighthouse lies in their shared purpose of safeguarding the waters and coastline of Waterford Harbour. Duncannon Fort played a defensive role, protecting the harbor from potential threats, while Hook Lighthouse served as a guiding beacon, ensuring the safe passage of ships through the treacherous waters. These two landmarks, with their historical significance and proximity to each other, offer visitors a unique opportunity to explore and appreciate the rich maritime heritage of the Hook Peninsula.



### Loftus Hall (now Ladyville House)

A large country house on the Hook Peninsula, once said to be visited by the devil and home to the ghost of a former resident. However, before it was constructed, the site was home to Redmond Hall. In 1643, a group of Irish Confederates attacked a group of soldiers from the Duncannon fort. Redmond Hall, owned by Alexander Redmond at the time, was visible to the besieged garrison at Duncannon and was known for providing assistance to the rebels. Captain Aston and his garrison attempted to capture the hall but failed, resulting in his death and the hanging of several English prisoners by Captain Thomas Roche of the Irish Confederates, whose garrison supported the defense of the Hall.

### New Geneva Barracks

In the late 18th century, New Geneva Barracks was identified as the proposed site for a planned colony for artisan Genevan settlers. However the plans for the colony collapsed when the Genevans insisted that they should be represented in the Irish parliament but govern themselves under their own Genevan laws. Barracks were built on the site in fear of a French invasion with the purpose of complementing the regular forces stationed across the estuary at Duncannon Fort. Rebels were imprisoned here and either sentenced to death, transported to Australia or pressed into the Royal Navy. Geneva Barracks makes a brief appearance in the last verse of the well-known rebel song "The Croppy Boy", one of James Joyce's favourites and cited by him in Ulysses:

*"At Geneva Barrack that young man died,  
And at Passage they have his body laid.  
Good people who live in peace and joy,  
Breathe a prayer and a tear for the Croppy Boy."*





# REGIONAL HISTORY

## SHIPWRECKS

### Hilda Shipwreck, 1897

The schooner Hilda was sailing from Swansea to New Ross with a cargo of coal for a Mr Power of that port. When coming up to the harbour running ahead of a South-easterly gale and a heavy sea, she grounded and sank just off Duncannon Fort.

At the time of the Hilda, a breeches buoy was in use which was essentially part of a rope-based rescue device that was used to take sailors or passengers off wrecked vessels. The breeches buoy would have been deployed from around Duncannon Strand using a rocket system to shoot the line into the rigging of the ship and once secured could be used to take people ashore. Four sailors were rescued from the ship using this method.



### Great Lewis Shipwreck, 1645

The 'Great Lewis' was the flagship of the Cromwellian fleet that sank in the Waterford Estuary on January 26, 1645. Waterford, as Ireland's second city and major port, was a target for Cromwell. However, the heavily guarded Waterford Estuary, protected by Duncannon Fort, posed a challenge. Cromwell sent four ships, including the Great Lewis, to relieve the fort. While three ships managed to escape, the Great Lewis was unable to move due to bad currents and tide. It came under heavy fire, resulting in broken masts. Drifting into the main channel, the ship sank.

The wreck remained undisturbed for over 350 years until 1999 when the Waterford Port Authority discovered timber belonging to the Great Lewis during dredging work. Divers from the State heritage service Duchas conducted underwater surveys, identifying the exact position of the ship, located 8 meters below the surface of the main channel of the Waterford Estuary. The site is now protected and the wooden structure of the ship remains almost intact below the seabed. The line of cannons, with their breech ends exposed, provides valuable insight into the nature and extent of this protected site. This shipwreck holds significant historical and architectural value as the first seventeenth-century shipwreck to be discovered and investigated in Irish waters.



The well-known phrase '*by hook or by crook*' is said to have originated from Oliver Cromwell's vow to take Waterford by Hook (on the Wexford side of the Waterford Estuary) or by the village of Croke, on the Waterford side.

# INTERPRETATION PODS

## PILL BOXES

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The three pill boxes on the Promontory, constructed in preparation for WW2 when the Fort was used as an observation post, provide a unique setting and viewpoint to appreciate the surrounding scenery and the historic function of the Fort.

These should be made safe for public access, with simple, light-touch improvements to enable these spaces to act as interpretation pods and viewpoints.

For example, simple perforated metal screens could replace the heavily weathered existing screens, providing some interpretation content in a way that does not obscure the breathtaking views. Telescopes would enable an even greater appreciation of these views, as well as an experience of the historic function of these pill boxes as observation points.

The supporting interpretation content could help point the way to the many nearby regional attractions indicated on the previous pages - such as the iconic Hook Lighthouse, and Loftus Hall (now Ladyville House) to the south, New Geneva Barracks across the Waterford Estuary to the west - and tell the stories of the two historic shipwrecks with links to Duncannon, the Hilda and the Great Lewis. This would help strengthen the connections and partnerships with other regional heritage sites and visitor attractions, and add further layers to the long and fascinating history of Duncannon Fort.



# VISITOR EXPERIENCE



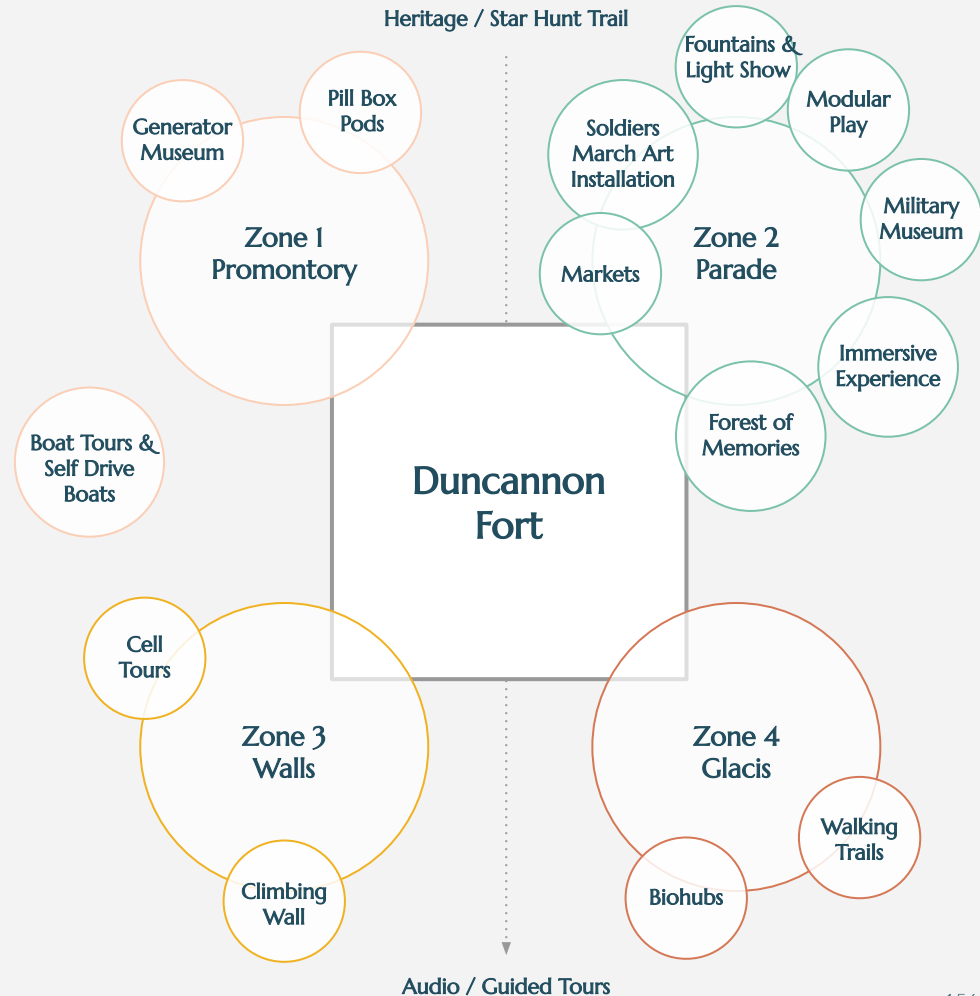
# VISITOR EXPERIENCE

## INTRODUCTION

One of the key principles for this masterplan is to provide **A Multi-layered Experience** - an immersive and truly distinctive visitor experience, appealing to a variety of ages and interests and going beyond expectations.

The following pages set out the vision for the visitor experience at Duncannon Fort, including a sitewide map of key attractions and a detailed proposal for a Duncannon Fort Heritage Trail. The diagram opposite demonstrates how opportunities within each of the 4 zones of Duncannon Fort are identified, so that visitors can experience the Fort from many different perspectives, and take part in activities that suit different ages and interests, and that change through the seasons.

The general approach is to enable free access to the site as a whole, including all external spaces and the Duncannon Fort Heritage Trail (and map). To generate additional revenue, some of the other experiences could potentially be paid, for example for audio and guided tours, the Siege of Duncannon Immersive Experience in the Magazine, access to the museum (or parts of it), and additional paid experiences in the Croppy Boy Cells such as a seasonal 'halloween tour'. Day pass tickets to cover full access to all attractions at a discounted rate, and perhaps either bus or boat transportation, could be explored. Some options are set out in Chapter 8: Economic Analysis.



# VISITOR EXPERIENCE

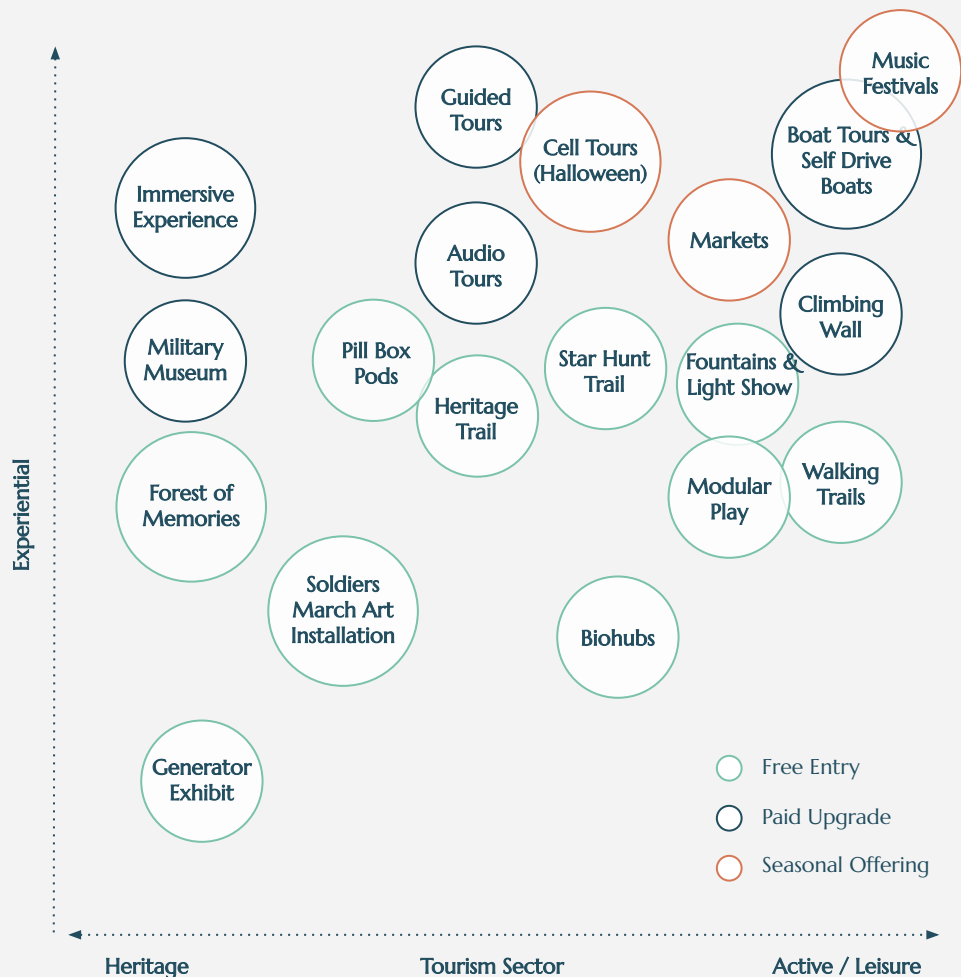
## MULTI-LAYERED APPROACH

As set out in the Policy Review in Chapter 2 of this report, the key international visitor segments for Wexford and Duncannon Fort are:

- **'Culturally Curious'** (who like to delve deeper into the history of a location, have unusual experiences and enjoy connecting with nature);
- **'Social Energisers'** (young couples and adult groups looking for excitement, new experiences and fun) and
- **'Great Escapers'** (who like to connect with the landscape, get a sense of history, and get away from it all).

National research has also shown that overseas visitors attracted for **marine activities**, such as coastal sightseeing, walking & cycling and boating tend to stay longer and spend more, and are therefore a key target market for the Fort.

The visitor experience at Duncannon Fort should therefore be designed to appeal to the above visitor types, across a spectrum of heritage and active/leisure experiences. All experiences lean towards the experiential / immersive, going above and beyond the expected, in order to ensure diverse audiences across age groups and interests, and entice return visits by creating a multi-layered attraction with seasonal variety - a true 21st Century attraction.



# VISITOR EXPERIENCE

## ATTRACTIONS MAP

1. Siege of Duncannon Immersive Experience within the Magazine

2. Boat tours and self-drive boat rentals within the Waterford Estuary

3/4. Fountains and Military March Light Shows on the Parade, providing activity day and night

5. Moveable, modular structures that can be used for seating, play or a stage for musicians and events

6. Forest of Memories planting and pavilion with archeological interpretation from demolition works

7/8/9. Pill Box interpretation pods and viewpoints

10. Soldiers' March Public Art Installation on the Parade, that can be removed to allow for seasonal markets and large events on the Parade

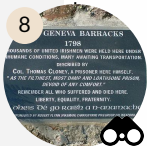
11. Military Museum showcasing the History of Duncannon Fort, with scale models through the ages and supporting history of the Fort and village

12. Croppy Boy Cells tours and additional seasonal events such as Halloween Spook sleepovers

13. Glacis walking / cycling trails and interpretation

14. Climbing wall within the moat

★ Star Hunt Trail activity for children

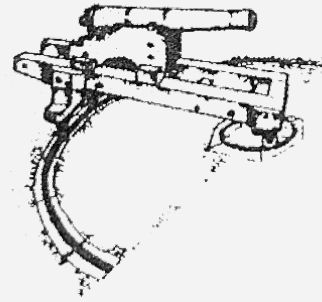


# BRINGING HISTORIC FEATURES TO LIFE

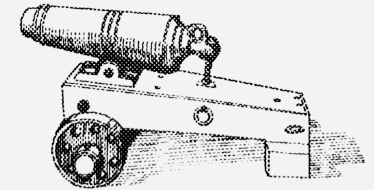
Whilst it is important that the visitor experience of Duncannon Fort is holistic, multi-layered and caters for people of all ages and walks of life, the overriding consideration for the long-term strategic development of the fort is the preservation and enhancement of the fort as a national monument of great historical significance. Therefore the perimeter walls, rampart, defences and batteries should be repaired and restored to their original appearance, insofar as practicable. The appended Structural Proposal Commentary has outlined the structural condition of the fort and its features, including necessary repairs. In addition, costs for localised repairs to these masonry walls have been outlined in the appended High Level Preliminary Budget Estimate, with further investigation necessary at the next stage.

This work would not only protect the fort from further deterioration, but would also improve the visitor experience, transporting visitors back in time, thus enhancing the visitors immersion and connection with the structure, form part of the interpretation strategy. The layers of time are apparent across the site, and play an important role in the heritage of the fort, therefore maintaining authenticity is paramount i.e. maintaining the crude placement of the pill boxes on the Western Sea Battery.

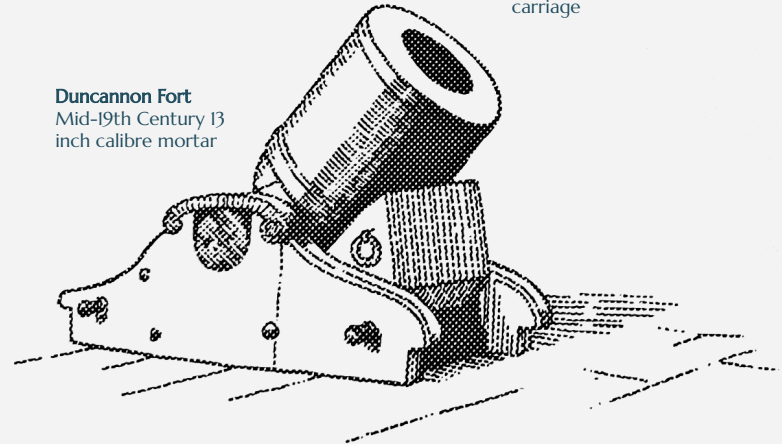
Sourcing or creating replicas of weapons that would have lined the batteries, ramparts and traversing platforms could be rebuilt or sourced and showcased around the fort, enhancing the visitor experience. A selection of these weapons have been indicated (right).



**Western Sea Battery**  
24-pounder cannon on  
traversing platform



**Casemented Battery**  
Carronade on block trail  
carriage



**Duncannon Fort**  
Mid-19th Century 13  
inch calibre mortar

# DUNCANNON FORT HERITAGE TRAIL

## INTRODUCTION

Due to the scale & complexity of the fort it can be difficult for visitors to navigate themselves without a guided tour. Should the fort grounds be opened up to the general public, visitors could benefit from a dedicated heritage trail through the different zones - glacis, walls, parade and promontory - accompanied by storyboarding and interpretation boards.

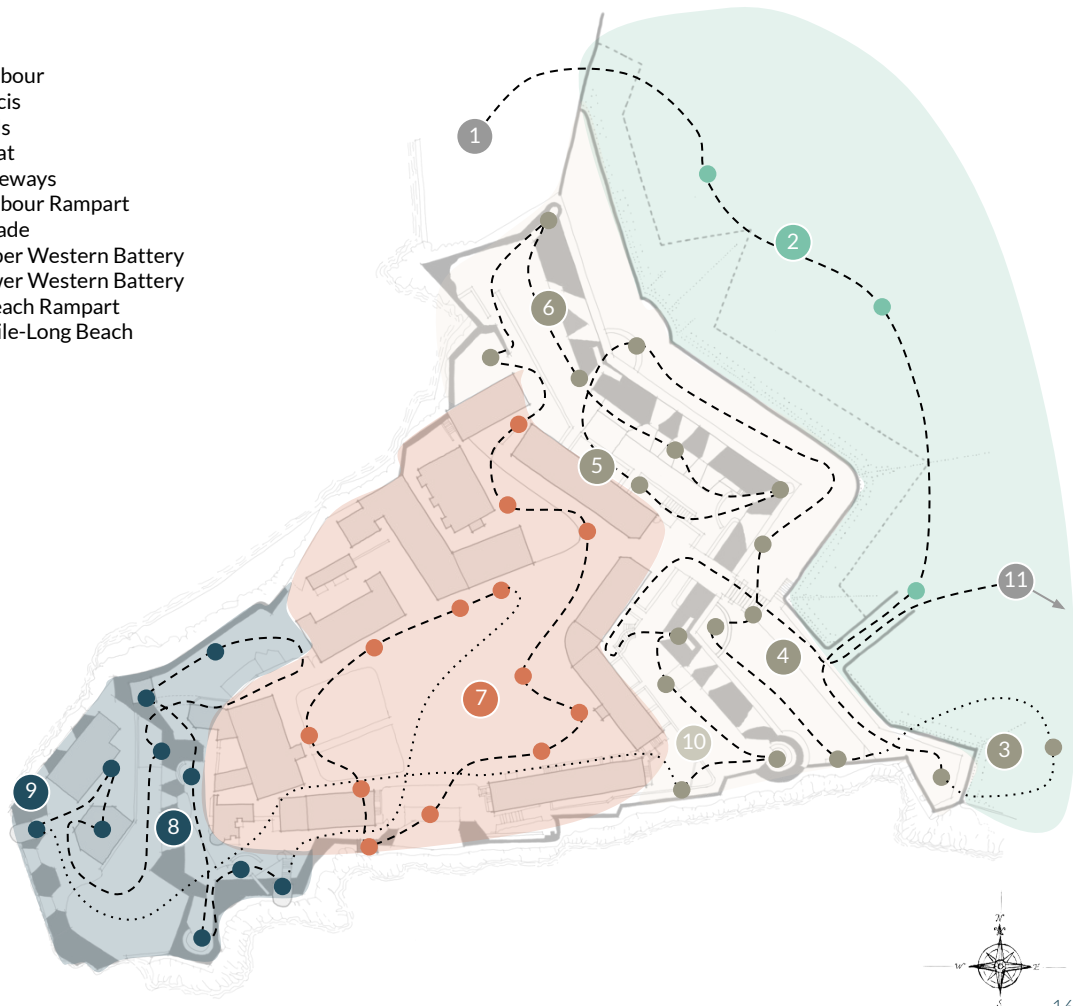
Tourists could be provided with a dedicated map upon arrival, or a digital map / AR experience could provide a more immersive experience, with the physical features of the fort accompanied by audio tales and visuals, which could be told by village residents or 'voices from the past'.

Waterford City have recently launched the 'Waterford Digital Story Trail' which is accessible via a dedicated app, connecting visitors to historic figures and stories of the past.

The heritage trail could be village-wide, providing a walking trail from the harbour, glacis, fort and beach, strengthening the connection between the nodes of Duncannon. In addition, an orienteering map could follow the heritage trail and tap into the adventure tourism / education aspect of the fort offering.

Hook Tourism currently operate guided tours of the fort and it is assumed that this would continue. The trail route (right) is indicative only and this should be developed further in partnership with Hook Tourism.

1. Harbour
2. Glacis
3. Cells
4. Moat
5. Laneways
6. Harbour Rampart
7. Parade
8. Upper Western Battery
9. Lower Western Battery
10. Beach Rampart
11. Mile-Long Beach





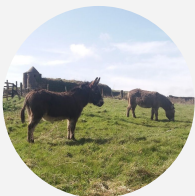
# DUNCANNON FORT: HERITAGE TRAIL

## KEY AREAS

2

### Glacis

Enjoy the ecotrail through the glacis and historic graveyard with views of the fort and into the deep moat



4

### Moat

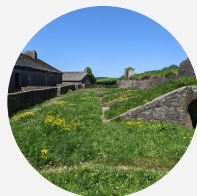
Visitors follow the linear boardwalk through the moat gardens, with awe inspiring views of the distinct, 30ft bastian shaped walls



6

### Harbour Rampart

The trail continues up the ramped access to the highest point on the fort, with panoramic views of the estuary, harbour, village & Northern Hills.



8

### Upper Western Battery

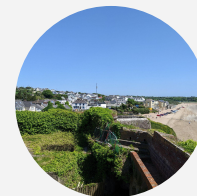
The trail enters the Promontory, with breathtaking views of the estuary and a view of the unique, maritime landscape of the cliff walls.



10

### Beach Rampart

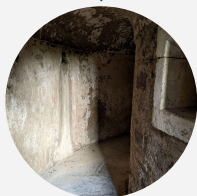
The trail within the walls finishes on the Beach Rampart, where visitors can relax with a coffee in the outdoor, cafe seating.



1

### Harbour

The trail begins at the harbour, which was intrinsically linked to Fort Life; a dock for supplies and main food & water source



3

### Cells

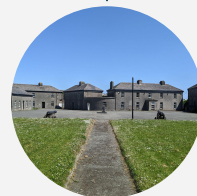
Upon entering the Fort's Grounds, visitors can brave the cells under the Casement Battery, or take the steps into the Moat



5

### Laneways

Taking the narrow sally port tunnels through the ramparts, visitors will be met with the quaint laneways and bridges between the Parade buildings and Rampart



7

### Parade

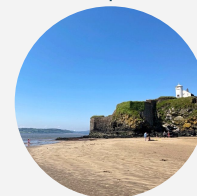
The trail finally enters the Parade, passing the impressive Magazine Building into the cobbled square, for a taste of life within the fort.



9

### Lower Western Battery

Next stop is a trip to the pill box interpretation pods, outposts during World War 2. Visitors will also find framed views of nearby attractions and information about shipwrecks below the estuary.



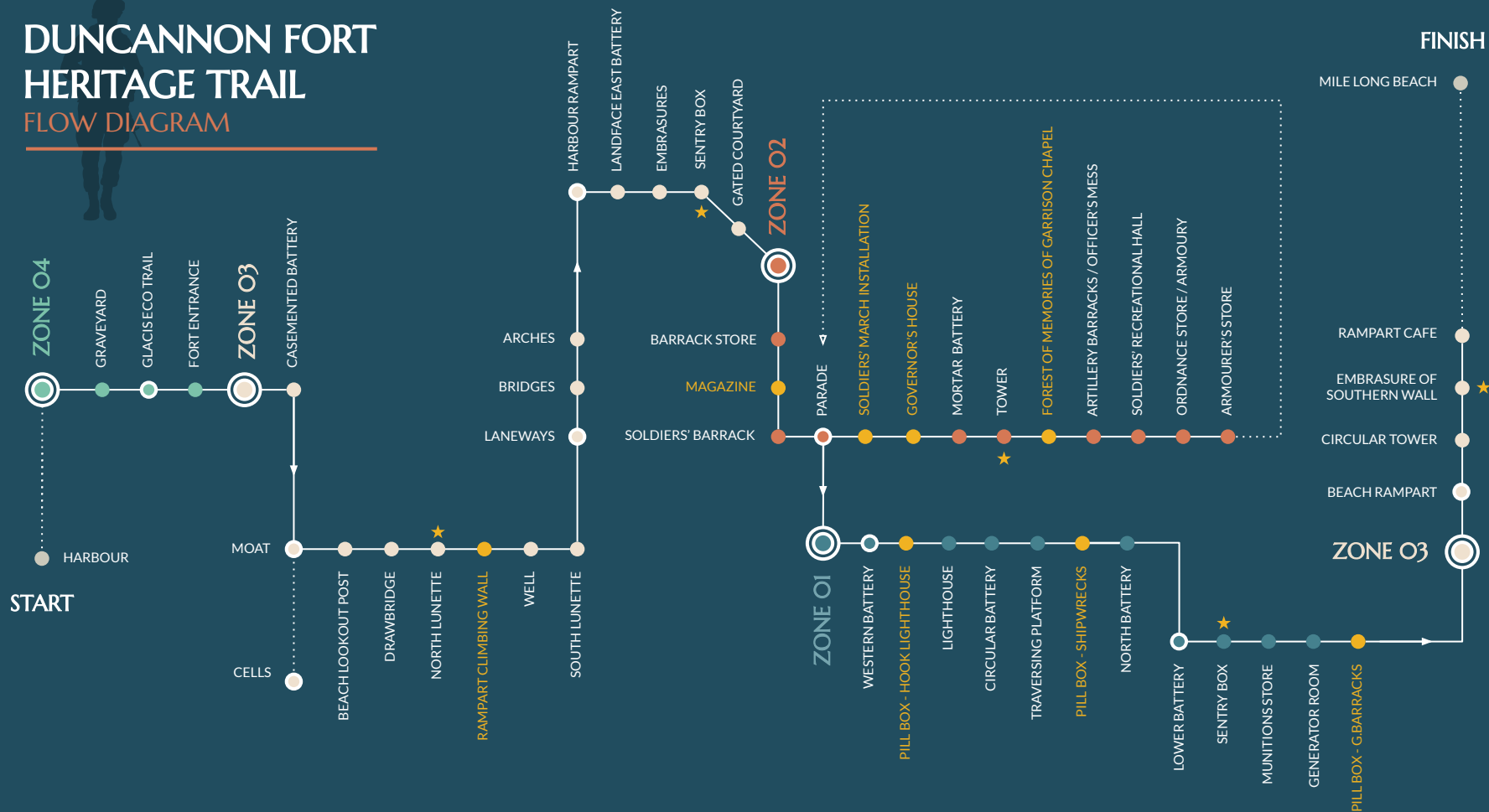
11

### Mile-Long Beach

The trail will end with a walk through the village to the beautiful mile-long beach of Duncannon Strand

# DUNCANNON FORT HERITAGE TRAIL

## FLOW DIAGRAM



# INTERPRETATION STRATEGY



# INTERPRETATION STRATEGY

## A STORY OF THREE PILLARS

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The story of Duncannon Fort is undoubtedly intriguing and awe inspiring; It's history is complex and layered, with many different structures, styles, people and stories associated with it.

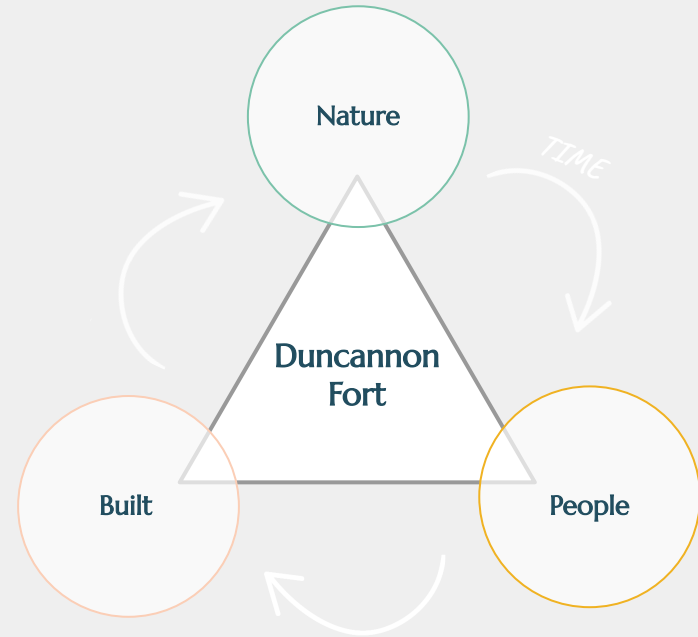
There have been three pillars to its story that have been intrinsically linked throughout history:

1. **Nature** - natural environment; including the landscape, location and wildlife.
2. **People** - occupiers, rulers, threats and invasions
3. **Built** - built environment; including architecture, weapons and armoury

Whilst each of these pillars have their own story, it is the interconnections between them that is more intriguing. Each has had a direct influence over the other and the story is incomplete without exploring their histories.

In addition, to appreciate the story and peel back the layers, we must peer through the lens of **time**. The natural landscape was carved over millions of years, settlers recognised the strategic position and threats, advancements and political change throughout human history required constant defensive alterations to cope.

If you remove either of these elements from the history of the Fort, then it is likely it would not be here today. See overleaf for each pillar overlaid across history and their relationship to one another.



# INTERPRETATION STRATEGY

## VIEWED THROUGH THE LENS OF TIME

4th - 14thC

11th -15thC

16thC

17thC

18thC

19thC

20thC

21stC

Prehistoric

Early Medieval

Medieval

Post Medieval

Early Modern

Modern

PEOPLE

### Early Settlers & Anglo-Normans

The Anglo-Norman invasion of Ireland took place during the late 12th century

### Pirates

Sir Osborne Etchingham conspired with pirates, by alerting them of incoming ships to the estuary

### The Armada

In 1587, Queen Elizabeth to order a fort of considerable strength to be built at Duncannon

### Irish Confederate War & Rebellions

Initially occupied by English soldiers and besieged 3 times; During the 1798 Rebellion the fort became a sanctuary for loyalists and a prison /execution place for rebels.

### Napoleonic:

Napoleon sought and got intelligence on its strength and weakness, in preparation for a possible invasion

### Civil War:

After the War of Independence truce, the Fort was substantially burnt out in 1922 by anti-treaty forces.

### Irish Army

Irish Army reoccupied the fort at beginning of WW2 & it was used as an observation post throughout the war

### Modern Day:

In 1993 the fort was acquired by WCC when Duncannon Fort Trust was established. Guided tours provided, including a maritime museum, cafe and community hall.

BUILT

### Phase 1:

Possible Promontory Fort on the site; likely a structure of earth and wood

### Phase 2:

The site contained a castle with associated wall, towers, gatehouse, and possibly a church.

### Phase 3-4:

Building of the fort's defences began; Improvements were made in 1611; the rampart doubled in width, stone walling added to the cliffs, gun platforms doubled in size & the original castle, wall and blockhouse repaired.

### Phase 5-7:

Various reports of alterations and strengthening of defences during the 17th & 18th centuries, including a new drawbridge, deep ditch, glacis and the addition of a Western Battery erected at sea level.

### Phase 8:

Remodelled to current form; Casement Battery & Martello Towers likely built.

### Phase 9:

Army renovations included rebuilding of the buildings damaged during the fire & addition of the Caretaker House & Recreational Hall. All buildings apart from Officer's Mess treated with roughcast render and Parade tarmaced. 4 Pill Boxes, a munitions store and a generator room added to the Western Battery.

### Phase 10:

The Fort was closed to the public for health and safety reasons in 2015. The Strategic Masterplan aims to reimagine the site use, visitor experience and energy efficiencies.

NATURE

### Geological:

Millions of years of geology have shaped the landscape of the promontory and estuary

### Settlement:

Coast location and peninsula ideal position for early human settlements; access to water, food & defence from invaders

### Strategic Location / Natural Resources:

Strategic location in the control of shipping in and out of Waterford; The English feared attack through Ireland, with the estuary an ideal entrance point for European invasion; The natural landscape was integral to the strategy of attack from enemies. Whilst the fort on the promontory was virtually impenetrable from the sea-side, it had two grave weaknesses. First, it was overlooked by a hill to the north-east, from which an attacker could fire into the town and secondly, the water supply was located outside the walls. Shortage of provisions was also common.

### Trade Routes, Industrialisation & Human Impact:

The development of industry & technologies, including commercial farming and fishing, and the establishment of Waterford Harbour as a major port had an impact on the water quality (including agricultural runoff), fish stocks and biodiversity of the estuary.

### Protection:

The estuary was designated as a 'Special Area of Conservation' and the redevelopment will respect and enhance habitats and biodiversity & incorporate blue/green infrastructure.

# INTERPRETATION STRATEGY

## DEFINING EACH PILLAR

Whilst it is important that the story of the Fort is holistic, the interpretation and wayfinding strategy across the site should be distinguishable between these three pillars.

A colour scheme for the interpretation panels relating to different aspects of the Fort should be developed, with each pillar assigned a designated colour, consistent across the site and museum.

The following page sets out some examples of elements that would fall within each category.



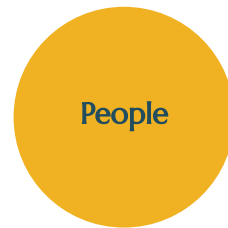
**The Estuary** and Duncannon's strategic, geographical location within it as a military fort.

**The Promontory** and the peninsula, where the 3-sides jutting into the sea provided panoramic views of oncoming enemies.

**Rich Natural Resources** that would have sustained life within the walls and led to the development of commercial fishing and seaside tourism within the village of Duncannon.

**Maritime Landscape** and the unique ecosystem and biodiversity, such as rocky sea cliffs, Tidal Mudflats and Sandflats and rich flora of seaweed, leading to the adjacent area being designated a 'Special Area of Conservation'

**Ecotrail** throughout the site, where existing biodiversity has been enhanced and celebrated across the site and part of the visitor experience

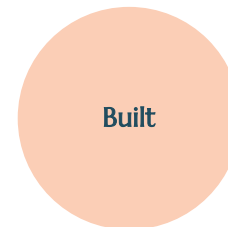


**Occupiers** of the fort and the changes over time, including the Anglo-Normans, English Rule & Irish Army.

**Invasions** such as the famous Siege of Duncannon, where Thomas Preston directly besieged and successfully took the fort from an English Parliamentarian garrison.

**Threats** throughout history, which included The Spanish Armada, Napoleon & Hitler.

**Stories** which could include fact and folklore of various scales, such as Napoleon directly asking the fort's strengths and weaknesses, the famous Croppy Boy prisoner or Hugh Burke, whose family were the last residents of the fort.



**Architectural structures**, such as the Rampart, Magazine, Pill Boxes & Lunettes.

**Architectural features** within these structures, such as arrow slits, turrets and embrasures and the different layers of time visible through materiality.

**Archaeological remains** which may be discovered during investigative and excavation works, including the Garrison Church & Medieval Curtain Wall.

**Fort Defenses**, including gun rings, cannons, batteries and the unique bastion fort star shape for maximum coverage.

**Purpose & Use** of the various architectural structures and features, including arrow slits within the lunettes, munitions stores, sentry boxes and sally ports, that connected the interior of the fort to the ditch.

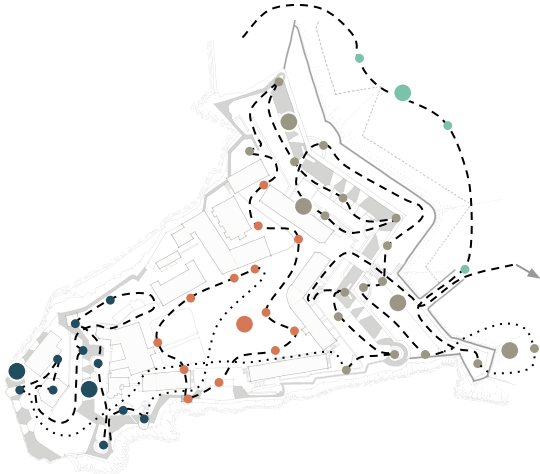
# INTERPRETATION STRATEGY

## THE SITE

The interpretation and wayfinding for the site should correlate with the Heritage Trail (below), ensuring checkpoints identified along the trail are accompanied by information, people and stories relating to these features and the fort.

By including information **about** the feature, **what** the function was, **why** it was required and **who** it would have been protecting against, it makes the experience multi-layered and more immersive for the audience.

Two example options for interpretation boards have been developed (right). Whilst the Interpretation would need choreographed in greater detail, themes could be on individual, coloured panels or combined to cover aspects of each theme.



### OPTION 01 COLOURED PANELS

Different coloured panels could be used to distinguish between the 3 themes. These would be clearly distinguishable but of a consistent style

## RAMPART

### Post Medieval

In fortification architecture, a bank or rampart is a length of embankment or wall forming part of the defensive boundary of a castle, hillfort, settlement or other fortified site. It is usually broad-topped and made of excavated earth and/or masonry.

The walls on top of the ramparts contain defensive features such as sentry boxes and embrasures.

The early maps of Duncannon show the distinctive line of the ditch and ramparts cutting off the fort from the landward side of the natural promontory. Although late sixteenth century in origin the ditch and walls have been heavily modified and in the present form are mainly eighteenth century in date.

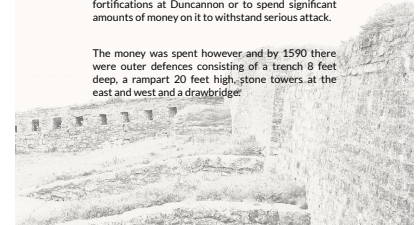
### The Spanish Armada

In 1587, due to the threat of the Spanish Armada, Queen Elizabeth to order a fort of considerable strength to be built at Duncannon.

Initial construction of the fortifications was undertaken when two redoubts or small forts were erected at the instigation of Sir John Perrot for the protection of the castle.

The work was undertaken under Sir Geoffrey Fenton. In 1588 the Privy Council in England were undecided about whether to abandon the fortifications at Duncannon or to spend significant amounts of money on it to withstand serious attack.

The money was spent however, and by 1590 there were outer defences consisting of a trench 8 feet deep, a rampart 20 feet high, stone towers at the east and west and a drawbridge.



### OPTION 02 COLOURED TEXT SECTIONS

A consistent panel colour could be used around the fort, with each theme more subtly distinguished on the boards. This would work well for panels describing more than one theme on one panel.

# INTERPRETATION STRATEGY

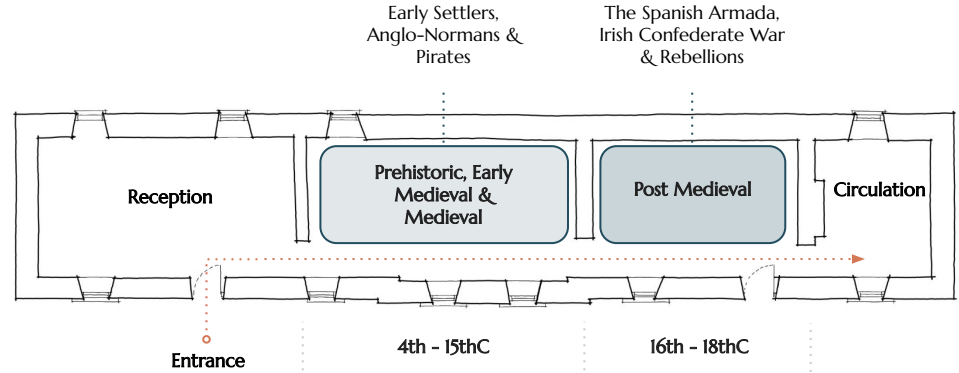
## THE MUSEUM

The Museum: 'A Military History of Duncannon Fort' should be a condensed reflection of the overall Site Interpretation Strategy, viewing the history of the Fort through the lens of time using the three pillars: nature, people and built environment.

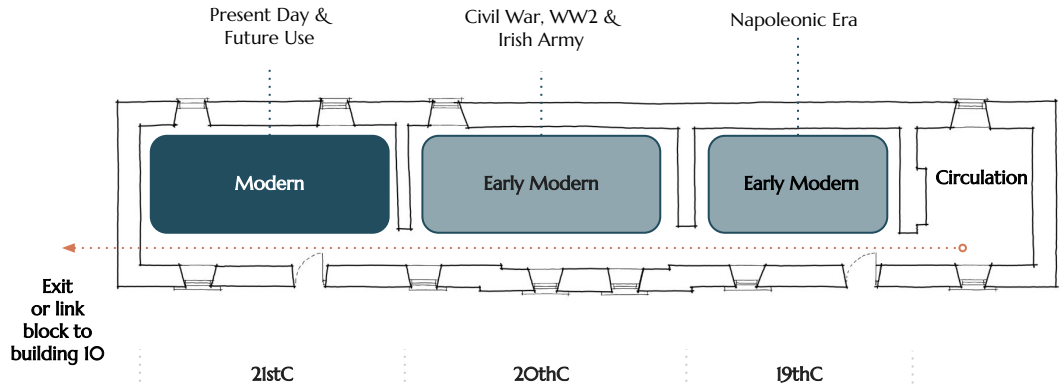
A simple, linear path through the Ground & First Floor presents an opportunity to split each room into different time periods, running sequentially from prehistoric times to the modern day. Equally, if larger, open plan rooms are desirable, these rooms could become zones within the floor plan, distinguishing between time periods.

Although the Interpretation & Wayfinding Strategy for the overall site may focus on physical features & views of/from the Fort, an accompanying Military Museum provides the opportunity to elaborate on stories and accounts from significant people associated with the Fort, delve deeper into the threats the Fort's occupiers faced, describe military life within the fort and showcase artefacts, weapons and military uniforms throughout history. More information is provided under the 'Proposed Uses' chapter for the layout of each room within the museum.

Note: Following the development of the Interpretation Strategy, there is the opportunity to extend the museum into Building 10 via a link block between the buildings, should the level of interpretation, artefacts and displays require a larger museum building.



Ground Floor Plan



First Floor Plan



# PHASING STRATEGY



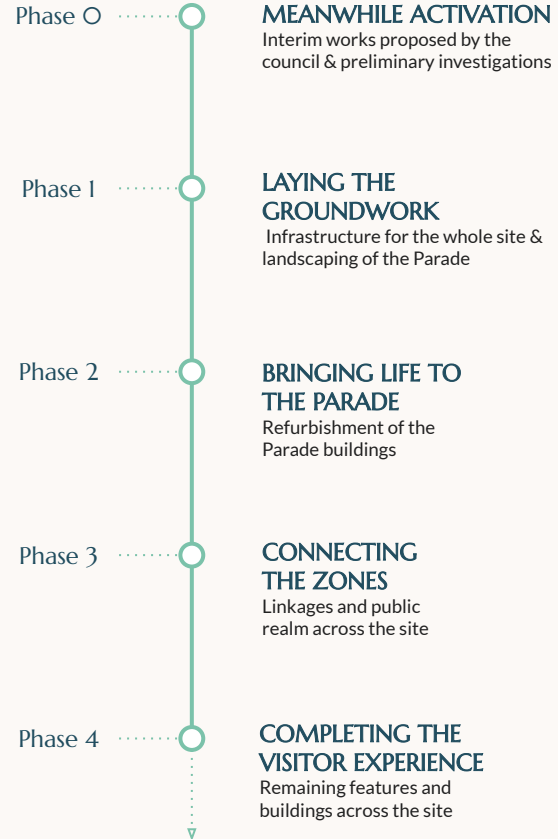
# PHASING STRATEGY

## INTRODUCTION

The proposed phasing strategy takes a radial approach; improving the site public realm first from the center outwards, as illustrated in the diagram below. This will enable the site to be accessible and activated from the earliest stage, with the public realm potentially used for events and tours while the buildings are refurbished, and it will ensure that disruptive site works are carried out before occupation of buildings as far as possible.



## PHASING PLAN



# PHASE 0

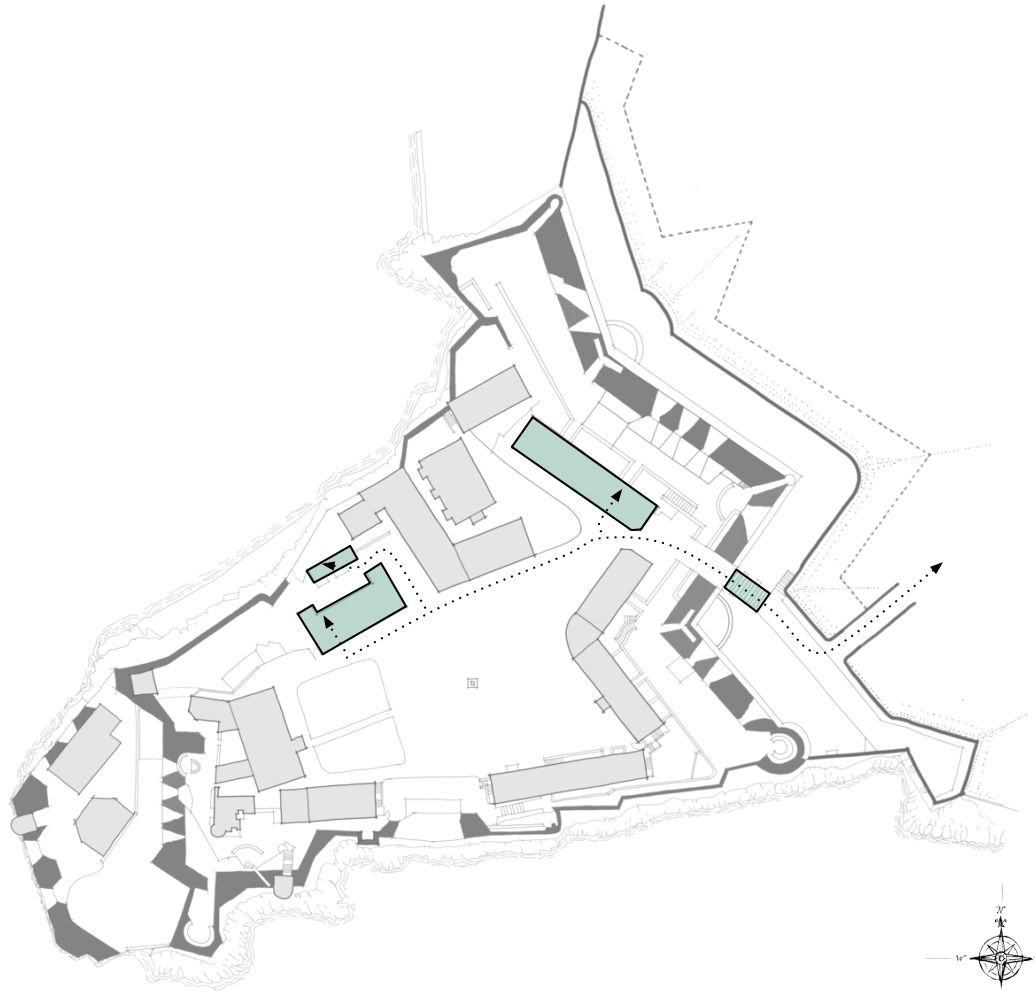
## MEANWHILE ACTIVATION

### Interim Works

Phase 0 covers Wexford County Council's plans to upgrade some of the services at the site, reinforce the existing access bridge crossing and bring 3 of the Parade buildings into temporary use.

### Preliminary Site Investigations

Given the existing constraints at the Duncannon Fort site which include the shallow underlying bedrock, archaeology, built heritage, and drainage outfall routes, it is recommended Site Investigation works, including rockhead confirmation is undertaken at an early stage of the detailed design. It is recommended that a series of exploratory trial pits are undertaken at the site to establish ground conditions and other underground historical building constraints. Archaeological supervision should be included for any excavation works. In terms of the proposed surface water and foul water drainage connections to the public drainage network it is also recommended that Pre-connection Enquiries are made to Uisce Éireann (Irish Water), followed by Connection Applications. A feasibility exercise should also be undertaken to install two drainage outlet pipes underneath the reinforced access bridge. All outlet existing pipes should also be traced, and outlets cleared and repaired.



# PHASE 1

## LAYING THE GROUNDWORK

### Demolitions

Subject to appropriate approvals, any planned demolitions should take place as early as possible.

### Site-wide Infrastructure

Phase 1 should include necessary infrastructure within each zone, including the installation of new Sustainable Urban Drainage Systems (SuDS) and foul drainage system, and any centralised heating systems, plant and distribution networks. See Drainage & Civil Engineering Report & Sustainability Report for detail.

### Parade Hard Landscaping

The hard landscaping of Zone 2 (the Parade) should also be included within Phase 1 of development. This will enable early access and activation of the site, with the public realm potentially used for events and tours while the buildings are refurbished. Any groundworks required to facilitate future installations should be installed at this stage to avoid relifting of pavers etc.

### Monitoring

Archaeological watching briefs should be included within a construction management plan, alongside monitoring of the existing buildings, including using low impact and vibration construction methods during any excavation, demolition and installation of new infrastructure.



## PHASE 2

### BRINGING LIFE TO THE PARADE

#### Refurbishment of the Parade buildings

Phase 2 is all about bringing the Parade fully back to life, by refurbishing the buildings around the perimeter of the Parade (Zone 2) to bring them into their new uses.

There is flexibility in how this phase could be delivered, depending on funding and other factors - either with the site effectively closed to the public while the buildings are refurbished all at once, or with a staged approach within this phase, allowing parts of the site to remain open while other buildings are refurbished.

The latter would require careful construction management to ensure safety and limit disruption from construction activities. While it could allow some public access and use of the site, the overall programme would take longer to complete, so there are advantages and disadvantages to each approach.

If a staged approach is taken within this phase, the public buildings with visitor experience, community and retail / food uses are likely the best place to start, with accommodation and workshops following later.



# PHASE 3

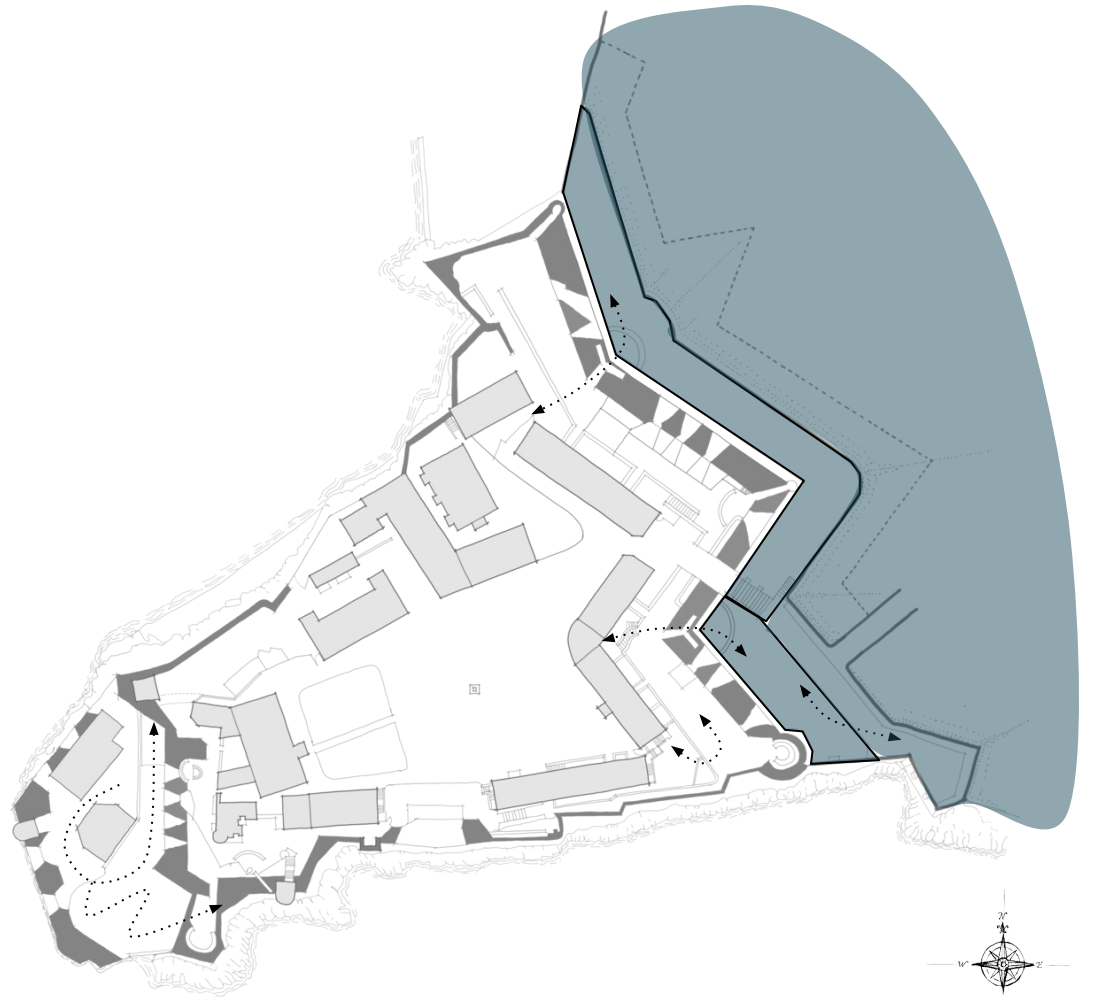
## CONNECTING THE ZONES

### Linkages

Once the public realm and buildings of the Parade are complete, the site will be ready for significant visitor numbers to start enjoying the Fort. To ensure this experience is optimised, the linkages between the Parade (Zone 2) and the other zones across the site should be created / improved as appropriate, and opened up to the public once the zones are safely accessible.

### Site-wide Public Realm & Landscaping

Phase 3 also includes completion of the hard landscaping across the remainder of the site (Zones 1, 3, and 4) to ensure that these zones are safe for public access. Some soft landscaping / planting can also take place in zones where there are no significant building works remaining, such as the Moat (Zone 3) and the Glacis (Zone 4). The soft landscaping within the Promontory (Zone 1) and the Parade (Zone 2) is likely best left to the final stage, after all major building works across the site have been completed, to ensure that planting is properly established and maintained, and to avoid abortive works and costs due to construction impacts.



# PHASE 4

## COMPLETING THE VISITOR EXPERIENCE

### Refurbishment of Remaining Buildings & Features

The final phase includes refurbishment of any remaining buildings and features across the site, particularly those in the Promontory (Zone 1). These will help complete the visitor experience across the full site, adding further layers of richness and discovery.

### Completing the Parade & Planting

Finishing touches throughout the site should also be completed within this phase. This would include any installations on the parade (such as the moveable planters, sculpture and other features within the squares), as well as soft landscaping / planting that could not be completed due to remaining building works, particularly in the Parade (Zone 2) and the Promontory (Zone 1). Public realm furniture such as seating, lighting, and wayfinding signage should also be completed within this stage.

Although parts of the site may have been open to the public at earlier phases, the completion of this final phase will provide a great opportunity for a public launch of the renewed Duncannon Fort experience.



# ECONOMIC ANALYSIS

- 01. Capital Costing
- 02. Financial & Economic Assessment
- 03. Funding Options





# CAPITAL COSTING



# CAPITAL COSTING

The following is an indicative, high level estimate of potential capital costs to deliver the strategic masterplan, based on the proposals outlined within this report, supported by the appended reports (structural, heritage etc). A sensible budget allowances for the works indicated in the information available however the cost estimate will need to be further developed once the design is progressed.

For further detail and breakdown of each item / building within the zones, refer to the appended Cost Estimate Report produced by Rainey & Best.

ITEM	DESCRIPTION	COST
<b>1a. Building Works</b>		
Zone 1 - The Promontory	Note - Buildings in Zone 1 are refurbished to ensure they are safely publicly accessible including basic fit out and basic life safety M&E etc.	€ 287,750
Zone 2 - The Parade	Note - Buildings in Zone 2 are refurbished to a fitted out state ready for tenant / end user fit out / FF&E including an allowance to take space to decorated finished space including M&E installations etc.	€ 6,040,910
<b>1b. Additional Building Works</b> (Extra over to allow for 'Option 2 - The Big Vision' - see page 86 for further info)		
Zone 2 - Extension between Buildings (9) & (10) (120m2 GIA)	Note - Extra over for a glazed extension comprising demolition / alteration works, envelope works, substructure, fit out works, M&E services, lift etc. Note - <b>Cost has been excluded from overall 'Total Estimated Construction Cost'</b>	€ 676,917
Zone 2 - Extension to Building (5) (35m2 GIA)	Note - Extra over for a glazed extension comprising demolition / alteration works, envelope works, substructure, fit out works, M&E services etc. Note - <b>Cost has been excluded from overall 'Total Estimated Construction Cost'</b>	€ 265,980

# CAPITAL COSTING

ITEM	DESCRIPTION	COST
<b>2. Utilities</b>		
All Zones	Utility Connections to each building / unit, including diversions / modifications / major infrastructure upgrades & provisional allowance - risk item	€ 356,000
<b>3. External Works</b>		
Zone 1 - The Promontory	Includes roads, paths & paved areas; walls, fencing, railings, gates & balustrading; community garden; soft landscaping; site furniture; drainage; builders work.	€ 285,935
Zone 2 - The Parade <i>(numbers represent pg 115 of master plan)</i>	Includes roads, paths & paved areas; main entrance via bridge (upgrade / restoration); walls, fencing, railings, gates & balustrading; new amenity grass / lookout point (4); new memorial garden / pavilion (3); new landscaped area around visitor centre (6); covered walkway / lift connecting buildings 9 & 10 (7); site security, access control & barriers; site furniture; public art / installations; drainage; SUDS features; builders work.	€ 2,595,060
Zone 3 - The Walls	Roads, paths & paved areas; soft landscaping; localised repairs to masonry walls including laneways, ditch, rampart, lunettes, embrasure of southern wall; linear park including play features, ecotrail, seating & lookout points; site furniture drainage & builders work.	€ 817,660
Zone 4 - Glacis	Roads, paths & paved areas; walls, fencing, railings, gates & balustrading; localised repairs to masonry walls including casemented battery, cells & main entrance; site security, access control & barriers; site furniture; drainage; builders work & provisional sum for roadworks outside of site boundary	€ 522,720

# CAPITAL COSTING

ITEM	DESCRIPTION	COST
<b>4. Other Costs</b>		
Ground Source Heat Pump System	Extra over cost for installation of mains ground source heat pump system for complex	€ 650,000
Design Risk / Contingency		€ 924,483
Preliminaries incl bonds & warranties		€ 2,184,091
Main Contractor OH&P		€ 733,230
Insurances		€ 184,774
<b>Total Estimated Construction Cost</b>		<b>€ 15,582,613</b>

## Exclusions

- |                                    |  |
|------------------------------------|--|
| 1. Site acquisition and stamp duty | 9. Furniture, fittings and equipment   |
| 2. VAT, where applicable           | 10. IT and comms installations   |
| 3. Professional fees               | 11. Specialist fit out works to suit tenant / end user                                   |
| 4. Survey fees                     | 12. Removal / disposal / remediation of hazardous materials (asbestos and contamination) |
| 5. Legal fees                      | 13. Developer's overheads / profit   |
| 6. Agents fees                     | 14. Dock works for ferry transfer proposal   |
| 7. Statutory fees                  | 15. Works to existing building foundations   |
| 8. Finance costs                   | 16. Cliff stabilisation works  |
|                                    | 17. Major works to historic fort walls   |

# FINANCIAL & ECONOMIC ASSESSMENT



# FINANCIAL & ECONOMIC ASSESSMENT

This section sets out an initial assessment of the potential financial and economic impact of the proposed future uses of Duncannon Fort. The focus is on the buildings in the Parade (Zone 2) as these will be the key income and visitor generating assets, with other areas of the site complementing these attractions.

First, it sets out a summary of the proposed uses, floor areas, and potential operators for each of the main buildings within the Parade.

At this early feasibility stage, a number of options have been considered for revenue generation, including both on site and off site. The off site options could include partnerships with third parties such as:

- Boat experience – day or half day trips on a boat, in partnership with existing provider
- Abseiling/outdoor pursuits – subject to technical feasibility and third party operator

Due to their highly variable nature and dependency on partnerships, the offsite options have not been costed at this stage and would need to be market tested.

Two on site options (with two further sub-options within each). The table (right) outlines the main differences between each of the options. Financial projections including annual revenue, annual cost, profit/loss and additional jobs, for these two options are set out in the following pages.

Finally, the economic impact of the two options (and sub-options) is assessed.

See the appended Financial & Economic Assessment Report for further detail and assumptions behind the figures presented here.

OPTION	DESCRIPTION	USES*
1a	Achieving 120,000 visitors when fully operational which is similar to the current performance of Hook Lighthouse	Mix Use Rentals & Accommodation
1b		Accommodation only
2a	Achieving 160,000 visitors based on a greater investment in both the product and promotion of visitor attractions in Wexford and the Ancient East, both by Wexford County Council (Wexford Tourism Development Strategy 2023-2027) and by Failte Ireland (Regional Tourism Strategy, Strategic Tourism Plan).	Mix Use Rentals & Accommodation
2b		Accommodation only

## Options Summary for Financial Assessment

\* The variation between Mix Use Rentals, Accommodation & Accommodation only applies to Buildings 11, 12 & 13.

# FINANCIAL ASSESSMENT

## PROPOSED USES & POTENTIAL OPERATORS

The financial assessment is based on the following proposed uses, floor areas, and potential operators for each of the main buildings within the Parade.

BUILDING	TOTAL AREA (m2 GIA)	PROPOSED USE*	POTENTIAL OPERATOR
1 - Magazine	70	Multi-media Visitor Experience	Hook Heritage CLG / Council
2 - Armoury	128	Food Hall / Flexible Event Space	Hook Heritage CLG / Council (with caterers / 3rd party)
3 - Armourer's Store	67	Visitor Information Centre	Hook Heritage CLG / Council
4 - Soldier's Recreational Hall	138	Community & Education Space	Hook Heritage CLG / Council
5 - The Officer's Mess	272	Accommodation	Irish Landmark Trust
6 - The Lighthouse	N/A	Current use as a lighthouse remains	N/A
7 - Burke's House	N/A	Demolition	N/A
9 - Governor's House	388	Museum	Hook Heritage CLG / Council

\* For the purposes of financial assessment, 'Ground Floor Plan - Option 1' indicated in the 'Proposed Uses' section of this report has been used

# FINANCIAL ASSESSMENT

## PROPOSED USES & POTENTIAL OPERATORS

The financial assessment is based on the following proposed uses, floor areas, and potential operators for each of the main buildings within the Parade:

BUILDING	TOTAL AREA (m2 GIA)	PROPOSED USE	POTENTIAL OPERATOR
10 - Officers' Barrack	226	Retail / Cafe	Leased / Rental
11 - Soldiers' Barrack 1 11a (ground floor) 11b (first floor)	128 64 64	Studio / Workshop / Office* Accommodation	Leased / Rental** 3rd Party***
12 - Soldiers' Barrack 2 12a (ground floor) 12b (ground floor) 12c (first floor) 12d (first floor)	238 58 58 58 58	Studio / Workshop / Office* Studio / Workshop / Office* Accommodation Accommodation	Leased / Rental** Leased / Rental** 3rd Party*** 3rd Party***
13 - Barrack Store 13a (ground floor) 13b (first floor)	102 45 57	Studio / Workshop / Office* Accommodation	Leased / Rental** 3rd Party***

\* 'Studio / Workshop / Offices' replaced by 'Accommodation' in Options 1b & 2b

\*\* 'Leased / Rental' replaced by '3rd Party' in Options 1b & 2b

\*\*\* Potential operators of additional accommodation units TBC



# FINANCIAL ASSESSMENT

## OPTION 1a - 120,000 visitors with Mixed Use Rental/Accommodation

Option 1a financial projections, based on the detailed assumptions set out in the appended Financial & Economic Assessment Report, are as follows:

BUILDING	ASSUMPTIONS	ANNUAL REVENUE	ANNUAL COST	NET PROFIT/LOSS	PROFIT MARGIN	NET FTE* JOBS
1 - Magazine	Flat entrance - limited experience/no immersive Visitors: 120,000 of whom 118,000 are additional Fees: Average €9.50 Costs - 75% of revenues	€ 1,116,752	€ 837,564	€ 279,188	25%	6
2 - Armoury	Income from use of a Function room only. Assumed 10 functions a year, €100 each for 40 covers Costs - 80% of revenues	€ 40,000	€ 32,000	€ 8,000	20%	2
3 - Armourer's Store	Central cost of operations - staff costs, maintenance costs, marketing	€0	€ 413,071	€(413,071)	n/a	3
4 - Soldier's Recreational Hall	Community Use Rental Assumed 5 rentals a month at €30 Plus free community use rental No associated costs - covered by costs in Building 3	€ 1,800	€0	€ 1,800	100%	0
5 - The Officer's Mess	Hostel - 32 beds Occupancy at 50% at 365 days = 183 days Average rate €25.50 Costs - 70% of revenues	€ 148,920	€ 104,244	€ 44,676	30%	2

# FINANCIAL ASSESSMENT

## OPTION 1a - 120,000 visitors with Mixed Use Rental/Accommodation

BUILDING	ASSUMPTIONS	ANNUAL REVENUE	ANNUAL COST	NET PROFIT/ LOSS	PROFIT MARGIN	NET FTE* JOBS
9 - Governor's House	Assumed Free to enter Assumed cost of staff and cost of exhibitions plus operating costs	€0	€ 75,000	€ (75,000)	n/a	1
10 - Officers' Barrack	Café/Shop/Licensed Assumed licence fee at €50,000 – low level to attract quality operator and assuming they fit out	€ 50,000	€0	€ 50,000	100%	15
11/12/13 - Soldiers' Barrack & Store <i>Ground Floor</i>	Four retail units, Assumed €800 a month for each unit at 80% occupancy Assumed 20% costs for maintenance Tenant responsible for utilities, rates etc	€30,720	€6,144	€24,576	80%	4
11/12/13 - Soldiers' Barrack & Store <i>First Floor</i>	Holiday Rentals- 4 units Occupancy at 58% at 365 days = 212 days Average rate €107.80 Costs - 50% of revenues (includes Booking.com)	€ 91,287	€ 45,643	€ 45,643	50%	0.50
<b>TOTAL - OPTION 1a</b>		<b>€1,479,479</b>	<b>€1,513,666</b>	<b>€ (34,188)</b>	<b>-2%</b>	<b>33.5</b>

\* FTE = Full Time Equivalent

# FINANCIAL ASSESSMENT

OPTION 1b - 120,000 visitors with Accommodation Only

Option 1b financial projections, based on the detailed assumptions set out in the appended Financial & Economic Assessment Report, are indicated below.

Note: The financial projections for Buildings 1 - 10 are as per 'Option 1a'. The only changes (buildings 11/12/13) are indicated below, including the resultant change to the overall financial projections.

BUILDING	ASSUMPTIONS	ANNUAL REVENUE	ANNUAL COST	NET PROFIT/ LOSS	PROFIT MARGIN	NET FTE* JOBS
11/12/13 - Soldiers' Barrack & Store <i>Ground &amp; First Floor</i>	Holiday Rentals- 8 units Occupancy at 58% at 365 days = 212 days Average rate €107.80 Costs - 50% of revenues (includes Booking.com)	€ 182,573	€ 91,287	€ 91,297	50%	1
<b>TOTAL - OPTION 1b</b>		<b>€1,540,045</b>	<b>€1,553,166</b>	<b>€ (13,120)</b>	<b>-1%</b>	<b>34</b>

# FINANCIAL ASSESSMENT

## OPTION 2 - ALIGNING TO FUTURE STRATEGIES

Option 2 suggests enhanced visitor numbers of 160,000 reflecting the fact that Fáilte Ireland is working closely with Wexford County Council on attractions upgrade e.g., planning phase for extended visitor attraction at Hook lighthouse as well as other local attractions (Dunbrody at New Ross and National Heritage Park).

The observation is that Wexford has a positive attraction base but has underperformed and strategic assessment/planning is taking place to address this. To set the 160,000 visitors in context, the following outlines visitor numbers (pre COVID 2019 and in recovery 2021) for some of Ireland's larger fee-paying attractions outside Dublin as well as Wexford's largest visitor attractions.

Assumptions on Changes with Option 2 Visitor Uplift:

- **Visitor Numbers** - 120,000 increased to 160,000
- **Visitor Experience** - 20% uplift on costs
- **Food Hall** - 10 events increased to 12 events per year
- **Tourist Info Centre** - 20% uplift on costs
- **Accommodation** - Increased occupancy by 5% points
- **Cafe** - 20% on rental income

In addition, there has been an increase in FTE jobs due to the uplift in visitor numbers, which is outlined on the following pages.

HERITAGE ATTRACTIONS	2019	2021
Blarney Castle	460,000	85,000
Battle of the Boyne	427,148	509,876
Kilkenny Castle	401,028	141,666
Kylemore Abbey	400,000	141,328
Russborough House	200,000	143,000
Clonmacnoise	141,979	43,325
Dun Aonghasa	131,273	83,892
Westport House	123,500	121,790
<b>Wexford's Main Attractions</b>		
Hook Lighthouse	50,000	121,000
Johnston House & Gardens		250,000
JFK Memorial		143,709

Fee Paying Heritage Attractions & Visitor Numbers

# FINANCIAL ASSESSMENT

## OPTION 2a - 160,000 Visitors & Mixed-Use Rental & Accommodation

Option 2a financial projections, based on the detailed assumptions set out in the appended Financial & Economic Assessment Report, are as follows:

BUILDING	ASSUMPTIONS	ANNUAL REVENUE	ANNUAL COST	NET PROFIT/LOSS	PROFIT MARGIN	NET FTE* JOBS
1 - Magazine	Flat entrance - limited experience/no immersive Visitors: 160,000 of whom 158,000 are additional Fees: Average €9.50 Costs - 75% of revenues	€ 1,495,312	€ 1,121,484	€ 373,828	25%	7
2 - Armoury	Income from use of a Function room only. Assumed 12 functions a year, €100 each for 40 covers Costs - 80% of revenues	€ 48,000	€ 38,400	€ 9,600	20%	2.5
3 - Armourer's Store	Central cost of operations - staff costs, maintenance costs, marketing	€0	€ 495,685	€(495,685)	n/a	3.5
4 - Soldier's Recreational Hall	Community Use Rental Assumed 5 rentals a month at €30 Plus free community use rental No associated costs - covered by costs in Building 3	€ 1,800	€0	€ 1,800	100%	0
5 - The Officer's Mess	Hostel - 32 beds Occupancy at 55% at 365 days = 201 days Average rate €25.50 Costs - 70% of revenues	€ 163,812	€ 114,668	€ 49,144	30%	2.5

# FINANCIAL ASSESSMENT

## OPTION 2a - 160,000 Visitors & Mixed-Use Rental & Accommodation

BUILDING	ASSUMPTIONS	ANNUAL REVENUE	ANNUAL COST	NET PROFIT/ LOSS	PROFIT MARGIN	NET FTE* JOBS
9 - Governor's House	Assumed Free to enter Assumed cost of staff and cost of exhibitions plus operating costs	€0	€ 90,000	€ (90,000)	n/a	1
10 - Officers' Barrack	Café/Shop/Licensed Assumed licence fee at €50,000 – low level to attract quality operator and assuming they fit out	€ 60,000	€0	€ 60,000	100%	18
11/12/13 - Soldiers' Barrack & Store <i>Ground Floor</i>	Four retail units, Assumed €800 a month for each unit at 80% occupancy Assumed 20% costs for maintenance Tenant responsible for utilities, rates etc	€30,720	€6,144	€24,576	80%	4
11/12/13 - Soldiers' Barrack & Store <i>First Floor</i>	Holiday Rentals- 4 units Occupancy at 63% at 365 days = 230 days Average rate €107.80 Costs - 50% of revenues (includes Booking.com)	€ 99,156	€ 49,578	€ 49,578	50%	1
<b>TOTAL - OPTION 2a</b>		<b>€1,898,800</b>	<b>€1,915,960</b>	<b>€ (17,159)</b>	<b>-1%</b>	<b>40</b>

\* FTE = Full Time Equivalent

# FINANCIAL ASSESSMENT

## OPTION 2b - 160,000 Visitors and Accommodation only

Option 2b financial projections, based on the detailed assumptions set out in the appended Financial & Economic Assessment Report, are indicated below.

Note: The financial projections for Buildings 1 - 10 are as per 'Option 2a'. The only changes (buildings 11/12/13) are indicated below, including the resultant change to the overall financial projections.

BUILDING	ASSUMPTIONS	ANNUAL REVENUE	ANNUAL COST	NET PROFIT/ LOSS	PROFIT MARGIN	NET FTE* JOBS
11/12/13 - Soldiers' Barrack & Store <i>Ground &amp; First Floor</i>	Holiday Rentals- 8 units Occupancy at 63% at 365 days = 230 days Average rate €107.80 Costs - 50% of revenues (includes Booking.com)	€ 198,313	€ 99,156	€ 99,156	50%	1
<b>TOTAL - OPTION 2b</b>		<b>€1,967,237</b>	<b>€1,959,394</b>	<b>€ 7,843</b>	<b>-0.4%</b>	<b>36</b>

# FINANCIAL ASSESSMENT

## ACCOMMODATION OPTIONS APPRAISAL

The accommodation for Options 1 & 2 include two accommodation types, a 32-bed hostel and short lets (apartments). The 32-bed hostel is located in the Officer's Mess (5). The short lets are located in the Soldiers Barrack (11 & 12), and Barrack Store (13). Consideration has also been given to the potential for a small hotel with 5 rooms within The Officer's Mess. Comparison with the Hostel accommodation, and general assumptions for accommodation types is set out in the table (right).

Wexford current has 27 hotels with 4,183 beds (Failte Ireland). Wexford occupancy rates appear above the national average (e.g., 83% April 2023). However, the share of overseas visitors is very low. For example, in April 2023 just 3% of visitors were overseas compared to, for example, 13% in Meath.

Based on the latest Failte Ireland figures (April 2023) on hotel occupancy (83%) and Average Daily Rate (€136.73) for Wexford, then the potential annual income generated is estimated at €207,112, as opposed to £148,920 as a hostel. However, the Hotel may be associated with higher fit out costs at the outset depending on the grade of the hotel and higher ongoing running costs given the level of services required. In addition, a hostel may provide a multifunctional use, used as overnight accommodation for community and school groups, visiting Duncannon and the Fort outside of peak season.

The short let overnight rate is assumed at 90% of the hotel rate i.e., 90% of €119.78 (Wexford Hotel Accommodation Average Daily Rate (ADR), March 2023). The 58% unit occupancy figure is taken from Failte Ireland data on self-catering occupancy for 2022.

DESCRIPTION	SMALL HOTEL	HOSTEL	SHORT ACCOM LETS
Building No.	5	5	11 / 12 / 13
Beds	5	32	4 apts*
Availability	365	365	365
Wexford Occupancy	83%	50%	58%
Bed Nights	303	183	212
Average Daily Rate	€136.73	€25.5	€107.80
<b>Annual Income</b>	<b>€207,112</b>	<b>€148,920</b>	<b>€91,278</b>

Table of Accommodation Assumptions & Comparison

\* Figures applicable to Option 1a only



# FINANCIAL ASSESSMENT

## FAILTE IRELAND - HOTEL SURVEY 2023 RESULTS

Comparison of hotel occupancy, Average Daily Rate (ADR) and Revenue Per Available Room (RevPAR) according to 'Fáilte Ireland Hotel Survey April 2023 Summary Report'

Note: Average Daily Rate (ADR) is the average room rate (excluding taxes) charged by hotels.

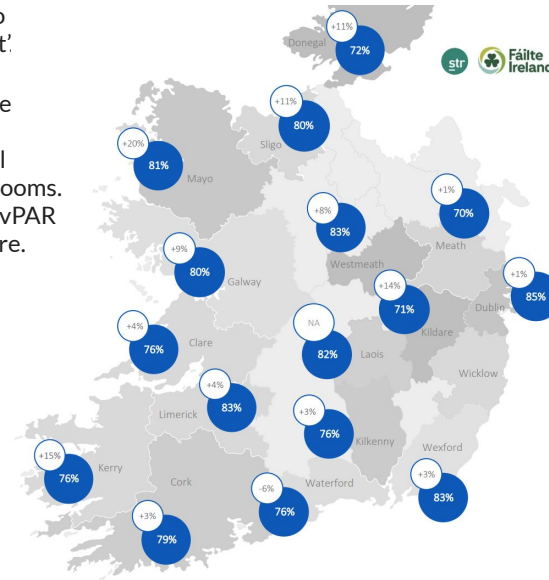
Note: Revenue Per Available Room (RevPAR) is the total room revenue divided by the total number of available rooms.

Note: There are 16 counties with sufficient ADR and RevPAR data in April 2023. These are displayed and reported here.

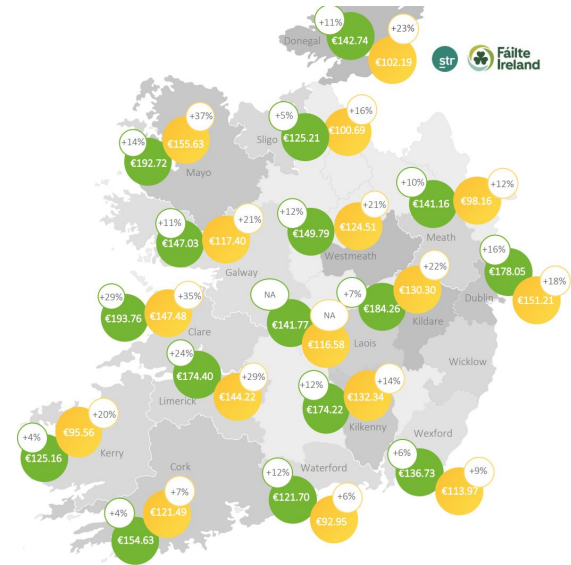
Note: -/+0% indicates decline/growth of less than 1%.

### KEY

- Current month room occupancy
- % relative change vs. same month 2022
- ADR
- RevPAR
- % relative change vs. same month 2022



COUNTY OCCUPANCY



COUNTY ADR & RevPAR

# FINANCIAL ASSESSMENT

## CONCLUSION OF FINANCIAL CASE

The financial assessment would indicate potential Financial Viability based on assumptions made above, albeit very marginal for each of the Options assessed. Option 2b presents a 'break even' scenario with 160,000 visitors and an exclusive accommodation focus in the Soldier Barrack and Barrack room, albeit that the other options demonstrate a negligible loss.

The key premise is that there is potential for significant visitor numbers to Duncannon, which should be additional to/in excess of that of Hooks Lighthouse etc. to avoid displacement of existing visitor attractions in the county.

OPTION	DESCRIPTION	REVENUE	COST	PROFITS / (LOSS)	PROFITS / (LOSS) %
1a	120k Visitors, Mixed Use Rental & Accommodation	€ 1,479,479	€ 1,513,666	€ (34,188)	-2.3%
1b	120k Visitors, Accommodation only	€ 1,540,045	€ 1,553,166	€ (13,120)	-0.9%
2a	160k Visitors, Mixed Use Rental & Accommodation	€ 1,898,800	€ 1,915,960	€ (17,159)	-0.9%
2b	160k Visitors, Accommodation only	€ 1,967,237	€ 1,959,394	€ 7,843	0.4%

# ECONOMIC ASSESSMENT

## CONCLUSION OF ECONOMIC CASE

In terms of additional added value to the Wexford economy, this is estimated to range from circa €870k to €1.2m based on additional people employed at the attraction. Over a 20-year period this could amount to as much as €23m in sustaining an additional 40 full-time equivalent jobs through the investment (see table below). There is the potential to contribute added value through GVA on additional salaries alone.

This estimate does not include additional GVA on the back of any profits made by potential 3rd party operators. There may also be additional multiplier and spillover effects with any net additional tourism revenue brought to Wexford County because of the new Duncannon development, taking potential displacement of visitors from other Wexford attractions into account.

There will also be any spend in the local economy on local purchases to service the attraction as well as the potential for additional rates income for the Council. This should be explored further in a detailed impact assessment.

ECONOMIC IMPACT	OPTION 1a	Option 1b	OPTION 2a	Option 2b
Estimated Net Additional FTE (Full Time Equivalent) Jobs	33.5	30	40	36
Average Annual Wage	€ 34,937	€ 34,937	€ 34,937	€ 34,937
Total Wages Per Annum	€ 1,170,373	€ 1,048,095	€ 1,397,460	€ 1,257,714
GVA (Gross Value Added) Per Annum	€ 967,942	€ 866,814	€ 1,155,752	€ 1,040,177
GVA (Gross Value Added) over 20 years	€ 19,358,842	€ 17,336,277	€ 23,115,036	€ 20,803,532

# FUNDING OPTIONS



# FUNDING OPTIONS

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The following sources of funding should be considered to support delivery of the Duncannon Fort project:

FUND NAME	FUND DETAILS	FUNDED BY
Historic Towns Initiative	Funding for capital works and non-capital works in historic towns	Heritage Council & DHLGH
Built Heritage Investment Scheme	Grant scheme for repair & conservation of Protected Structures	DHLGH
Historic Structures Fund	Capital funding for larger-scale works to historic structures	DHLGH
Community Monuments Fund	Capital and non-capital funding for recorded archaeological monuments	DHLGH
National Biodiversity Action Fund	Funding for biodiversity initiatives	NPWS
Croi Conaithe (Towns Fund)	Grants for refurbishment of vacant properties	DHLGH
European Regional Development Fund (ERDF)	2021-2027 fund supports measures for urban areas	Regional Assemblies

# FUNDING OPTIONS

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FUND NAME	FUND DETAILS	FUNDED BY
Destination Towns Initiative	Develop tourism initiatives	Failte Ireland
Repair and Lease Scheme	Scheme to upgrade private property for social housing	DHLGH
Buy and Renew Scheme	Purchase and renew of housing in need of repair by LAs and AHBs	DHLGH
Circular Economy and Social Economy and Enterprise	Innovation for the circular economy	EPA
Creative Communities Initiative	Support for community place-making initiatives	DTCAGSM
Circular Economy Innovation Grant Scheme	Measures to support the circular economy	DECC
Shared Island Fund	Measures to support joint north-south initiatives	Department of the Taoiseach
Town & Village Renewal Scheme	Priorities change annually; details can be found at gov.ie - Town and Village Renewal Scheme ( <a href="http://www.gov.ie">www.gov.ie</a> )	Department of Rural and Community Development

# FUNDING OPTIONS

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FUND NAME	FUND DETAILS	FUNDED BY
Rural Regeneration and Development Fund	The fund is supporting coordinated and integrated projects between government departments, State agencies, local authorities, other public bodies, communities and, where appropriate, philanthropic funders and/or the private sector, which will have an impact on sustainable economic and social development in rural areas	Department of Rural and Community Development
Outdoor Recreation Infrastructure Scheme	Contributes to the strategic objective of strengthened rural economies and communities as set out in the Project Ireland 2040 strategy	Department of Rural and Community Development & Failte Ireland
FLAG (Fisheries Local Area Action Group) Funding	Focused on coastal rejuvenation and on the renewal of practices and skills in the Fishing, Aquaculture, and Maritime related sectors	Government of Ireland and the European Union

DHLGH	Dept of Housing, Local Government and Heritage
EPA	Environmental Protection Agency
NPWS	National Parks and Wildlife Service
DTCAGSM	Department of Tourism, Culture, Arts, Gaeltacht, Sport and Media
DECC	Department of Environment, Climate and Communications



# STAKEHOLDER ENGAGEMENT

01. Introduction
02. Public Engagement Event
03. Questionnaire Results
04. Stakeholder Interviews



# STAKEHOLDER ENGAGEMENT

## INTRODUCTION

A key stage in the Duncannon Fort Strategic Masterplan project process was the engagement of the local community and other key stakeholders through a range of engagement activities:

### Stakeholder Interviews

Interviews were conducted with strategic stakeholders including the OPW, Failte Ireland, NRMD Elected Members, Wexford County Council officers, the Fisheries Board, the Heritage Council, the local Scouts Group, Duncannon Village Renewal Group, the Hook Heritage CLG and the Hook Rural Tourism group.

### Public Engagement Event & Questionnaire

A public consultation event held over two days presented the local community with the opportunity to review an overview of the plan and provide feedback. A synopsis of the report including the SWOT analysis of the site and village, the project principles and proposals were presented with the concept images.

- Attendees were asked to complete a short questionnaire relating to the presented work, with the opportunity to add further comments. A total of 60 Questionnaires were returned, with many completed by groups.
- Engagement boards prompted attendees to share their memories of the fort and any suggestions for future opportunities at the fort.

Overall, the community expressed their excitement about the plan and the desire to see it delivered in the near future. The role the fort has played for the local community prior to it closing is evident and there is a significant demand to see the fort open again as soon as possible.



Waterford estuary tour with local residents & members of the Village Renewal Group



Public Engagement Event held in Duncannon Community Centre

# STAKEHOLDER ENGAGEMENT

## PUBLIC ENGAGEMENT EVENT

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Whilst the response was varied across the event, the following items were recurring themes discussed during the event:

**1. Parking:** Concerns and frustrations over the current parking and traffic situation in the village. It was made clear that resolution was necessary prior to the development of the fort as a visitor attraction.

**2. Connections:** The local community would like the connection between the fort and other attractions in the area to be developed including the Martello Towers, Tintern Abbey and Hook Lighthouse. The rich heritage of the Waterford estuary is also important to showcase. Attendees also mentioned the need for marine facilities such as a pontoon so that visitors can park their boats and visit the village of Duncannon.

**3. Burke's House:** The proposed demolition works to Burke's House was of concern to some members of the local community. There is sentimental attachment between the people of the village and the building. In addition, it was questioned whether the removal of the building could expose the parade to prevailing winds from the estuary.

**4. Programmes & Events:** The attendees identified a range of events that the fort could host including a music festival, candlelight concerts, poetry evenings, pop-up cinema events, art shows, charity bingo, 'Chess Champs' weekend, as well as weekend celebrating Uilleann Pipes.

"Showcase the heritage of the fort through immersive experiences and theatrical performances"

"Engage with local schools to conduct research projects on the fort in order to create pride in the fort across all generations"

"The fort is perfect for a week long outdoor music festival with one way in and one way out"

"I have a great love of the place as my playground growing up....The army camps brought life to the village and in more recent years its closure has been a great loss to the area"

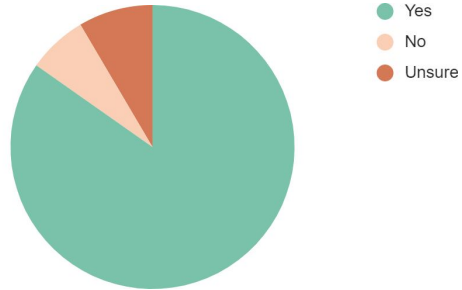
"Create a vibrant place for everyone with table tennis and chess board facilities, love the water fountain"

# STAKEHOLDER ENGAGEMENT

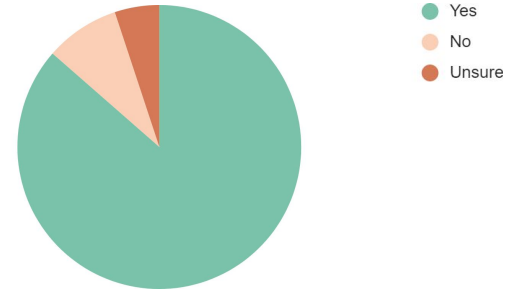
## QUESTIONNAIRE RESULTS

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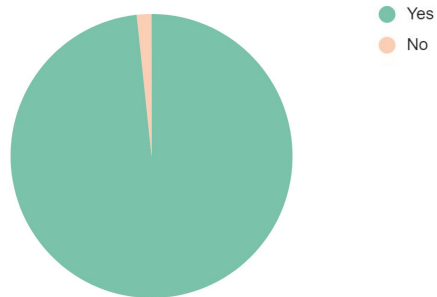
Q. Do you agree with the guiding principles for the fort?



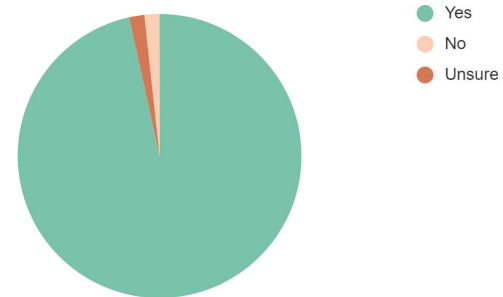
Q. Do you agree with the mixed use model for the fort?



Q. Do you agree that the fort should be an extension of the village core?



Q. Do you think the proposed tourism offering at the fort will benefit the village?



# STAKEHOLDER ENGAGEMENT

## STAKEHOLDER INTERVIEWS

Overall, Interviews highlighted the enthusiasm and anticipation for the fort to reopen. The potential of the fort as a tourism attraction and vibrant space for the local community is clear and stakeholders expressed their approval of the proposals. Summary & key points from interviews on the following pgs:

### NRMD Elected Members

Very supportive of the overall vision but recognised the scale, cost & complexity of implementation. Reiterated the desire to keep cars out of the Fort and the need for 'Quick Wins' where possible - such as implementing the Heritage Trail use of the Glacis as a walking route.

### The Duncannon Village Renewal Group

Advised of the opportunity to link the Fort with the Dunbrody walking trail and thus create strong inter community link between the villages of Duncannon, Arthurstown and Ballyhack. Install LED flood-lighting of key areas inside and outside of the walls to show off the Fort to its full potential. This would firstly necessitate a clearing of the ivy from the walls.

### Hook Heritage CLG

Noted the importance of the operational model and potential to extend the remit of the Hook Heritage CLG to include the fort. It was noted that this should be explored further with WCC, particularly the accommodation aspect. They noted that whilst the offering should be multi-layered and suitable for families, that a simplified approach, particularly around technology, should be implemented.

### Hook Rural Tourism

Identified the need to improve the infrastructure between the Duncannon and Hook Lighthouse, to support sustainable travel strengthen the connection between the two landmark attractions.

“Outdoor events is a fantastic idea within the Fort, and it would work very well”

*NRMD Elected Members*

“Providing accommodation for visitors at the fort will enhance the performance of the village as a tourism destination”

*WCC Tourism Development Officer*

“Opportunity to develop an outdoor performance area with either permanent or removable seating, lighting and power where musical/theatrical events can take place in the summer months”

*Village Renewal Group*

“The overriding consideration for the long-term strategic development of Duncannon Fort must be the preservation and enhancement of the fort as a national monument of great historic importance”

*Hook Rural Tourism*

# STAKEHOLDER ENGAGEMENT

## STAKEHOLDER INTERVIEWS

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### **The Office for Public Works**

Very supportive of the proposals and key principles for the site; emphasised that the success of the redevelopment will be down to the vital mix uses of the parade buildings, balancing the tourism and community offering and keeping the fort a car-free zone.

### **Failte Ireland**

Excited by the draft plan and once the Strategic Masterplan is finalised, would like to discuss running the 'Failte Ireland Innovation Screener' to evaluate and rank appeal of individual concepts and test attitudes of international visitors - either in October or next year.

### **The Local Scouts Group**

The 36th Wexford Ramsgrange Scout Group advised they would greatly appreciate the opportunity to be the primary tenant of the community hall with a running booking for set evenings every week. The group also advised of the potential to host other scout groups at the fort if the right facilities were available.


### **The Fisheries Board**

Advised of their education and outreach role. Through learning the Board promotes conservation, sustainability and encourages environmental stewardship and would be happy to share material on the estuary and the role of the marine environment on the village and local community.



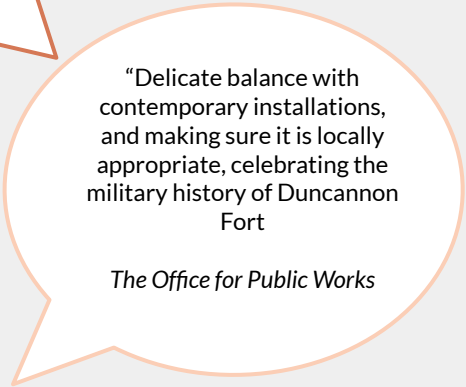
“We were previously situated in the Fort and we are very eager to get back there as soon as possible. The Fort is an ideal location for a community group such as ours which not only provides opportunities for young people but is also actively involved in the wider community”

*Scouts Group Leader*



“This is an exciting time for Wexford, there is a lot happening, the county is in a phase of significant growth, we would welcome development of the Fort”

*Fáilte Ireland*



“Delicate balance with contemporary installations, and making sure it is locally appropriate, celebrating the military history of Duncannon Fort

*The Office for Public Works*

# CONCLUSION



# CONCLUSION

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**Wexford County Council has commissioned Urban Scale Interventions to assemble a multi-disciplinary consultancy team and prepare this Strategic Masterplan for the future use of Duncannon Fort.**

After more than 500 years of use, adaption and redesign, it is time for the next chapter in the Fort's impressive history. The project aims to develop a unique and immersive tourism experience and cultural asset that harnesses the Fort's potential, revitalises the heritage buildings and features across the site, and delivers benefits for the local village and region.

The Fort's rich medieval and military history and stunning location on the cliff overlooking the sea, on the Norman Way heritage route, mean that its regeneration as a cultural icon will impact not just the Hook Peninsula but the wider South East Coast, complementing Ireland's Ancient East brand and County Wexford's Tourism Strategy to increase revenue and international visitor numbers.

Regeneration of the Fort is a significant project that may be completed as a full project or in phases. This Masterplan sets out a new vision, developed together with key stakeholders, and supported by a site strategy, infrastructure delivery and phasing plan, and economic analysis. A flexible mix of uses is proposed to ensure that the masterplan is robust and can adapt to changing conditions and needs over time, while maintaining its bold ambition.



# RECOMMENDATIONS & NEXT STEPS

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To facilitate the next stages of design, a number of additional surveys are recommended in order to provide further evidence, including:

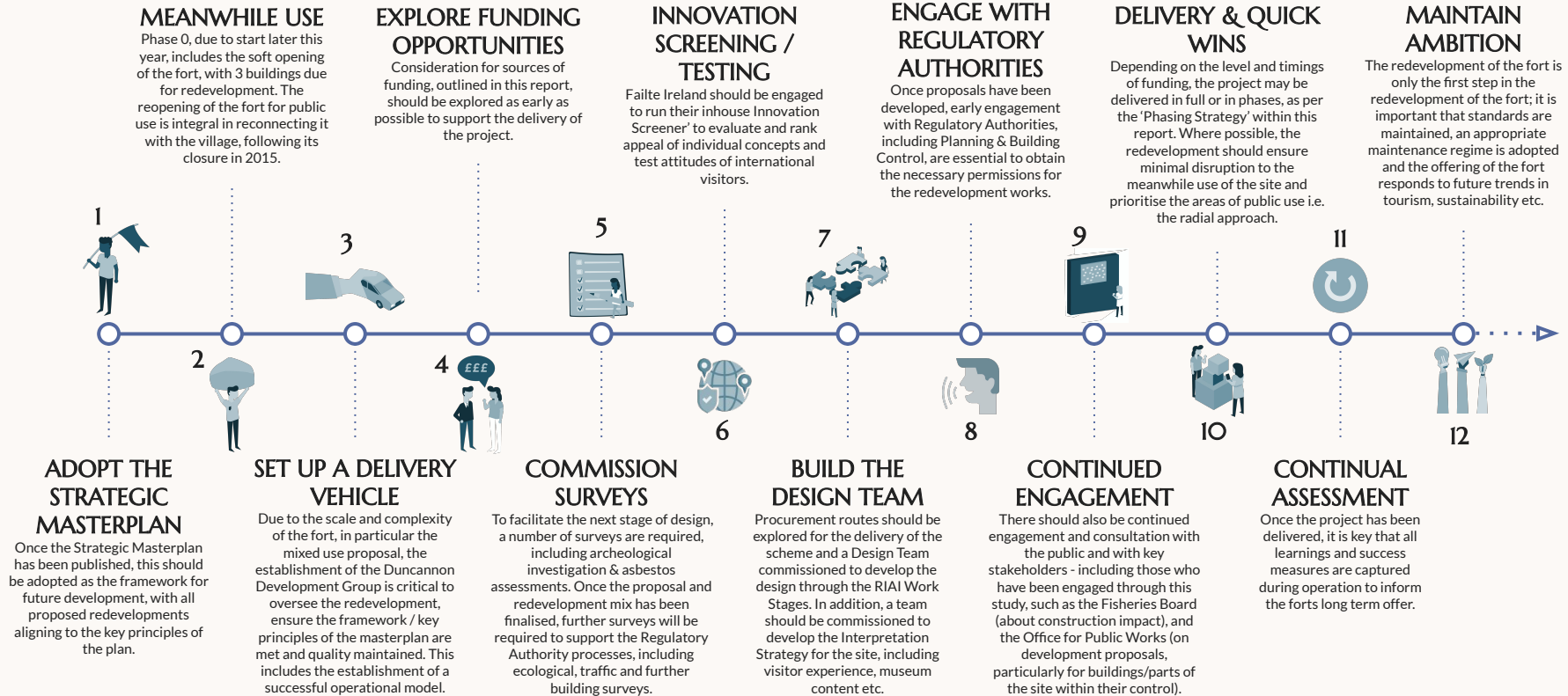
- Updated ecological surveys before any site works.
- Topographic surveys, particularly of the areas of the Fort beyond the Parade (Zones 1, 3 and 4).
- Further building survey work not carried out as part of this report; this may include drone survey to inspect concealed areas such as internal valleys and roof surfaces, as well as selective intrusive surveys, where practicable, of wall build-ups etc. See appended Heritage Report for further details.
- A finalised development mix to carry out traffic surveys for the village and assess the impact of the redevelopment. See appended Transport Report for further details.
- Treatment of asbestos assessment.
- It is recommended that a series of exploratory trial pits are undertaken at the site to establish ground conditions and other underground historical building constraints. Archaeological supervision should be included for any excavation works. It will also be necessary to undertake monitoring of the existing buildings during the construction phase including using low impact and low vibration construction methods during any excavation, demolition and the installation of new infrastructure.

See overleaf for a delivery roadmap and a summary of the key stages required in the successful delivery of the redevelopment of Duncannon Fort.





# DELIVERY ROADMAP



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# APPENDICES

01. Tourism Benchmarking

02. Heritage

03. Structures

04. Transport

05. Civil Engineering

06. Sustainability

07. Financial & Economic Assessment

08. High Level Preliminary Budget Estimate

