

## Board Direction BD-006173-20 ABP-306582-20

The submissions on this file and the Inspector's report were considered at a Board meeting held on 29/07/2020.

The Board decided to refuse permission, generally in accordance with the Inspector's recommendation, for the following reasons and considerations.

## **Reasons and Considerations**

- 1. The Board is not satisfied on the basis of the information provided with the application and appeal that the proposed development individually, or in combination with other plans or projects would not adversely affect the integrity of European Sites Lough Eske and Ardnamona Wood Special Area of Conservation (Site code: 000163), Donegal Bay (Murvagh) Special Area of Conservation (Site code: 000133) and Donegal Bay Special Protection Area (Site Code: 004151), in view of these sites' Conservation Objectives. In such circumstances the Board is precluded from granting permission.
- 2. Having regard to the limited size and poor quality of private open space proposed for Block no, 1 and for dwellings along the northern boundary of the site, and to the limited separation distance provided between Block no.1 and existing residential dwellings to the west of the site, the Board considered that the proposed development would result in a substandard form of development which would result in an unacceptable loss of privacy to existing properties in Farmleigh Park. The development would, by reason of the foregoing, be contrary to the policy provisions of the Donegal County Development Plan 2018 2024 and to the provisions of the Sustainable Urban Housing: Design

Standards for New Apartments, Guidelines for Planning Authorities issued by the Department of Housing, Planning and Local Government in March 2018. The proposed development would, therefore, seriously injure the residential amenities of the existing and future residents of the site and would be contrary to the proper planning and sustainable development of the area.

<b>Board Member</b>		Date:	29/07/2020
	Maria FitzGerald	<u>—</u>	