

Board Direction BD-010462-22 ABP-312130-21

The submissions on this file and the Inspector's report were considered at a Board meeting held on 06/04/2022.

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

Reasons and Considerations

- 1. Having regard to the policies and objectives of the Castlebar and Environs Development Plan 2008-2014, the location of the proposed development on an elevated and prominent site, and the extent of cutting proposed, it is considered that the proposed development would be visually obtrusive due to the changes in site levels and retaining wall systems proposed, would interfere with the character of the landscape which is necessary to preserve and would seriously injure the visual amenities of the area. The proposed development would, therefore, be contrary to proper planning and sustainable development of the area.
- 2. Having regard to the proposed site layout, it is considered that the development would constitute an inappropriate design response to the existing context of the site, would result in an unattractive and inappropriate housing scheme, with unusable open space and lack of permeability, it is considered that the proposed development would fail to comply with the principles of "The Sustainable Residential Development in Urban Areas, Guidelines for Planning Authorities (2009) Department of Environment, Community and Local Government and 'Best Practice Urban Design Manual"

(2009). and the provisions of the Development Plan. The proposed development would seriously injure the amenities of the area and would, therefore, be contrary to the proper planning and sustainable development of the area.

Board Member Michelle Fagan Date: 13/04/2022

Note: In not agreeing with the Inspector, regarding the proposed density of the proposed development, the Board considered that the topography and plan shape of the site would mitigate against the density targets set out in the Guidelines in this edge of town location.