



Architectural Design Competition: Play Park, Ballyfermot

Competition Brief & Information for Competitors

Updated 19th October 2015

**Irish
Architecture
Foundation**



Contents

Section One

Introduction to the Project	2
Objectives of the Project	5
Ballyfermot – History & Context	7

Section Two

Design Values & Principles	11
Design Challenges	15
Site and Contextual Study	17
Project Budget	18

Section Three

Rules & Regulations	19
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Appendix

- i. Explanation of 'multi-disciplinary' teams
- ii. Questions for Statement of Motivation
- iii. Research links and reference material

Introduction to Project

The Play Park Ballyfermot project is a unique opportunity for an innovative [multi-disciplinary design collective](#), with a passion for working in community contexts to develop a play and skate park for 'The Lawns' in Le Fanu Park, Dublin 10.

The project is born out of a shared mission between the Irish Architecture Foundation (IAF) The Matheson Foundation and Dublin City Council (DCC) to develop a world class play and skate space for young people in Ballyfermot. Our ambition for this project is two-fold; we want to create a visionary, highly modern civic space which will inspire and empower a disadvantaged community, while creating new tools, processes and opportunities for collaboration and co-design in public realm projects. We want the local community to understand the impact that good public realm design can have on their lives, to improve 'design literacy', and to close the gap between architects, researchers and citizens.

We are seeking applications from creative and ambitious design and architectural practitioners who are excited by the prospect of working together with representatives of the local community to deliver an exemplary, ground-breaking design.

We are running a two-stage international competition in order to attract the best and brightest ideas for this space, and will awarding a 'Winners Fee' of €6,000 plus a payment of €12,000, which will cover the work undertaken up to planning application stage, or 'Work Stage 2' of the Royal Institute of Architects framework. For more detail on the overall project budget see [page 17](#) of this brief. Those who qualify for the second stage of the competition will be provided with a bursary of €2500 to cover their costs.

The jury that will select the final design of this unique project will include Amica Dall of the award winning London based design group *Assemble*, Ballyfermot based youth worker and BMX biker Lee Corcoran, Ballyfermot

Ballyfermot Play Park Design Competition: Tender Notice, Brief and Regulations

resident Aimee Harding, Leslie Moore of Dublin City Council, Turlough Galvin - Chairperson of the Matheson Foundation and Ailbhe Murphy, Director of Create - the national development agency for collaborative arts. The jury will be chaired by Natalie Weadick, Director of the Irish Architecture Foundation.

The site in Le Fanu Park was chosen by Dublin City Council in response to the growing need and desire for a free play and skate park in the Ballyfermot area. The site is adjacent to a campus of youth and leisure facilities (Leisure Centre and FamiliBase) which opened in 2008 and the Play Park initiative is seen as a further extension to these resources. The initiative will be delivered in three phases through a process of high quality public engagement, an architectural competition and construction.

Ballyfermot is an area of Dublin with a young population, but has typically been classified as an area of social disadvantage and low economic and social development. Since 2012 the Ballyfermot Youth Services and staff at Outdoorcommunity.ie along with local Councillors in Ballyfermot have been campaigning for increased investment in public amenities for the area, with the focus being on providing high quality activities for the under 25 age group. There has been an upsurge in interest around skateboarding and BMX riding in the area; however at present there are no suitable free or publicly-owned facilities for this activity in the south inner city.

What makes this space different is the unique way it is being delivered – local children and families have been invited to participate in the development of the design for their new space, using a unique *People First* process.

The People First process identifies people's needs and aspirations at an early stage of the design process, ensuring a strong sense of shared ownership of the space and enhancing active citizenship. Employing this process in developing the Play Park emphasises the importance of giving young people a voice in the decisions and processes which affect the way their surroundings are shaped. Communicating all designs and plans to the local

community will be prioritised at every stage of the competition from initiation to the final opening of the play space.

We have completed phase one of the project in which we 'got to know the community' through a series of 10 different consultation events where we met more than 370 people and we created a Facebook page currently with 300 likes. The feedback we collected through this engagement process has informed this design brief and we hope it will inspire some innovative ideas. The details of our findings are available in the accompanying slide show, Facebook page and short film where you can learn about the hopes and needs of the community and gain an insight into the cultural context of the local area.

Project Partners

Irish Architecture Foundation

The Irish Architecture Foundation has an established network and track record of delivering major projects primarily aimed at developing audiences for architecture in Ireland, while also raising the profile of Irish architecture abroad. Our programme of exhibitions, public realm projects & competitions, publications, school and community workshops, talks and symposia is intended to generate dialogue as well as critically engage a diverse public. The IAF was established in 2005, and our vision is to encourage initiatives which push the boundaries of definitions of architecture and its effect on society, culture and community.

The Irish Architecture Foundation contributes expertise and experience in public engagement, project development and managing architecture and design competitions. The IAF also brings ambition in terms of a desire to develop exemplary high quality public realm projects in partnership with communities.

<http://www.architecturefoundation.ie>

The Matheson Foundation

The Matheson Foundation is the corporate philanthropy initiative of Matheson Ormsby Law Firm. MF's core aim is to develop talent, a commitment that extends beyond the firm.

MF has two clear goals: to help children in Ireland to fulfil their potential; and to encourage corporate philanthropy in Ireland. Established in 2006 and formerly known as the Matheson Giving Programme, the Matheson Foundation continues to foster a spirit of developing talent and achievement in Ireland, so that every Irish child – whatever their background – is assisted in achieving their full potential.

The Matheson Foundation offers a substantial funding contribution for the Play Park as part of their philanthropic aim to help children and young people fulfil their potential. MF also offer support in terms of legal services required to implement the project and staff volunteering as part of their company CSR policy.

<http://www.matheson.com/about-us/matheson-foundation>

Dublin City Council

Dublin City Council's partnership is essential, involving provision of site, funding for site development and construction of Play Park plus support and cooperation across a range of Council services including Parks, Planning, Public Realm Development, Community Services, Play and Social Inclusion.

The Council will be ultimately responsible for the construction of the park, and its ongoing maintenance and management. The winning design team will be expected to work with the Council and the contracted builders to deliver the park on time and within budget.

Objectives of the Project

This project has several overall objectives; however the most important are listed here. While we are hoping that this whole project will help us to develop some new tools and processes for community engagement and Participatory Design practice, by far the most important objective is to create a world-class play space for the community of Ballyfermot – a space which:

- Enables children to fulfil their potential
- Encourages active citizenship
- Fosters community involvement
- Celebrates the local History of 'The Lawns' and Ballyfermot and enhances the local public realm
- Addresses inequality and disadvantage
- Exploits opportunities for inter-disciplinary collaboration between creative professionals, service providers, academics and local people
- Employs a genuine participatory design process
- Increases design awareness among the community
- Promotes awareness in areas of design, architecture and construction
- Creates volunteering and employment opportunities for local people and interested students

Some of the objectives will be met during the planning and consultation phases, while others – such as providing volunteering opportunities – may be facilitated during the actual construction phase of the park.

Competing design teams should bear in the mind the overall objectives of the project as these objectives shape the ethos and structure of the design competition, leading to a slightly more 'experimental' approach. Whilst we seek to make clear at all stages what is required from competing design

Ballyfermot Play Park Design Competition: Tender Notice, Brief and Regulations

teams, we have also tried to leave space for - and would welcome - creative and innovative competition entries, particularly those approaches that demonstrate your ability to interact and engage with the public and the address the brief at the same time.

Ballyfermot and Le Fanu Park – History and Context

Ballyfermot (*Baile Formaid*) is a suburb in the city of Dublin, Ireland. Located seven kilometres west of the city centre, south of the Phoenix Park, it is bordered on the north by Chapelizod, on the south by Walkinstown, on the east by Inchicore, on the north-west by Palmerstown and the south-west by Clondalkin. The River Liffey lies to the north, and the Grand Canal, now a recreational waterway, lies to the south. Ballyfermot is designated as postal district Dublin 10.

The place name Ballyfermot—rendered in Irish *Baile Formaid*[1] and sometimes *Baile Thormaidis* derived from the Middle Irish *baile* ("farmstead") , and the Old Norse personal name *Þormundr*.

The 12th century saw the Cambro-Normans expand west from Pembroke in South Wales into Leinster. After the Treaty of Windsor in 1175, through feudal land grants and intermarriage, the Cambro-Norman knights came into possession of land in south and west Dublin.

Ballyfermot Castle, was constructed on the site of a Norman mott and bailey. Located northwest of the intersection of Le Fanu and Raheen Roads, it was the centre of the Upper (west) and Lower (east) Ballyfermot townships. Built in stone by Wolfram De Barneval in the fourteenth century. The Castle was inherited by the Newcomen family, who enhanced it and held it into the mid-seventeenth century. Its political importance subsequently declined with the passing of of the Newcomens.

A short distance from the Castle site at the south-east end of Le Fanu Park is a mound which covers the ruins and graveyard of the rectory church of St. Laurence. It is believed to have roots in Celtic Christianity, perhaps a minor branch of the Tallaght Maelruain or Kilnamanagh monasteries. It was connected to the Knights of St. John of Jerusalem at Kilmainham in the thirteenth century. The graveyard ruins survived into the nineteen sixties. This

Ballyfermot Play Park Design Competition: Tender Notice, Brief and Regulations

church served Ballyfermot and the surrounding townlands into the late seventeenth century.

Le Fanu Park is named after the nineteenth century newspaper publisher and writer Joseph Sheridan Le Fanu. He was an Irish writer of Gothic Tales and mystery novels. Le Fanu was the leading ghost-story writer of the nineteenth century and was central to the development of the genre in the Victorian era. He was the proprietor of the Dublin Evening Mail and lived in nearby Chapelizod. Le Fanu was a mentor of the writer Bram Stoker author of Dracula, who did the theater reviews for his newspaper.

Three of his best known works are Uncle Silas, Carmilla and The House by the Churchyard. Ballyfermot and Chapelizod feature in his novel 'The House by the Churchyard' and some of his other works. Le Fanu Park is referred to locally as 'The Lawns'.

In recent history, the dairy and stud farms of Ballyfermot were acquired by the authorities in the 1930s. They were developed into suburban housing estates needed to alleviate the post war housing shortage. This development, along with estates at Drimnagh, Crumlin, Walkinstown and other pockets in the south city, and Cabra, Finglas and Donnycarney along with smaller pockets in the north city provided modern accommodation to facilitate the Dublin City Council public/private housing programs. Initially leased to waiting lists these modest, high quality, well constructed homes were sold to their residents even prior to the similar Thatcher government initiatives in the U.K. The first estate was built in the late nineteen forties at Ballyfermot Lower.

As people were moving from the tenements of Dublin inner city to the new housing scheme in the late 1940's community groups started up what was then known as the *Newlyweds Association*. This helped people to meet their new neighbours and make a start in forming a community. As the parish progressed it had many problems. The houses were excellent, but it lacked many other amenities such as a Garda Station, shops, a dancehall, youth clubs, and football clubs. The new Our Lady of the Assumption Church and

Ballyfermot Play Park Design Competition: Tender Notice, Brief and Regulations

the schools were key to building the community as everything revolved around them. The church socials, May processions, church retreats and the Pioneer Association, The Legion of Mary and the Vincent De Paul, which helped the new poor of the area. This new group of adults were starting to see the lack of amenities in the area for a vast number of young people. Some adults were volunteering to start up and run youth clubs, others were taking young people for football practice. As a result of all of this activity, street soccer leagues started up and football teams were formed and began to play in the Dublin football leagues. Ballyfermot GAA Club began in 1953, and Cherry Orchard Football Club started in 1957. Rosmore Boys Football Club started in 1958/59.^[4] Many more youth, GAA, and football clubs, started as the years went by with the help of the adult volunteers.

Ballyfermot has had a very strong community since the housing development of 1948 right through to the present day pulling together to start youth clubs, football clubs and other community initiatives.

The park is currently a popular and well-used site for a number of local groups who engage in activities such as:

- Playing football - matches every Saturday and mid week training in the evening
- Dog walking - both on and off leads
- Leisure walking by a variety of locals
- Local people of all ages use the park as a through way between Cherry Orchard and Ballyfermot main street
- Children playing freely, using push bikes and scramblers (Motorised Dirt Bikes)
- Occasional 'boot camp' outdoor fitness classes
- Community events such as '*Relay for Life*' cancer fundraiser, DCC Play Days, organised community events and recreational activity
- There is a large swamp or marsh area at the far side of the park which supports a diverse range of wild life

Ballyfermot Play Park Design Competition: Tender Notice, Brief and Regulations

- However there is a long-established history of street drinking and anti-social behaviour in the park - this will need to be taken into account in the design of the park. More information can be found in the 'Design Challenges' section.

Design Values and Principles

The design principles and values have emerged from phase one of the project through a series of 10 events and activities designed to get to know the community of Ballyfermot and Cherry Orchard over the summer of 2015.

We met with over 370 people ranging in age from a few months to 85 years - each sharing their hopes, vision, concerns and ideas for the play park from a range of different perspectives. We have distilled these conversations into this document. We have also included an image library and a film documenting our consultation activity to enable you, the applicants to get to know the needs of the community and learn about the cultural context of the area.

The values below illustrate what is most important to the community and stakeholders in this project so that applicants can get a sense of what is expected from the park:

VALUES

We welcome everyone – Accessible and inclusive for all ages and abilities Foster community, and build connections across generations and cultures

We love our area - Celebrate the local history and current context of Ballyfermot. Show respect for the natural and built environment while elevating the public perception of the area

We value childhood – desire to create positive childhood experiences, and role models; and encourage learning and exploration for the whole family

We want to participate – There is a long history of 'DIY' community building and participation in local development, which should be respected and further facilitated through this project in order to foster community ownership of the space

The above values have been combined with key design considerations to give us the following design principles. We have provided photographs and

additional information in the competition pack to help highlight the connection between these values and the principles.

Ballyfermot Play Park Design Principles:

1. A commitment to Innovation and Creativity

The design should be unique and reflect international best practice in Play Park and skate park design. It should both reveal the creativity of the designers and promote creative use of the space by all users.

Design teams should exploit opportunities for innovation born out of the potential to collaborate with professionals of other disciplines – artists, dancers, geographers, historians and so on - and the local community to create a space that ignites the imagination.

2. Accessibility and inclusion: enable by design

The design of the park must employ *Universal Design Principles* and consider the needs of everyone in the community including people with specific learning and access needs, young children, older children, teenagers, adults and elders.

You must give consideration to wheelchair users and people with sensory disabilities in both parents and children when designing play and skate elements as well as circulation around the space, signage and communication.

The design must support learning and training within a play context and consider beginner, intermediate and advanced activities, particularly with regard to the development of skate / BMX / Scoot/ Rollerblading skills. Paramedic access is a vital element of the design for the safety of all users of the Play and Skate Park.

3. Health and well-being

The design of the park should support natural play and encourage and facilitate exercise for all ages. This may or may not necessitate the inclusion of exercise equipment. The park should be a beautiful place to visit, meditate, play, exercise and socialise with surprising and playful elements for people to encounter throughout.

The park design should create an appealing and uplifting space which has a positive impact on mood and mental health.

4. Sustainable & environmentally friendly:

All materials used in the construction should seek to be as environmentally friendly as possible, whilst biodiversity should be promoted throughout the park. and adequate recycling facilities provided. Solar lighting solutions should be considered from an aesthetic, sustainable and economic point of view. Our research has told us that there is a large appetite and interest in wild life and beautiful planting that will attract people to visit and learn in nature.

Naturally any planting and landscaping in the area should be easy to maintain year-round.

5. Incorporate and celebrate the rich history of Ballyfermot:

Ballyfermot is an area with a rich history dating back to Norman times. Local people would like to see this reflected in the design in some way whether through reference to Ballyfermot Castle and early history, the Gothic writings of the nineteenth century author Joseph Sheridan Le Fanu – namesake of the park - or the more recent but strong tradition of horse breeding and riding in the area. The play space should try to encompass the wider context of the park and area encouraging a

sense of looking up and out pointing to other notable features in the area such as the old graveyard, the old marshes, football pitches etc.

6. Integrate multiple synergistic uses: Play, Skate, Meditate

The design should make the space suitable for free play, skate /BMX, natural play, meditation & contemplation, performance and creativity. Themes that local children expressed an interest in are fairy trees and doors, rockets, water parks, water features, zip lines, trampolines, swings, slides (covered in) hideaway places, monkey bars, climbing trees, wild life (hedge hogs), a foam pit for landing on when learning how to do tricks in the skate park, drawing, painting, graffiti - There is a large appetite for writing, tagging and graffiti in the area on all types of surfaces. The performance side of skate, scoot and BMX activity is an important part of the culture. A viewing platform / staging area should be considered to support this activity.

All user groups – BMX and Skaters, children, parents and elders have sighted shelter as a desirable feature of the design. There is an interest in communal activity such as large seating areas, benches, a picnic area for people to 'come together' and enjoy the space. Access to drinking water fountains is important for thirsty active people and consideration for either permanent or temporary catering facilities.

7. Build for durability and legacy:

The park should be designed with durability and permanency in mind; the space needs to be robust and easy to maintain, but with the flexibility to develop the space to meet the changing needs of the community over time. We would like to imagine that the children who use the park now will bring their own children to the park in 20 years time.

Design Considerations and Challenges

Consideration for local neighbours in close proximity to the park is very important. Thoughtful landscaping should be incorporated into the design to ensure that residents overlooking the site continue to have a view of a beautiful and natural landscape.

Management of sound and insulation around the play space should be considered to minimise the impact of additional noise on local residents.

Materials used should be thoughtfully considered due to the risk and history of arson in the area.

Waste disposal for litter and dog waste is important to local residents.

Access to the Play Park is an important issue to consider, particularly in the following instances:

- Paramedic access is a vital part of the design to ensure the safety of all users.
- Signage, sign posting and way finding should be considered both for safety and inclusivity purposes.
- The Play Park should not be accessible at night after 10pm
- The play park should not be accessible to young people with inappropriate equipment such as motorised scrambler bikes.
- Residents have expressed a desire for the throughway/ walkway in the park to be maintained for continued access between Ballyfermot main street and Cherry Orchard.

Safety

- The safety of different user groups must be considered in the design of the play park.
- Signage must be designed communicating the sanctioned equipment for use in the skate park including skate boards, scooters and BMX bikes

Ballyfermot Play Park Design Competition: Tender Notice, Brief and Regulations

as well as prohibited equipment such as motorised scramblers and large bikes.

- Signage must be designed to communicate the necessary safety equipment required by users to wear such as helmets.
- There should be some boundaries between the play area and the skate/BMX area.
- The play area should cater for both small and older children.
- The skate park should cater for beginner, intermediate and advanced users with considerations for training and learning.

Lighting

- Lighting must be incorporated into the design for safety and aesthetic purposes
- Solar lighting solutions should be considered for a more sustainable, subtle, and economical result.
- Whilst Dublin City Council are hoping to keep the park open until 10pm in the summer months and 9pm in the winter, local residents are concerned that the skate park will be 'floodlit' until that time. They would be very interested in seeing a more 'subtle' lighting solution.

Due to the level of anti-social behaviour in the area, any design for the park must be materially and physically robust; there is also a preference for both the skate and play parks to be fenced off, but the fencing should be attractive and have as little impact as possible on the view of the residents across the road from the site.

Site and Contextual Survey

The area of 'The Lawns' is found at the meeting point of Blackditch Road and Le Fanu Road.

It is located at the eastern end of the Ballyfermot leisure centre, and is overlooked by residential houses along the Le Fanu Road (eastern) side.

The site itself is an irregular polygonal shape; and while the design of the play space does not have to occupy the entire site, the maximum space available to designers on this plot is up to 1.18 hectares or roughly 1200 metres squared, with a perimeter measurement of 493 meters. Cost is likely to be a significant factor in considering how best to utilise this space, and indeed whether the entire site is required.

However on this site there is also a sports pavilion complex which measures 23m x 40m, and this must be taken into account in any design for the space. There currently a fence around the Pavilion complex which extends out by 2 metres on either side and so the current 'footprint' of the entire complex measures 27m x 44m is this fence is maintained. The access route to the pavilion entrance must be maintained as local teams use this for storing their equipment, however the design of the play space can still encircle three sides of this structure.

In addition to this, there are a number of trees in the space, and local residents who overlook the site are very keen that these trees be maintained to as great an extent as possible.

Please see the Ordnance, Topographical and Satellite Maps included in the Competition Pack for more detail.

Budget

The construction budget range for this project is **from €300,000 up to €500,000** - exclusive of VAT. This is the budget available for the play and skate space including all construction and design work, equipment, lighting and security features.

This amount must be taken into consideration by any second round finalists in the preparation of your Cost Proposal. The competition organisers and Dublin City Council reserve the right to request amendments to any design which, on the opinion of our panel of technical experts, will exceed this budget.

Roughly 10% of the overall budget has been set aside for Design Consultancy Services over the duration of the build – this includes Quantity Surveyors, Engineers and Project Management.

The winning design team, subject to their capacity to complete the project, will be contracted by Dublin City Council thereafter for all other work stages and their Fee Agreement or contract will be negotiated with the Council taking into account the above payment already made.

Please see page 22, Article 7 of the 'Rules and Regulations', for further details of the prize money and bursaries available for this competition.

There is a separate budget for ongoing community engagement, communication and facilitation which will be led by the IAF throughout the duration of the project until autumn 2016. Design teams will have access to the data and feedback gathered through this process, and will be asked to provide information for distribution to the community at regular intervals.

IAF Competition Regulations: Play Park

ARTICLE 1: COMPETITION PROMOTERS

The Competition Promoters are the Dublin City Council Parks Department, in association with the Matheson Foundation.

Contact Details for DCC Parks Department are:

Ph: 01 4757816

Email: parks@dublincitycounil.ie

ARTICLE 2: COMPETITION ORGANISATION

The competition is being organised by the Irish Architecture Foundation and all queries in respect of the competition should be addressed in writing to:

The Registrar

Ballyfermot Play Park, Architectural Design Competition

Irish Architecture Foundation

Former Pathology Building

Hatch Street Upper

Dublin

D02 KW08

Ireland

Email: projects@architecturefoundation.ie

ARTICLE 3: COMPETITION OBJECTIVES

The competition is an open, two-stage design contest for a multi-disciplinary, but *architect or landscape architect-led* design team. It is the intention of the promoters to appoint the winning design team to bring the entire project through to fruition, including the planning and construction phases of the project; and therefore the services of a Quantity Surveyor and Project Manager will need to be available to the Design Team if appointed.

ARTICLE 4: COMPETITION PACK

The Competition Brief, reports, drawings, site photographs and regulations will **only** be available for download on the Competition section of the IAF website and will not be supplied to individual competitors via email –

www.architecturefoundation.ie/play-park-competition

ARTICLE 5: ELIGIBILITY

While we are encouraging multi-disciplinary teams to apply for this competition, in order to meet the entry requirements there must be a fully qualified, registered architect or landscape architect involved in the submission.

In effect this means that one member of a submitting team must be currently included on the Irish Register of Architects or Landscape architects; or hold a qualification listed in the EU Qualifications Directive 2005/36/EC; or be established in another EU Member State and eligible to provide services in Ireland. It is also open to those persons outside the EU/EEA who are

Ballyfermot Play Park Design Competition: Tender Notice, Brief and Regulations

registered with an national registration body – E.g. American Institute of Architects (AIA).

Please note that the winners of the competition will be asked to begin the registration process (to manage the project in Ireland) if they are not already on the Irish Register of Architects or Landscape Architects.

For more information on routes to registration please see here:

www.riai.ie/admissions/architects/

ARTICLE 6: COMPETITION JURY

Jury chair:

Nathalie Weadick – Director Irish Architecture Foundation

Jury members:

Turlough Galvin – Chairman of The Matheson Foundation

Leslie Moore – Head of Parks and Landscaping, Dublin City Council

Amica Dall – Architect and Designer at *Assemble*; A Turner-Prize Nominated Design Collective based in London with a strong background in Participatory Practice and Co-Design

Lee Corcoran – Ballyfermot Youth Worker and BMX / Skate Group Lobbyist

Aimee Harding – Ballyfermot Youth Service Employee and Resident of Le Fanu Road, Ballyfermot

Ailbhe Murphy – Director Create: National development agency for collaborative arts.

The Jurors shall have available such technical or other professional advisers as considered necessary, appointed by the competition organisers to advise the jury but these technical advisors may not participate in the assessment of the competition and do not have any voting rights.

In the event that a Juror cannot act for any reason the organisers shall appoint another individual whose name shall be communicated to all competitors.

ARTICLE 7: ASSESSMENT & PRIZE FUND

The assessment shall be carried out in accordance with the requirements of the briefing information and these competition regulations provided to competitors.

At the first stage, all submissions shall be assessed anonymously; teams progressing to the second stage will be identified to the Jury and asked to provide a video submission, 3 x A1 panels showing plan, section and elevation views of their design, and a simple Cost Plan.

The winning design team will be awarded a fee of €18,000 after the judging period in February 2016, and will consist of a **€6,000 prize fund** plus the fee for work done to date and an advance on the production of documents for the construction tender which will be run by Dublin City Council Parks and Landscaping Division.

The two runner-up teams will receive prize money of €2,500 each in addition to the €2,500 provided as a development bursary at the start of the second stage of the competition.

Awarding of the prize money is at the discretion of the Jury and they reserve the right to re-open the competition should the standard of first round entries fall short of the competition requirements.

ARTICLE 8: AMENDMENTS

The competition winners may be asked to make some amendments to the final design before signing off for the construction phase based on technical advice or other professional recommendations. Any amendments will be discussed and agreed between the design team, Dublin City Council and contractors.

ARTICLE 9: NON-COMPLETION

In the event of the project not proceeding, the winning entrant will be paid the fee to the appropriate stage of works completed at the time of abandonment as determined in the *Conditions of Appointment* agreed with Dublin City Council. The Irish Architecture Foundation accepts no responsibility for cancellation or delay of the construction of this project.

ARTICLE 10: COMPETITION EXHIBITION

The Competition Organisers will digitally showcase a selection of 'Highly Commended' runner-up designs on our website.

During the second stage of the competition between 3 and 5 short-listed designs will be exhibited online and the short explanatory films made by each second round design team will

be shown to the Jury. Following the announcement of the winning design, these videos will be screened in the Familibase in Ballyfermot for the community to gain a greater understanding of the design rationale for the play space.

ARTICLE 11: PERSON INELIGIBLE

No members of the promoters' staff (Dublin City Council) or the competition organiser's (Irish Architecture Foundation) or any partner, associate or employee of either shall be eligible to compete or to assist the competitors.

ARTICLE 12: COMPETITION REGISTRATION

- 12.1 Competition registration can be made only on the official *Entry Form* contained in the competition pack.
- 12.2 Each competing individual or team must pay the €75 Entry Fee at time of registration; see below for further details. A registered competitor may withdraw a registration before the deadline of **Friday 23rd October 2015*** and will be entitled to a refund of the registration fee. After that date no other refunds can be made in any circumstances whether a valid entry is submitted or not.

***Please note that the Registration Deadline has been extended until 5pm on Friday 30th October in light of changes in the budget for the project.**

ARTICLE 13: PAYMENT METHODS

Payment of the €75 Entry Fee can be made via cheque, postal order or bank transfer. The bank details are as follows:

BANK:	Bank of Ireland
ADDRESS:	College Green, Dublin 2, Ireland
A/C Name:	Number 1 Account
SORT CODE:	90-00-17
ACC No:	22427566
IBAN:	IE97 BOFI 90001722 4275 66
BIC:	BOFIE2D

Please ensure that you enter your practice or 'team' name as the reference for the payment so we may match it with your competition Entry Form.

ARTICLE 14: COMPETITORS' QUESTIONS

Competitors may submit questions to the Assessors up to Monday, 26th October 2015. After that date no further questions can be answered. **All queries must be made via email.** An explanatory memorandum based on the questions submitted will be circulated and will form part of the competition pack documents uploaded to the IAF website at www.architecturefoundation.ie/play-park-competition

Emails should state in the subject line:

“Question: Ballyfermot Play Park Competition”

To: projects@architecturefoundation.ie

ARTICLE 15: COMPETITION SCHEDULE

Competition Registration Opens	21 st September 2015
Site Visit to Le Fanu Park	29 th September 2015
Registration Deadline	30 th October 2015*
Questions Deadline	26 th October 2015
Answers Circulated	28 th October 2015
Submission Deadline Round 1	5 th November 2015
Judging of Round 1	10 th November 2015
Announcement of Finalists	12 th November 2015
Submission Deadline Round 2	7 th January 2016
Deadline Responses to Feedback	22 nd January 2016
Judging of Round 2	26 th January 2016
Announcement of Winner	29 th January 2016

All deadlines above are **17:00** unless otherwise stated.

ARTICLE 16: SUBMISSIONS

A detailed brief has been provided above and is intended to give complete information on the project. Competitors are to use the brief to inform their approach to the design of the Ballyfermot play space.

Stage 1

16.1 Competitors at the first stage are required to submit one A1 size panel of information in a **horizontal format**. There is no specified

format for images but competitors are required to provide the following:

- a. Sketches to illustrate general proposals – Concept Sketches
- b. A Statement of Motivation – this should be no more than 400 words answering the three questions set out in [Appendix ii](#). Word limits will be strictly observed and running over will result in disqualification.

All of these items should clearly bear the *Application Number* chosen by the Entrant at time of registration for the competition.

- 16.2 **Anonymity.** The competitor chooses their own code for their submission. This code is entered in the horizontal box at the top of the entry form. The code consists of 2 letters of the alphabet (a-z) followed by 3 numbers (0-9).

This code must be included on the top right corner of the A1 panel (minimum size: 50mm in length x 20mm in height) and on the front of every item in the submission.

- 16.3 Overlays should not be used on drawings and each submission shall be complete with no other additional material, text or sketches, etc. Material in addition to the information specified shall not be shown to the Jury.

- 16.4 Drawings should be mounted on an A1 sized lightweight board. Material must be protected from damage in transit by the competitor, and the organisers are not responsible for any damage to drawings. Insurance of submissions is the responsibility of entrants. Entries will not, in any circumstances, be returned to the competitors so it is advisable to make copies of the entries

Ballyfermot Play Park Design Competition: Tender Notice, Brief and Regulations

submitted. Such copies would also be important in the event of loss of an entry by postal/courier service.

- 16.5 There is no restriction on the drawing medium or presentation methods to be used but competitors are advised that protective coatings should be used for impermanent media.
- 16.6 Framed and glazed drawings may not be submitted.
- 16.7 No entry shall bear any name, mark, logo or motto which identifies the author of the submission – the self-selected *Application Number* is the only identifier allowed.
- 16.8 The official entry form (contained in the competition pack), which will serve as a means of identification, should be submitted along with the fee – or where an Electronic Transfer has been made noting the date on which the transfer was made - to the address below in a sealed envelope marked 'Entry Form' before the deadline of **Friday 30th October 2015**.
- 16.9 Entries should be contained in one package marked 'Ballyfermot Play Park Architectural Design Competition' and must reach us - carriage paid - **not later than 17:00 on Thursday 5th November**.

The address is:

**The Irish Architectural Archive,
45 Merrion Square East,
Dublin 2
Ireland**

Submission checklist as follows:

- A1 lightweight board
- A3 un-mounted sheet – copy of A1 board (for lodging in Archive)

Ballyfermot Play Park Design Competition: Tender Notice, Brief and Regulations

- Statement of Motivation (no more than 2 x A4 pages)
- Copy of your Entry Form
- Declaration of authorship

Please ensure that your submissions are clearly labelled with your self-selected Applicant Number chosen at the time of registration.

- 16.10 The submissions package shall include all specified competition information, together with a copy of the official entry form with a declaration signed by the competitor that the design is her/his personal work and the drawings have been prepared under his/her supervision.
- 16.11 The Registrar, or a person nominated by the Registrar, will be responsible for opening the package and will ensure that the application number appears the same on both the Entry Forms submitted and all submission materials.

Stage 2

The short-listed finalists will be identified to the Jury and provided with a bursary of €2,500 which each team may use as they see fit towards the development of their ideas. However you will be asked to submit the following:

- 16.12 Three A3 panels showing plan, section and elevation views, these drawings should be at a minimum 1:500 scale; and suitable for use in a Part 8 planning application.
- 16.13 A short film of not more than 5 minutes in length, explaining your design. You can convey whatever information you think most critical and in whatever way you choose; we encourage you to

be creative and let your motivation and identity as a team shine through! The videos will be viewed by the Jury and the Community Committee in the second week of January, and any questions arising will be posed to the finalists who have 1 week to respond. Video submissions will be accepted via email in specified formats that will be communicated to finalists once they are short-listed.

16.14 4A short (no more than 2 A4 pages) report detailing the functional, technical and environmental factors relevant to the project, and an outline Cost Plan which is to include the cost of any lighting required. This cost plan should be submitted via email and in print along with the A1 panels.

16.15 Models are not accepted for either stage of the competition however if you feel during the second stage that images of a model will support the Judging Panel's understanding of your work you can create a model for use in the short film or send photographs of same on your panel submission.

Submission checklist for Stage 2:

- 3 x A1 panels showing plan, section, elevation
- Short film – under 5 minutes explaining design
- Short Cost Plan

ARTICLE 17: SUBMISSION DISQUALIFICATION

17.1 Submissions shall be excluded from the competition if:

- a. The entry is received after the time and date named in these conditions.

- b. A competitor shall disclose his/her identity or attempt to influence the decision of the Jury.
- c. The entry does not comply with any of the conditions for the submissions listed above.
- d. The entrant does not comply with the conditions of eligibility.

17.2 It shall be a function of the Registrar to decide on competition eligibility and exclusion from the competition and the Registrar's decision in these matters is final and no correspondence will be entered into in this regard.

ARTICLE 18: COPYRIGHT AND PUBLICITY

Competition entrants hold the copyright for the designs submitted. However the competition organisers and promoters require copyright of the submitted designs for the purpose of publicity and exhibition only in connection with this architectural competition. Those applying to the competition therefore agree to both the digital and physical displays of their works either by the Irish Architecture Foundation, Dublin City Council or The Matheson Foundation.

ARTICLE 19: DISPUTES

In the event of a dispute arising out of the competition, the matter shall be dealt with by an independent Arbitrator appointed by the Director of the Irish Architecture Foundation

ARTICLE 20: ACCEPTANCE OF COMPETITION REGULATIONS

Submission of the official Entry Form is an acceptance by the competitors of all rules and regulations of the competition and acceptance by the competitor of any other decisions or instructions issued by the Registrar in relation to the conduct of the competition.

ARTICLE 21: STANDARD OF ENTRIES

The Jury reserve the right not to make any award if, in the opinion of the Assessors, no entry reaches the required standard. The determination of such standard shall be at the sole discretion of the judging panel.

ARTICLE 22: CAPACITY

The winning competitor(s) will be requested to submit information to the Registrar confirming capacity to manage and complete the project and may be directed to form an association in order to supplement any Project Management or other skills required of the team.

ARTICLE 23: COMPLIANCE WITH PROJECT BUDGET

Competitors should be aware that compliance with the project budget is a specific term of the competition. Competitors are to supply their own cost plan with their submission. Failure to submit a cost plan will result in disqualification.

ARTICLE 24: POST COMPETITION

The winning design team led by the architect will be employed by Dublin City Council Parks Department to manage and deliver the play park to completion when opened to the public.

The IAF will continue to act as the point of contact between the design team, Dublin City Council, The local community and The Matheson Foundation.

The IAF will work closely with the design team and continue to facilitate community events to update local people on the development of the project, promote the project to stakeholders and the press and document the process of project development

ARTICLE 25: RETURN OF ENTRIES

Entries cannot be returned, however once the submissions have been digitally recorded the entrant is welcome to arrange to collect their submission which will be held for 2 weeks after each stage of the competition has been judged respectively.

Therefore those who do not qualify for the second round must notify the competition Registrar immediately if they wish to have their panel retained and arrange collection of same before Thursday 26th November 2015.

ARTICLE 26: COMPETITION LANGUAGE

The competition language is English.

Appendix

i. Multi-Disciplinary Design Teams

We really want to encourage diverse teams to collaborate on this project. These teams might include the following disciplines / experts:

Landscape architect, architect, graphic designer, information graphics designer, skate pro/ enthusiast, play expert, social /cultural geographer, photographer, film-makers, product designers, systems and UX designers, musician, dance/movement expert, visual artist, botanist, wild life expert, gardener, fitness instructor, yoga teacher, engineer, natural play professional, educator... the list is endless!

There must be one fully qualified and professionally registered architect or landscape architect on each team - this is the person who will be responsible for registering the team and making the submission. After that the composition of your teams is entirely up to you!

ii. Questions for the Statement of Motivation (response to be no more than 2 x A4 pages)

1. What is your motivation for applying for this project?
2. What is your understanding and / or experience of community-led or participatory design? (Please avoid using specific project names to maintain anonymity)
3. Please describe your approach to this project and how you feel your design responds to the brief.

iii. Research Material, references

Ballyfermot Play Park Design Competition: Tender Notice, Brief and Regulations

Here is a short list of some of the things that have interested, influenced and inspired us in the research conducted for this project.

History

Sheridan Le Fanu

<http://www.irishmirror.ie/whats-on/whats-on-news/sheridan-le-fanu-10-things-4121975>

Park and Play Projects

Laura Lynn sensory garden and accessible play ground

<https://lauralynn.ie/families/how-to-access-us/facilities#.Ve8awJ1VhHw>

Fitzgerald Park Cork

<http://www.eveningecho.ie/cork-news/corks-new-garden-trail/41407/>

Junk' playground 'The Lands', Wrexham (north east Wales)

<http://www.bbc.com/news/uk-wales-north-east-wales-24741977>

Outdoor crèche Wicklow - Nature Kindegarten:

<http://www.parkchildcare.ie/the-park-academy-nature-kindergarten-killruddery-house.html>

Assemble on play areas outside brutalist estates in London

<http://www.theguardian.com/artanddesign/architecture-design-blog/2015/jun/09/brutalist-playgrounds-concrete-foam-riba-assemble>

Assemble – Play Summit with Wendy Russel – Play expert

http://assemblestudio.co.uk/?page_id=827

<http://www.travelandleisure.com/slideshows/worlds-coolest-playgrounds/19>

Outdoor Exercise

<https://calisthenics-parks.com/spots/438-en-london-parkour-park-stratford>

Inclusive Design - Wheelchairs in Skate Parks

<https://www.youtube.com/watch?v=uQ7O-kALu2w>

<https://www.youtube.com/watch?v=AUUVfPy0UgI>

<https://www.youtube.com/watch?v=51BXJD9ojcQ>

<https://www.youtube.com/watch?v=nWxl-PjxgRE>