

All of Ballymun is to be accessible to pedestrians, so all roads will be designed with footpaths and landscaped verges between the footpath and the mad

The design of scheme layouts will ensure that routes between schools, parks, neighbourhood centres and the new town centre are over looked by houses. Unsupervised lanes and alleyways will be discouraged.



External pathways and all buildings will be designed to current best practice access standards



The main routes through the site are to be planned with cycleways to connect into the city wide network.



Ballymun Road is to be radically altered, becoming a traffic calmed shopping street. In order to curtail speed on Ballymun Road thus allowing the development of a new Main Street, the roundabout will be removed and the road widths narrowed.

New individual entrance roads into each of the 5 neighbourhoods will be created. Traffic speed will be reduced by the introduction of traffic controls at each junction. Well located parking will be provided throughout the town.



It is proposed that in consultation with C.I.E. and the community groups termini and stops will be relocated over time to coincide with the new neighbourhood centres and new housing areas as they develop.

Proper bus shelters will be encouraged.



The Luas network (light rail or tram system) has been proposed for Ballymun with two main possibilities:

a) terminating at the junction of Ballymun Road and Balcurris Road or

 b) terminating at the junction with Balbutcher Lane and Balcurris Road having run along Balcurris Road.

Maintenance facilities could be located on the industrial lands close to this terminus thus creating potential for local employment. A park and ride proposal located to the north of the Ballymun Main Street, is a facility which would encourage the use of the town centre and introduce the wider population to the new Ballymun.



An equestrian centre with associated stabling and paddocks has been shown on the Masterplan north of the Poppintree Industrial Estate.









