

Connected Communities, Sustainable Futures

Bailey Gibson

St. Teresa's Gardens

Player Wills



Hines

Welcome

Thank you for attending the second Open Day for Player Wills, Bailey Gibson and St. Teresa's Gardens, the first of which happened in July of last year. Today you will find a detailed overview of the development plans for Player Wills, Bailey Gibson and St. Teresa's Gardens.

Last year we showed you the emerging design challenges for the Development Framework Plan. We have now progressed our designs and have more detailed plans to share with you. We have also tried to address as many of the questions and concerns that were raised during the previous Open Day. The five main questions that we were asked last year are:

- How will the site be accessed by cars, bikes and pedestrians?
- How do we propose the site be accessed during construction?
- What is the plan for the Player Wills Factory building?
- How tall will the buildings be?
- How will we ensure the sites are integrated into the existing community and don't present as 3 separate sites?

We have answered these questions in our boards today and have highlighted them with this symbol 🌟 so you will know when you come to them.

If you have any questions please do not hesitate to ask one of our team members. As always we welcome any feedback, suggestions and input from you. Enjoy.

City Context

The Player Wills and Bailey Gibson sites are both former industrial sites situated off South Circular Road in Dublin 8, with a combined area of c.4.86 hectares. Both of these sites are controlled by Hines, while the St. Teresa's Gardens site is controlled by Dublin City Council.

The proposed development complies with the national planning policy objective of consolidation and densification of our cities to meet overarching sustainability objectives. The development's primary focus is to contribute to the future growth and prosperity of the local area and to build upon the efforts already delivered.



Dublin City Development Plan 2016-2022

The entire Player Wills and St. Teresa's Gardens sites is zoned Z14, while the majority of the Bailey Gibson site also falls under the Z14 zoning.

What does zoned Z14 mean?

Z14's objective is to seek the social, economic and physical development and/or rejuvenation of an area, which is done through the development of a mixed-use site.

The Development Plan identifies a number of key development objectives which characterise these Z14 lands including:

- Proposals for additional physical and social infrastructure/facilities.
- The capacity to accommodate a substantial amount of development.

Strategic Development and Regeneration Area (SDRA) 12 St. Teresa's Gardens and Environs.

In 2012, Dublin City Council formed St. Teresa's Regeneration Board which meets monthly and is currently chaired by Stephen Rourke.

What does SDRA mean?

Strategic Development and Regeneration Areas (SDRA).

SDRAs are intended to meet the future residential, employment and social needs of Dublin. The City Plan identifies a number of 'guiding principles' for SDRA 12 including:

- To provide for an area sufficient in size to accommodate a minimum 80m x 130m playing pitch:
- Provide a new public park as a landmark feature with passive supervision by residential and other uses:
- That at least 20% of the SDRA 12 be retained for public open space, recreation & sporting facilities including an area to facilitate organised games in addition to the 80m x 130m multipurpose play pitch.

SDRA 12 St. Teresa's Gardens and Environs



Who are the developers?

Hines, in partnership with APG, will be developing the Player Wills and Bailey Gibson sites, while Dublin City Council will be developing the St Teresa's Gardens site. During the last Open Day we presented more information on who we are and our track records, however for those of you who were unable to attend last time we have summarised a little bit about ourselves below.



Who is Hines?

Hines is a privately-owned global real estate investment, development and management firm, founded in 1957, with a 60+ years track record in sustainable development. We have over 4,560 employees in 24 countries, with offices in 205 cities including one right here in Dublin with over 100 employees.

We are proud and excited to take over the development of the Player Wills and Bailey Gibson sites to realise a landmark new vision of sustainable, contemporary living for Dublin.

Hines in numbers:

- 63 years of operations since 1957
- \$133.3 billion in assets under management
- 4,560 team members worldwide
- 24 countries in which Hines has a presence
- 205 cities where Hines is located
- 100+ Hines employees in Dublin



Who is APG?

APG is Europe's largest pension fund investor and manager and provides long-term, stable and sustainable retirement incomes to more than 4.5 million people in the Netherlands.

APG in numbers:

- €505 billion in pension fund assets under management
- €45 billion of which is invested in real estate across the globe
- Over 3,200 team members worldwide, of which more than 700 are investment professionals
- 3 offices (Amsterdam, New York, Hong Kong)



Dublin City Council
Comhairle Cathrach Bhaile Átha Cliath

DCC as a stakeholder

Dublin City Council is the democratically elected body that governs Dublin City. We are the largest Local Authority in Ireland covering an area of 11,761 hectares with a resident population of 527,612. It is one of the four local authorities in the Dublin region with a wider population of 1.273 million which equates to 28% of the nation population.

DCC in numbers:

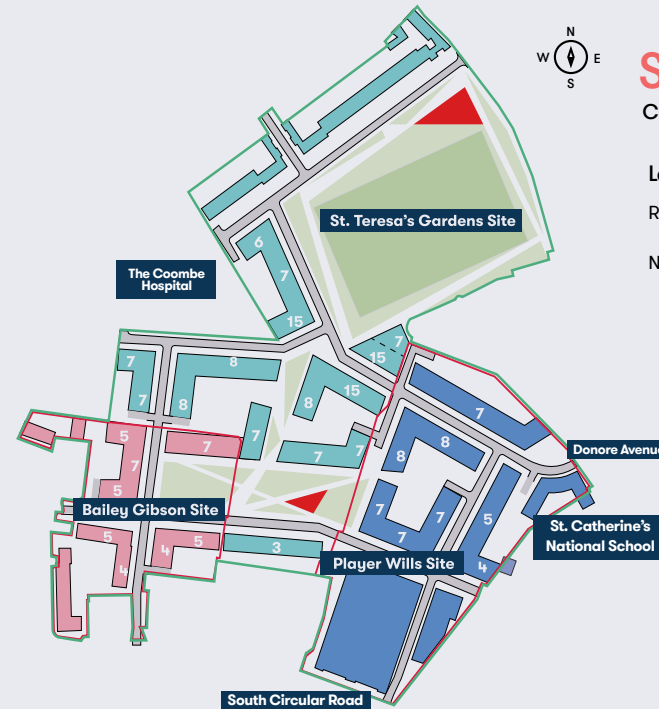
- €970.19 million the Revenue budget for Dublin City Council for 2019
- 5,872 staff currently employed by Dublin City Council
- 63 elected Councillors elected to Dublin City Council
- 24,503 houses we have in our housing stock

The Vision

At the heart of our vision is the desire to establish a vibrant and sustainable neighbourhood, which will encourage and support sustainable and healthy lifestyles and add to the economic and cultural well-being of the surrounding community. By incorporating homes, retail, cultural spaces, as well as sports and leisure facilities our vision is to create a new quarter that seamlessly blends and contributes to the vibrant character of its surrounding neighbourhoods.

The Masterplan builds on and refines the agreed Framework Plan for St. Teresa's Gardens and Environs. It maintains the core principles to deliver;

- A vibrant mixed-use urban quarter
- High quality residential accommodation
- Height concentrated toward the centre of the site
- A network of activated streets and public places
- 20% of the sites reserved for parks, recreational and sporting facilities
- A community hub and community facilities accessible to all
- Connectivity between the individual landholdings



SDRA Masterplan

Current SDR 12 Masterplan

Legend

Red triangles represent Playgrounds

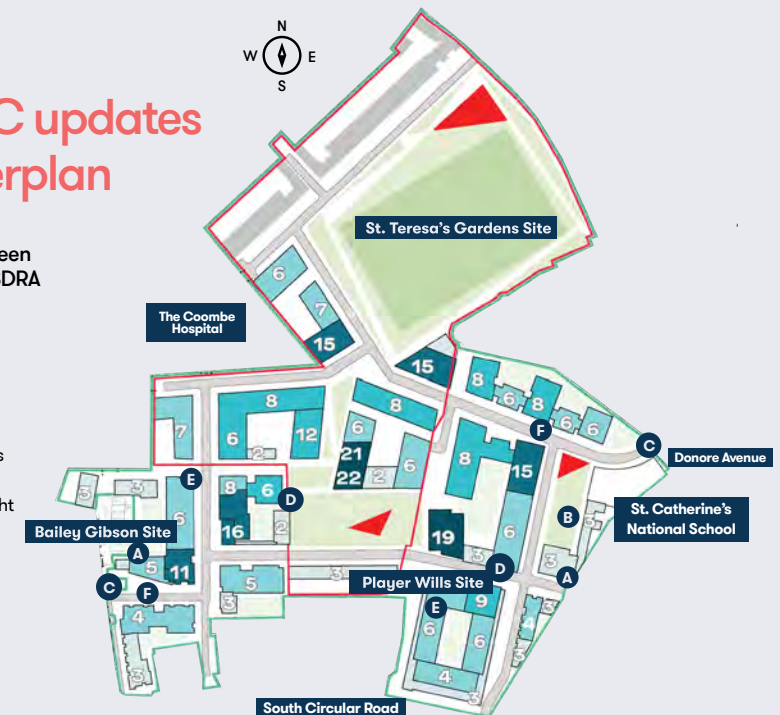
Numbers represent number of floors

The Development Framework Plan for SDR 12 (St. Teresa's Gardens & Environs) sets out a high level spatial vision for the re-development of the three major sites as a comprehensive urban quarter. However, as Hines and Dublin City Council started to look at the detailed implementation of the plan, a series of technical and qualitative issues emerged that have now been addressed in a series of minor updates to the plan.

Hines and DCC updates to SDR 12 Masterplan

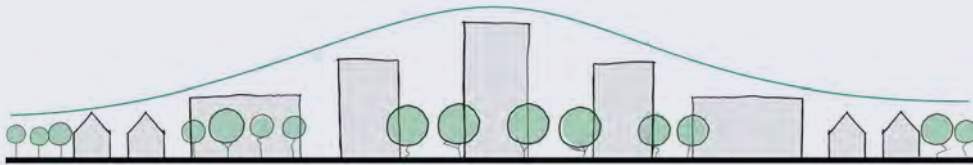
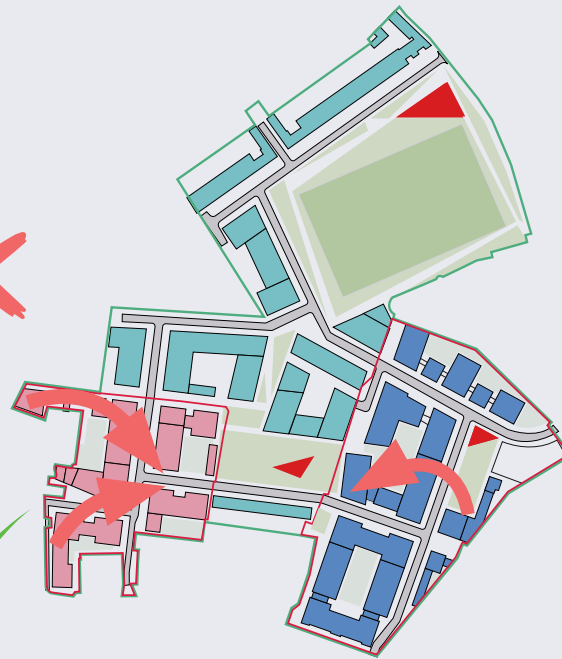
What updates have been made to the original SDR 12 Masterplan?

- A Improved Height Strategy
- B Modified Parkland
- C Improved Vehicular Access
- D Improved Daylight/Sunlight
- E Updated Apartment Block Widths
- F Improved Street Widths



The Vision

A. Improved Height Strategy

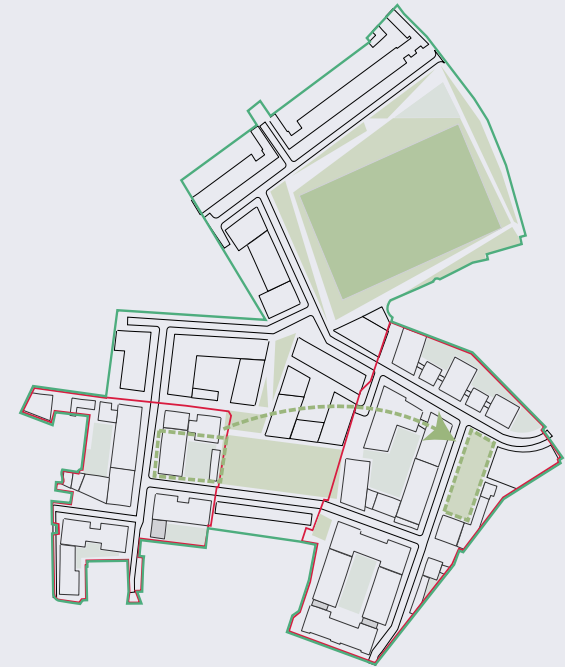


Building heights around the edge of the site have stepped down from the suggested heights in the Development Framework Plan to better relate to and avoid overshadowing of the surrounding streets and houses. This loss of floor area has been relocated to the centre of the site through increasing the building heights where there will be no such negative impacts.

The Development Framework Plan envisages a number of buildings of 15 storeys in height. It is important that this cluster of tall buildings is designed to a very high quality of architecture and arranged in a manner that creates an interesting and aesthetically pleasing skyline. Following the change with respect to taller buildings in the National Planning Framework strategic policy, amended by the Minister's Urban Development and Building Heights Guidelines issued in December 2018,

there is now some more flexibility for the architects and urban designers to be more imaginative in creating this cluster of taller buildings in the centre of the site, away from adjoining neighbourhoods. Design studies are currently underway, which will be evaluated by the planning department within Dublin City Council and are likely to include some signature elements and a number of floors above the 15 storey level, to create an overall architectural composition of high quality visual interest.

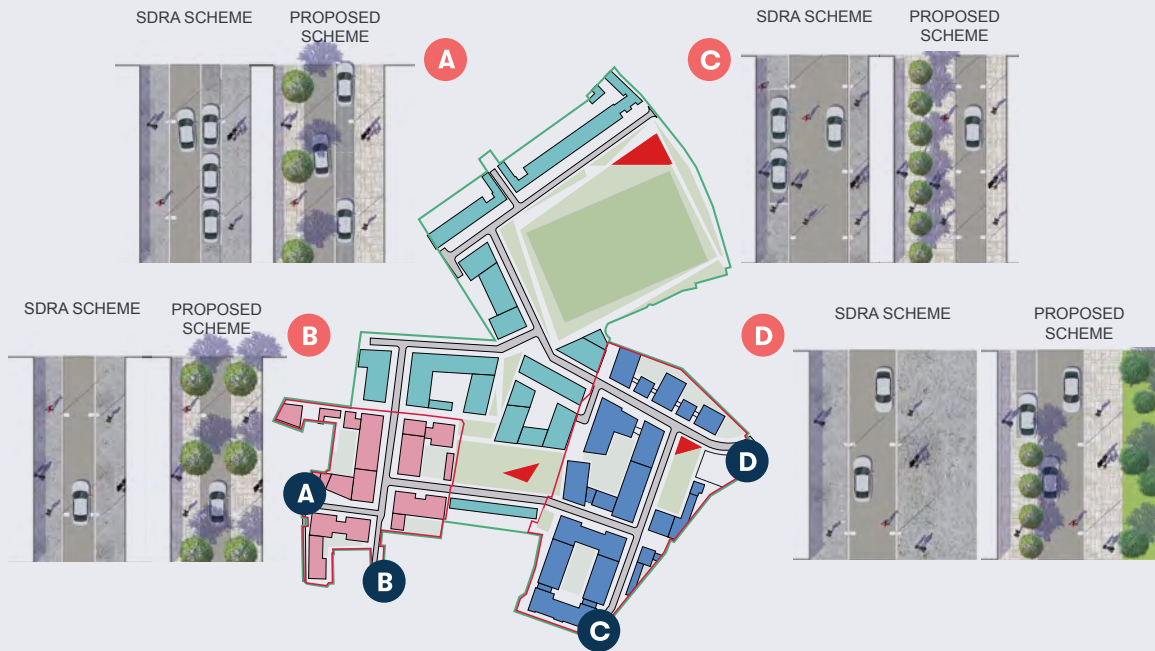
B. Modified Parkland



An element of the large Southern Park has been located beside St. Catherine's National School so it can be used by the school children. The overall area of public parkland in the scheme has been increased marginally.

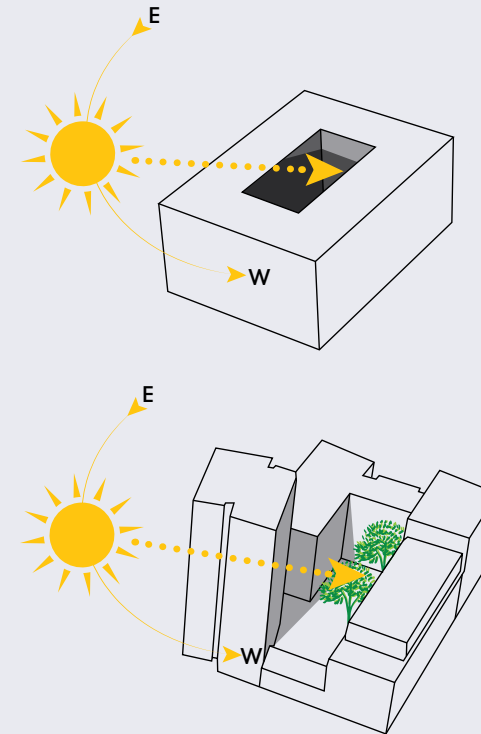
The Vision

C. Improved Vehicular Access



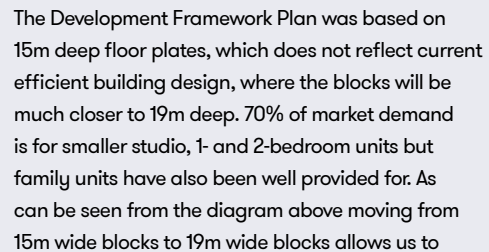
The original Framework Plan needs to be updated to accommodate safer and more cycle and pedestrian friendly entrances/exits to and from the site.

D. Improved Daylight/Sunlight

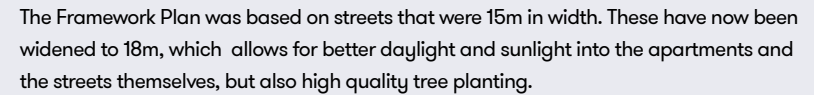


The original Framework Plan has been updated to address the fact that a substantial proportion of the blocks had long North facing facades and not East and West facing facades which are preferable for living accommodation. In addition to getting maximum sunlight into the actual apartments, the interior courtyards “opened up” to allow sunlight in by using creative architecture and varying height levels to create good quality, well-landscaped open space.

E. Updated Apartment Block Widths



F. Improved Street Widths



The Cycle strategy has been based on the National Cycle Manual's hierarchy which recommends that designers consider the following steps in hierarchical order:

1. Traffic reduction (highly sustainable development, low car mode share, reduced parking ratio)
2. Traffic Calming (narrowed streets, 30kph speed limit, raised crossing, shared space)
3. Junction treatment and traffic management (Shared priority junctions, limited conflicts between cyclists and cars)
4. Redistribution of carriageway
5. Cycle lanes and cycle tracks
6. Cycleway (public roads for the exclusive use of cyclists and pedestrians)

★ Access

How will the site be accessed by cars, bikes and pedestrians?

(Question that arose from the previous Open Day)

Car Parking

Primary

The entire internal road network will be traffic calmed with a 30kph max speed limit, so it will not be an attractive 'rat-run' or quicker alternative to Donore Avenue.

Secondary

The design of secondary routes will be more integrated and have a high pedestrian/cycle priority with shared surfaces/homezones used where possible. They are also designed to tie into the pedestrian/ cyclist only access points to the site. Vehicular traffic along these routes will be minimal.

Shared Space

Shared space is a design concept which gives equal priority or equal rights of road space to cars, pedestrians and cyclists. The aim is to reduce the dominance of cars and car speeds through the design of the road space, whilst increasing pedestrian and cyclist priority.

● Street Cycle Parking

Bike parking for residents will exceed the current Dublin City Council minimum standards with 1.3 cycle spaces provided for each apartment on Bailey Gibson and Player Wills. There is also on street parking provided throughout each site for visitors and local residents visiting the park and retail amenities. There are 84 and 120 on-street cycle spaces provided on the Bailey Gibson and Player Wills sites respectively. The proposed location of on-street parking on Bailey Gibson and Player Wills is shown on the map. Additionally, there will be on-street bike parking on the St Teresa's Garden's site and these locations will be identified in a later application.

Potential area for retractable bollards

From the transport modelling undertaken as part of the Masterplanning it is unlikely there will be rat running through the site. However, this will be monitored post opening as part of the Mobility Management Plan and if necessary permeability through the site would be filtered for vehicular traffic. This would be in the form of retractable bollards at the junction at the southern end of the sports field. These would allow access for service vehicles but not car traffic. This point will be discussed further with DCC and agreed before implementation.



Movement & Public Transport

The development aims to create a highly accessible location, using different modes of sustainable transport. The site will include a highly permeable network of streets that will focus on pedestrian and cycle accessibility. Our main goal is to create a connected, walkable and cyclable network which facilitates and encourages the sustainable and safe movement of people.

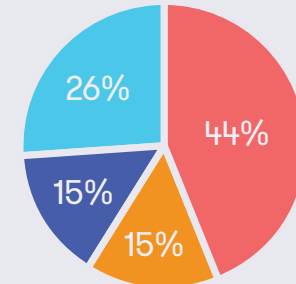
Traffic Calming Measures

The entire internal road network will be traffic calmed through narrow carriageways, surface treatments, visual pinch points and deflections, low kerbs, frequent raised shared surface areas and/or pedestrian crossings. This is all in line with the best practice guidance from the Design Manual for Urban Roads and Streets (DMURS). It is also proposed that an overall max speed limit of 30kph will also be put in place.

Promoting Public Transport Accessibility

- Bus: Existing high frequency bus services along Quality Bus Corridors (QBC) from the north (Donore Avenue, Cork Street) and west (South Circular Road) pass in close proximity from both sites
- Future Bus Connects: As part of the proposed Bus Connects Network redesign, there will be increased frequencies along the South Circular Road (7.5-minute frequency) and Cork Street (less than 5-minute frequency)
- Luas: The existing Fatima Luas stop is within walking distance (c. 10-minute walk) from both sites and connects the site to the Dublin Docklands via The Point and Connolly Station

* NOTE: Target mode shares developed by SYSTRA as part of the Mobility Management Plan. They have been developed based on 2016 Census Data for the local area and modelling undertaken using the National Transport Authority's Eastern Regional Model.



● Car ● Walking
● Public transport ● Cycling

Modes of Transport

- Car Mode Share 15%
- Public Transport 26%
- Active Mode Share 59%
(44% walking, 15% cycling)

Modes of Transport Forecast

To ensure these mode shares are achieved and to support those living without a car a number of additional measures are proposed:

- Significant provision of residential cycle parking with 1.3 spaces provided per unit.
- Car parking provided at 0.3 spaces per unit
- Provision of approximately 30 GoCars between the Player Wills and Bailey Gibson sites for resident's use.
- Additional on-street GoCars for all local residents.
- A Residential Mobility Management Plan.

There will also be on-street parking throughout the site to cater for visitors, deliveries, taxis and access to the on site creches.

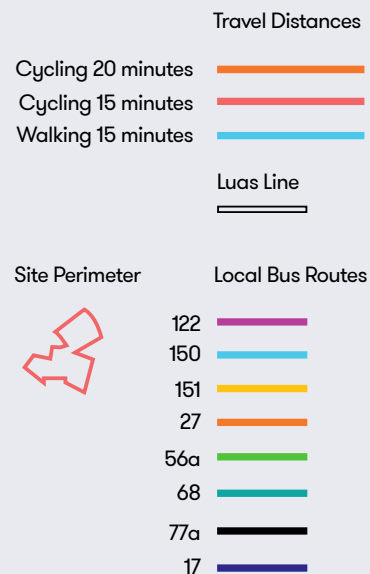
These mode shares will be reviewed post occupation as part of the mobility management plan. Please note, these estimations are for Player Wills and Bailey Gibson sites, not DCC lands.

Walking, Cycling and Bus Routes

The site is highly-accessible by public transport and located within a 5-minute walk of high frequency bus routes along South Circular Road, Donore Avenue and Cork Street - a designated Quality Bus Corridor.

Using local public transport, it is possible to be in the city centre within 15-20 minutes, Docklands in 30 minutes and City West Campus in 40 minutes.

The 30-minute walking catchment, 20-minute cycle catchment and 15-minute cycle catchment are shown on the map below. In total, there are an estimated 90,000+ jobs within a 15-minute walk of the site, 160,000+ jobs within a 15-minute cycle of the site, and 250,000+ jobs within a 20-minute cycle of the site.



★ How will the site be accessed during construction?

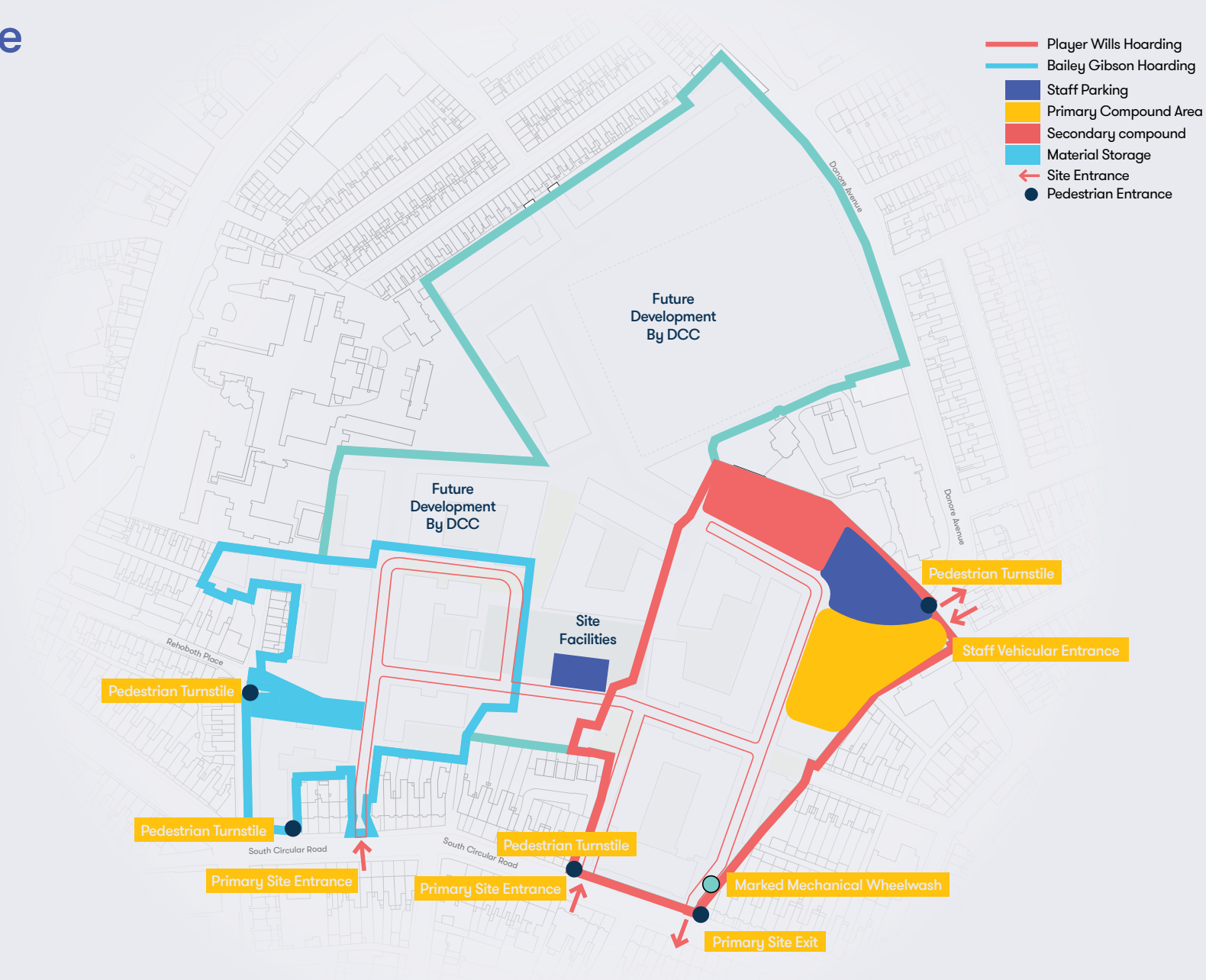
[Question that arose from the previous Open Day]

What times of the day will construction works take place?

Construction operations will be carried out in accordance with any granted planning conditions. However, it is expected that normal working hours will be from 07:00-18:00 Monday to Friday and from 08:00 – 14:00 on Saturdays, as per DCC Planning Department Policies.

Heavy Goods Vehicles will only travel on routes and roads agreed with the planning authority prior to construction. Construction traffic will not be permitted to park on the public roads or within the general area outside the main site. Vehicles exiting the site will use a wheel wash to reduce dust emissions. There will be a construction management plan in place and it is intended to provide on-site parking for construction staff. It will also be a requirement in the tendering process that the contractor signs up to the Considerate Constructors Scheme.

*The above proposal is subject to refinement and agreement with Dublin City Council



★ Preserving the Player Wills factory building

[Question that arose from the previous Open Day]

Indicative CGI of the front of the Player Wills factory building



Indicative CGI of the Player Wills factory building



Indicative CGI of the back of the Player Wills factory building

Mixed-use building including a new community hub

The reimagined Player Wills factory building will preserve an important piece of industrial heritage.

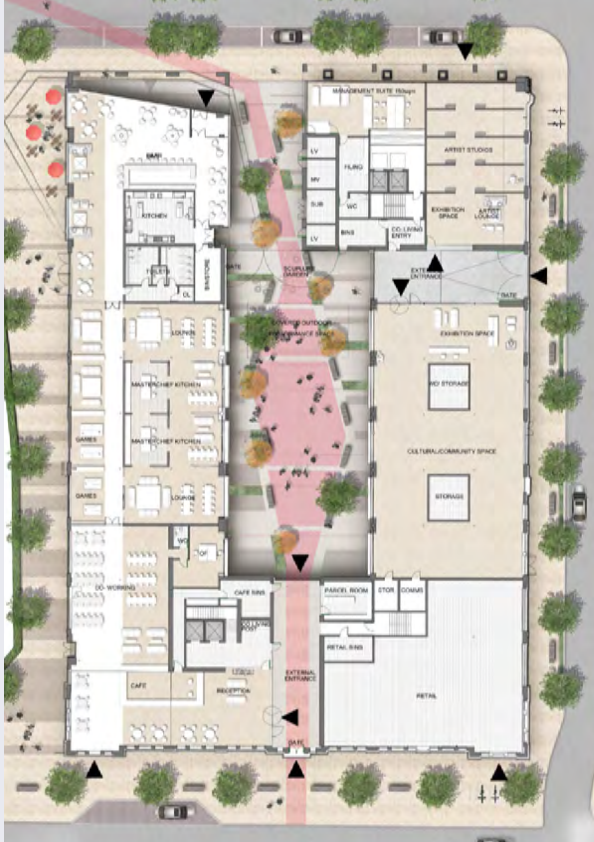
Realising its vast potential for the future, our vision is to restore and transform the existing unused building, making it the beating heart of the development. We have studied the original design and are looking to expose the historic detail of the building and celebrate its industrial heritage. The ground floor of the building has been reimagined and transformed into a vibrant new hub for the community with plans to accommodate arts and culture activities, the potential space for a café or restaurant as well as the opportunity to include a flexible co-working space. The rest of the factory building will be home to loft style units and build-to-rent apartments and amenities.

Cultural & Community Space Offering

- Community/ Culture Space
- Artist Studios
- Covered Entrance Portal
- Covered Performance Space
- Sculptural Garden

Player Wills Factory Building

Proposed Ground Floor



The first floor of the Player Wills factory building will be made up of loft style units, flexible working space, a 'masterchef kitchen', games room, cinema room and other amenities.

Throughout the building tenants will be able to take advantage of a number of other amenities such as a gym, barbeque area, parcel rooms, a concierge service and more.



Sample images of loft style units.



Sample images of shared tenant amenities (Kitchen).



Sample images of loft style units.



Sample images of shared tenant amenities (Co-working Space).



Sample images of loft style units.

Alterations to the Player Wills Factory Building

It is proposed to retain and restore all of the front and side facades of the 1924 phase building along with the 1930s second floor extension.

The courtyard space and the façades facing into it are proposed to be retained also. Elements of the third floor and to the rear and side which do not form part of the coherent 1924 phase of building are proposed to be removed.

A new north façade will be created at the end of the 1924 footprint where it has been extended. New extensions will be provided at roof level set back from the street.



Reference Example Of A Flexible Lobby/Amenity/Restaurant

New Homes

Housing helps define a community's character and quality of life, and across the site's a variety of housing opportunities are proposed including social, private market rental and loft apartments with the possibility of some of the Council properties being affordable rental and purchase homes. The vision for the sites is to bring over 2,000 new homes to the area coupled with shops, cafés, creches, and community facilities.

Our goal is to create a sustainable community of architectural richness and variety with apartments ranging from studios to 3-beds as well as Town Houses all of which will be designed to maximise space and to be energy efficient. The diagram shows Hines' plans for the Bailey Gibson and Player Wills, more information on the plans for St Teresa's Gardens will follow in a separate application by DCC.





How tall will the buildings be?

[Question that arose from the previous Open Day]

We have highlighted in the diagram the amount of storeys each building will have.



Indicative views of mews connecting Rehoboth place

Entrance Lobby

A generous entrance lobby is positioned at the base of the BG1 tower providing an impressive welcoming entrance. The space is large enough to allow residents to gather and socialise.



Indicative CGI of Bailey Gibson Building 1



Indicative CGI of Bailey Gibson Building 2

A Gym and Wellness Area in BG2

A gym and wellness area is located within BG2 podium. In this location it is easily accessible and convenient for all Bailey Gibson residents. Adjacent is a proposed café/restaurant, and this juxtaposition of amenity uses and public open space promises to create an exciting social hub for the Bailey Gibson residents.

The unit numbers for St. Teresa's Gardens will follow in another application which will be made by DCC





Indicative CGI of the PW2 building

What is a tenant lounge?

A tenant 'lounge' is space that can be enjoyed by both individuals and groups and includes areas such as barbeque areas, picnic areas and informal co-working spaces.



Indicative CGI of the PW2 building

What is a masterchef kitchen?

A masterchef kitchen is a large kitchen/
dining facility which provides a social
gathering space for residents.

Tenant amenities in PW1 will include:

- A 570 sqm Gym
- 5 Tenant Lounges + 1 Business Lounge
- 2 Cinema Rooms
- 200 sqm of Co-working space
- A Library
- 3 Games rooms
- 2 Masterchef kitchens



New Homes

Exterior Finishes

Where did the design inspiration for the new buildings come from?

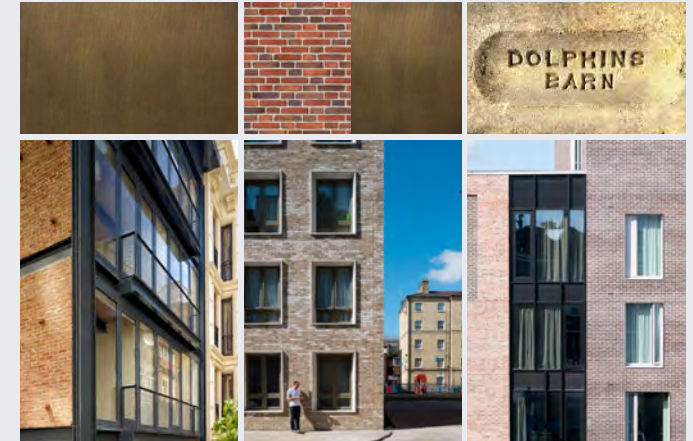
Every detail and perspective, each surface and finish has been inspired by the Dublin 8 area and the sites themselves:

Dublin 8

Brick facades with contemporary details reflect the ornate brick details found on facades in the surrounding area.

The Site

Metal accents are used to articulate the contemporary brick facade and reflect the sites industrial past. The detailing of the factory facade is reflected and adopted in a contemporary way throughout the development.



Interior Finishes

What will a typical apartment look like?

The apartments in the Player Wills and Bailey Gibson sites will be an open-plan living design where living rooms and kitchens are connected, creating a spacious living area.

This approach allows for open-plan spaces and the possibility for natural light and views to stretch into internal space.

Apartments



Mock up apartment interiors by Hines

Town House

First Floor



Second Floor



Third Floor



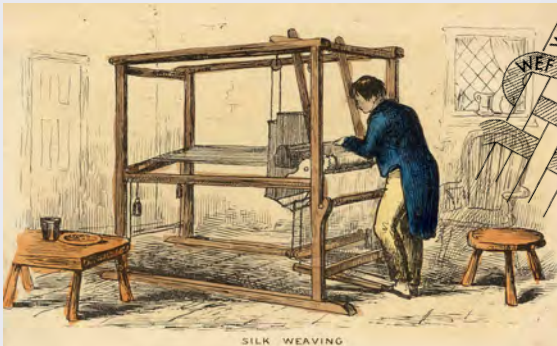
Landscape and Public Spaces

Our opportunity is to enhance the surrounding area and to cater to the community's needs by providing active recreational spaces for play, exercise, community events, and learning opportunities.

Landscape Vision

The landscape concept design, "Spinning the Tale", has been devised to reflect the area's history. In 1685, many Huguenots settled in the Liberties area of Dublin bringing with them the skills and culture of their native France. The site sits adjacent to the current Liberties area boundary but would historically have formed part of the Donore Liberty of Dublin.

Renowned for their weaving abilities, the industry thrived following the Huguenot arrival and they became an intrinsic part of the diverse social tapestry of the area in the late seventeenth and eighteenth centuries. By applying the weaving metaphor to the design of the site's spaces, we can create a sense of unity throughout the public realm, using the threads to connect spaces and weft and warp techniques to overlap the transitions from one space to another.



Landscape Design Principles

The landscape design for Bailey Gibson and Player Wills lands has been driven by the following design principles all firmly rooted in its rich cultural history to generate a cohesive sense of place and wonderment:



Street Life & Playfulness

The street network has been designed to ensure the development stays vibrant and active. This will be achieved by having streets open into plazas, an array of street furniture and engaging structures that encourage play and by having food and beverage zones such as kiosks. Residents and visitors alike will be able to fully engage and interact with their surroundings.



Authenticity

The rich architectural surroundings of the Dublin 8 area have inspired the development's design. The varied selection of materials and patterns have been chosen from a local palette to assimilate the new space with its historic context and ensure its subsequent harmonious evolution.



Biodiversity & Green Infrastructure

Biodiversity is reflected in the planting of a great variety of mostly native deciduous and evergreen trees and shrubs to ensure an attractive landscape all year round. Planting will be introduced on many levels of the site including roof gardens and higher floor courtyards, developing a multi-level interesting landscape. Environmental Green Infrastructure Systems such as SUDs will be achieved through bio-retention tree pits, rain gardens and green roofs to name but a few.

Landscape and Public Spaces

Municipal Pitch

A new full-size municipal pitch will be provided as part of the masterplan. A new changing facility will also be included beside the playing pitch.

- 1 Playground as Per SDRA (700m²)
- 2 Municipal Playing Pitch (130x80m with 8m run off zone)
- 3 Public plaza
- 4 Temporary changing facilities
- 5 Planted Swale/Eain garden
- 6 Contoured mound with seating
- 7 8m wide run off zone
- 8 Pedestrian footpath
- 9 Goal Nets



Concept Design - Illustrative Plan

Bailey Gibson Building 2 Courtyard



Concept CGI



Landscape and Public Spaces

Central Square



The Central Square offers a high quality public open space in a city where parks are in short supply. The parks design enables it to facilitate both large and small events for the wider community. Its expression of movement responds to desire lines, key thoroughfares and celebrates biodiversity through a wide variety of tree planting. The playfulness, simplicity and elegance of the design is articulated through soft curved lines and gently rising topography creating a variety of spaces including play and public plazas.



Streetscape



Landscape and Public Spaces

Play Park



Concept CGI



Concept Design - Illustrative Plan

- 1 Drop Off
- 2 Playspace
- 3 Playspace
- 4 Café Kiosk with seating
- 5 Car Parking
- 6 Street Parking
- 7 Bike Parking
- 8 Temporary Landscape (Site Reserved for Future School Extension)

Located beside the proposed creche, the play park offers play for children (and adults!) of a range of ages. It will have seating and a kiosk for parents where they can sit and watch their children or get engaged in the fun. The proposed kiosk offers an ideal pause point for those dropping their kids off to creche on the way to work as well as an open space to interact with others in the community.

Player Wills Building 2 Courtyard



Concept CGI



Concept Design - Illustrative Plan



Landscape and Public Spaces

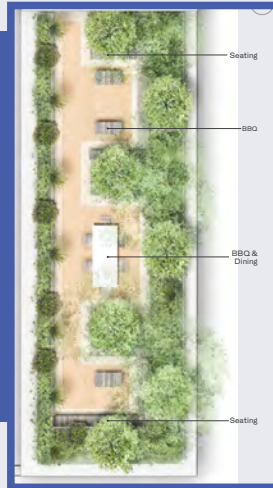
Rooftop Gardens



Concept CGI

The roof terraces will offer a private amenity for residents of the development. They will offer residents elevated views of the city, quiet, enclosed spaces protected from the wind with an abundance of planting and spaces for seating, yoga or BBQ gatherings.

Concept Design - Illustrative Plan



Land reserved for school extension

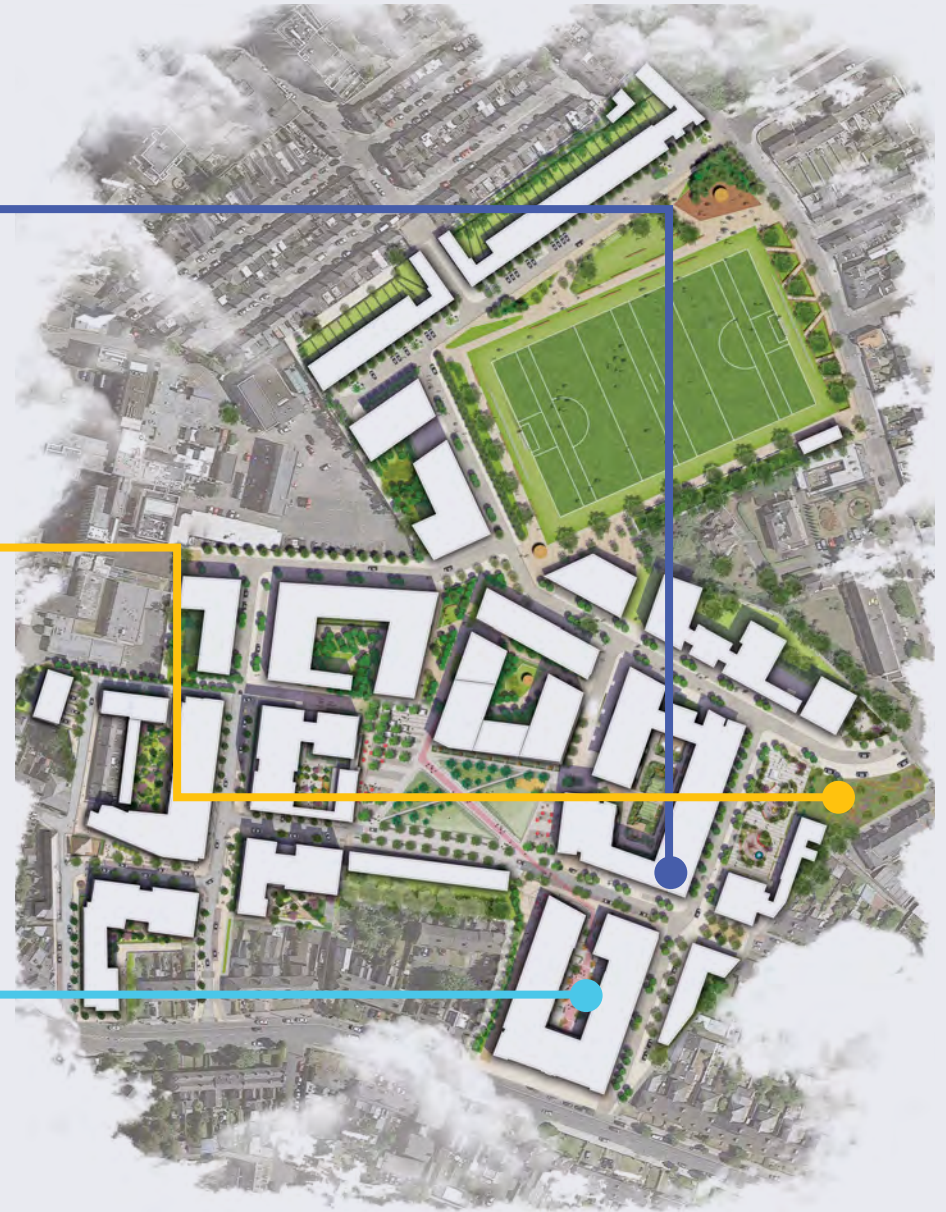
Player Wills Factory Building Courtyard



Concept CGI

The residential courtyards are private communal spaces which offer a respite to residents of the apartment blocks. They will be designed as courtyard gardens and celebrate planting design with particular attention paid to detail.

However, the courtyard in the Player Wills factory building (pictured above) will be accessible to everyone as it will be part of the proposed Community Hub.



Additionally there will also be 3 playgrounds, a major public park, a municipal pitch and land has also been reserved on the Player Wills site for the future expansion of St Catherine's National School



★ A Connected Community

[Question that arose from the previous Open Day]

How will we ensure the sites seamlessly integrate into the existing community?

1

Physical Connections

The plan recognises the need for spatial connectivity in Dublin 8 and promotes the removal of barriers and blockages to movement.

Neighbouring residents and future occupants will be able to move freely through and within the site and this will allow everyone to take full advantage of the attractions and services offered.

A network of safe new streets and pedestrian routes offering connections to the wider street network of Cork Street, Donore Avenue and South Circular Road through 3 gateway plazas will support the integration of the new and existing communities.

2

Diversity

By encouraging a mix of occupiers and uses, including independent businesses and retailers, the development will encourage the sustainable growth and stability of new local services.

Culture and creativity form an essential component of diversification. The Player Wills Community Hub, where an eclectic mix of uses is envisaged, provides space for exhibitions, artist studio space, cafés and restaurants, and/or other facilities. The numerous public spaces also present opportunities for outdoor performances.

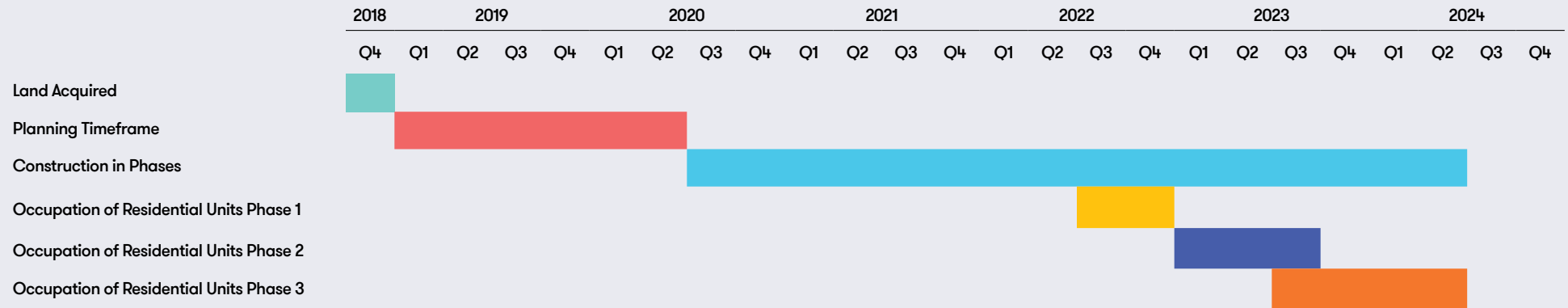
3

Community Facilities

Sustainable long-term solutions that meet the development's and wider community's needs for sports facilities, childcare for children under five years and education have also been integrated into the plan.



Timeline



Design Team

Henry J Lyons

Architecture & BIM Manager



Fire & DAC Consultant



Planning Consultant



PSDP & Construction Management Plan



Project & Commercial Management



Architecture + Landscape
Landscape Architect



Traffic & Transport



Mechanical & Electrical
Services Engineering



Civil & Structural Engineering



Architect



Quantity Surveying

Your thoughts on the Player Wills, Bailey Gibson and St. Teresa's Gardens sites are important to us. Please take a moment to fill out a questionnaire to provide us with your input.

Thank you

SUBSET

Hines would like to SUBSET for their great work in transforming the outside of a warehouse into a vibrant piece of art for the Open Day.



Thank you

Cakes by Susie, Mug Shot and Pompous Pantry

Hines would like to sincerely thank Cakes by Susie, Pompous Pantry and Mugshot for treating us all to a wide range of delicious sweet and savoury goods as well as teas and coffees during the Open Day which took place on the 12th March. A special thank you is also extended to ICONIC photography who captured fantastic images of the day. Each of these companies have benefitted significantly from the guidance and support of Inner City Enterprise and Hines were thrilled that they were able to be part of the Open Day.



The Mug Shot

E: vinny.flynn@paceorganisation.ie
T: 0873431223
IG: @themugshot_coffee

Cakes by Susie

E: cakesbysusiedublin@gmail.com
T: 0879755984
IG: @cakesbysusieb

Pompous Pantry

T: 0872036280
IG: @pompouspantry





Inner City Enterprise (ICE)

As part of our commitment to sustainable community development, Hines is delighted to announce its collaboration and new funding commitment to assist Inner City Enterprise and to endorse the important work it has been doing in promoting community enterprise in recent years.

ICE is a not-for-profit charity which assists all unemployed people in Dublin's inner city to create their own businesses or social enterprises. Since 2012, ICE has successfully supported the employment of 1,200 people in over 1,170 for-profit businesses and currently supports 24 social enterprises in the Dublin area.

For more information on Inner City Enterprise please visit:
<http://innercityenterprise.com/>

Contact us



www.hinesopenday-d8.com info@hinesopenday-d8.com