

SUBMISSION TO:

Variation N0.1 Clare County council Development Plan 2024-2029 Planning Department,
Clare County Council, V95DXP2.

Regarding Vol.3 a(iv) adoption of: ENNIS LOCAL TRANSPORT PLAN.

To Planning Department of Clare County Council.

To Ennis Municipal District. Attention Senior Engineer.

ACTIVE TRAVEL SCHEME - Options to connect Tulla Rd. to Gort Rd.

See Original Map Proposals to do two routes to achieve the same outcome.

One route is sufficient, more efficient and economical.

Option 1. Construction of a Bridge from Corrovorrin Estate over the Fergus Beag.

Option 2. Extension of the public lighted road adjacent to Old Corrovorrin Graveyard Road.
through green area along river bank direct to existing public lighted footpath & Green area
at Scoil Michael onto Gort Road via Flourisce.

Option 1. Bridge - Answer): As a Resident of Corrovorrin Estate, I OBJECT, without
reservation to this proposal which would/could result in the following:

- a). Anti-social Behaviour.
- b). Severe Parking Restrictions/Limitations for Residents and the Creche.
- c). Reduced Roads width/increased Road Traffic for drop-off/collection of children.
- d). Road Safety - there are 8 road junctions on Corrovorrin Ave. to Tulla Road.
- e). Would result in losing our current 'security blanket' of a cul-de-sac which provides
safety and reassurance to many of our elderly residents.

Option 2. Extend existing public footpaths on southern bank of Corrovorrin River.

Answer): NO objection to this route going via Corrovorrin Graveyard Rd. to join up to the
existing Public cement path(which has public lighting) from Ivy Hill Estate to Flourisce and
the opportunity to include the construction of a much needed road turning point to
facilitate a Hearse/Carriage.

This route would be free of road traffic and would result in 100 percent Safety for
Cycle/Walkway and be more cost effective.

This route would OBVIATE any need to CONSTRUCT A BRIDGE OVEFR THE FERGUS BEAG.

Name/Signature: *Brian Deane*

Date: *21/03/2026*

Address: 

