



<b>Subject:</b>	Request for land, City of Belfast Playing Fields, Mallusk
<b>Date:</b>	5 March 2019
<b>Reporting Officer:</b>	Nigel Grimshaw Strategic Director City & Neighbourhood Services
<b>Contact Officers:</b>	Rose Crozier, Director of Neighbourhood Services Ryan Black Neighbourhood Services Manager, City & Neighbourhood Services

<b>Restricted Reports</b>	
<b>Is this report restricted?</b>	Yes <input type="checkbox"/> No <input checked="" type="checkbox"/>
<b>If Yes, when will the report become unrestricted?</b>	
<b>After Committee Decision</b>	<input type="checkbox"/>
<b>After Council Decision</b>	<input type="checkbox"/>
<b>Some time in the future</b>	<input type="checkbox"/>
<b>Never</b>	<input type="checkbox"/>

<b>Call-in</b>	
<b>Is the decision eligible for Call-in?</b>	Yes <input checked="" type="checkbox"/> No <input type="checkbox"/>

<b>1.0</b>	<b>Purpose of Report or Summary of main Issues</b>
1.1	The purpose of the report is to advise Members of a request which has been received from Antrim and Newtownabbey Borough Council seeking a portion of land at the City of Belfast Playing Fields, Mallusk for the installation of a play park.
<b>2.0</b>	<b>Recommendations</b>
2.1	The Committee are recommended;  (i) To agree for Officers to formally open negotiations with Antrim & Newtownabbey Borough Council with a further report being brought back for consideration through the Strategic Policy & Resources Committee.

3.0	<b>Main report</b>
	<p data-bbox="272 210 427 241"><b>Key Issues</b></p> <p data-bbox="165 259 1445 389">3.1 Members will be aware that the City of Belfast Playing Fields are owned and operated by the Council, however they are located outside of the Council area in Mallusk, falling within the Antrim and Newtownabbey boundary.</p> <p data-bbox="165 461 1469 591">3.2 Officers have received a request from Antrim &amp; Newtownabbey Borough Council, seeking a parcel of land at the City of Belfast Playing Field site to enable Antrim &amp; Newtownabbey Borough Council to install and operate a play area at this location.</p> <p data-bbox="165 663 1445 743">3.3 Antrim and Newtownabbey have identified an area shown on the attached map (appendix 1), which is located just off the front car park. They have advised that;</p> <ul data-bbox="325 815 1461 1460" style="list-style-type: none"> <li data-bbox="325 815 1461 994">• The play park surround fence provided as part of the play park design could be designed to encompass 90% of the more mature trees into a natural play area and the remaining smaller trees could be moved to the fringes of areas where more formal play park equipment could be provided;</li> <li data-bbox="325 1066 1461 1146">• This location would minimise arrangements needed for traffic management, ( i.e. no pedestrian crossings needed etc);</li> <li data-bbox="325 1218 1461 1299">• The area is open space at the end of a football pitch and is outside of run off space from the pitch, and would seem to us to not result in any loss of pitch amenity value;</li> <li data-bbox="325 1370 1461 1451">• The location close to the entrance would help maintain the site and also to close and open the park without interrupting our normal on site services.</li> </ul> <p data-bbox="165 1523 1445 1653">3.4 Officers are of the view that a play park would provide an enhanced level of service at the site and would complement and provide additionally without the added risk and cost of the Council adding and operating the play park directly.</p> <p data-bbox="272 1724 756 1756"><b><u>Financial &amp; Resource Implications</u></b></p> <p data-bbox="165 1774 1430 1904">3.5 Estates will instruct LPS to provide a valuation for the lands. Antrim and Newtownabbey Borough Council will be responsible for all costs associated with the construction of the play park and all ongoing management and maintenance</p>

3.6	<b><u>Equality or Good Relations Implications/Rural Needs Assessment</u></b> There are no Equality, Good Relations or Rural needs Assessment implications.
<b>4.0</b>	<b>Appendices – Documents Attached</b>
	Appendix 1 – map location