

Community Council Lottery Launch



Why Do We Need A Community Lotto ?



Funding for community projects sporadic in nature

Funding is not immediate

Funding is not guaranteed

Funding is partial and inadequate

Cash Flow Is Needed

Funding getting very hard to obtain

Funds for short term projects not available

Funds for long term projects have to be accumulated

Constraints on ability to respond to community needs

Sponsorship not available



Current & Future Projects



Ongoing Expenses

- Hall Maintenance & running expenses
- Field Maintenance

Short Term

- Finish pathway to sports field-lighting
- Lighting in sports field to be completed
- Walkway in sports field
- Upgrade Handball Court
- Schools enlisted to assist in Tidy Towns
- Clean up and obtain Green Flag status

Medium Term

- Stage in hall to be upgraded
- Walkway from Aghern to Conna Bridge
- Street scaping as per Cathal O'Meara plan

Long Term

- Children's play park
- Lighting from the school to sports field
- OPW plan for castle and walk upgrade



Look out for the Ticket !



Conna Community Council

Weekly Lotto Draw

Select 4 Numbers to Win

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Name

Address

Tel Number

Date

N°: xxxxxx

Conna Community Council

Weekly Lotto Draw

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24

Rules

- 1 Minimum Jackpot €400
- 2 Decision of the committee is final
- 3 Prizes will be split if two or more correct enteries are recieved
- 4 € 50 Will be added to the next draw if no winning entry is recieved
- 5 Prizes to be claimed within 6 days of the draw
- 6 No responsibility can be accepted for tickets or monies not recieved for the draw
- 7 Cards must be handed in by 8.30pm on the night of the draw

Select 4 Correct
Numbers to Win



Entry
€2.00

Permit Granted
District Court

N°: xxxxxx



Prizes Start at **€400** Jackpot

Plus 5 x **€15** Weekly Consolations

€50 per week added to Jackpot

(Subject to change depending on success)



PLEASE SUPPORT YOUR COMMUNITY COUNCIL



WORKING FOR YOU!

Conna Enhancement Proposal

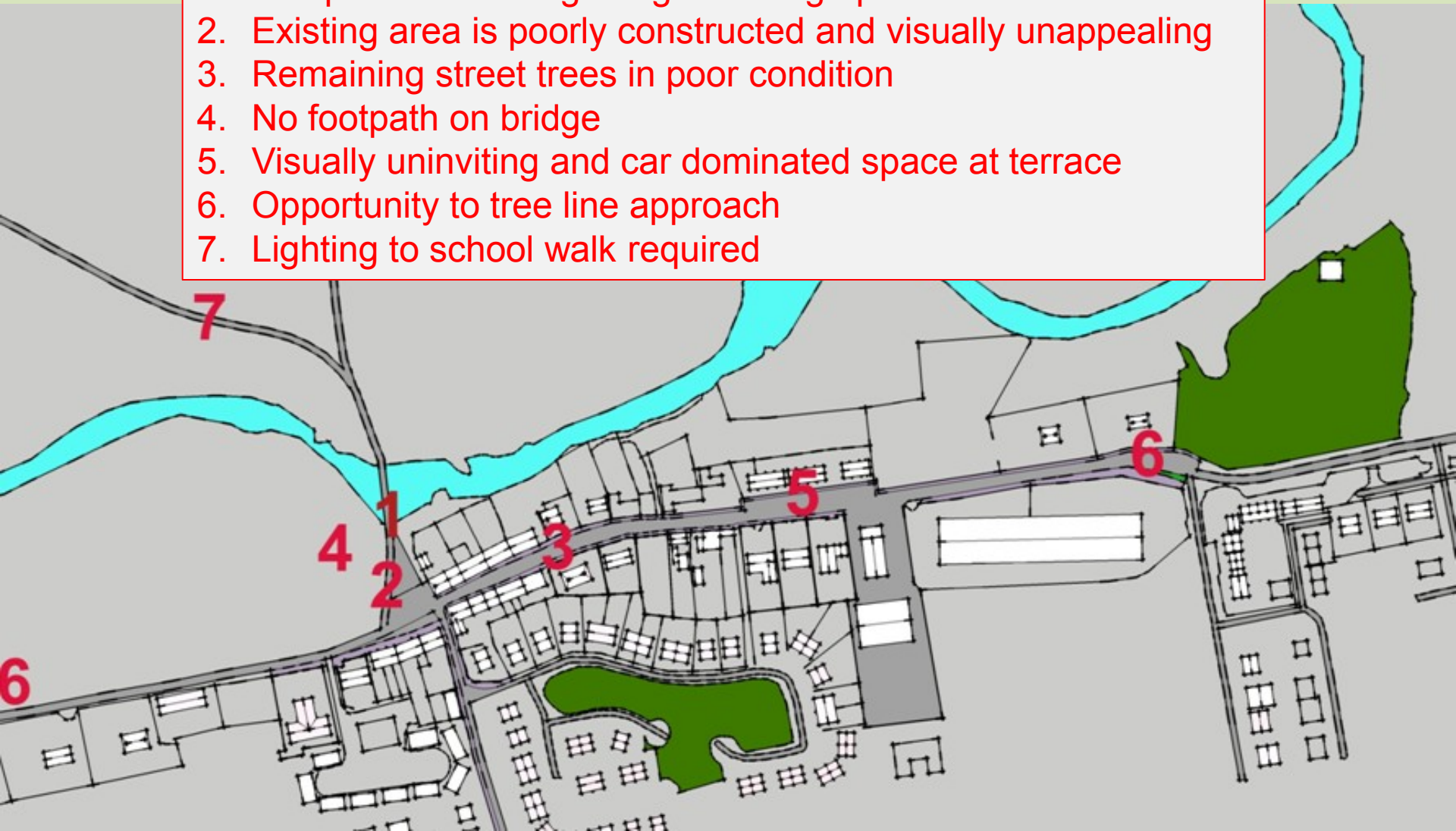
**Created by
Cathal O'Meara**

Conna Enhancement Plan- Current Status.

Landscape Architecture Observations



1. Footpath connecting bridge to village poor
2. Existing area is poorly constructed and visually unappealing
3. Remaining street trees in poor condition
4. No footpath on bridge
5. Visually uninviting and car dominated space at terrace
6. Opportunity to tree line approach
7. Lighting to school walk required



Objectives of Conna Enhancement Plan



Trails and approaches to village

Objective 1 : Facilities needed : stiles at hedgerows, 3 metre wide fenced walkway along river edges, entry/exit point at Conna bridge

Objective 2 : Looped walk at Conna Castle with loose bound gravel or compacted hoggin, slope to be no greater than 1:12 at any point

Objective 3 : Provide lighting from village to school using sympathetic heritage style lighting

Objective 4 : Approaches to village – Tree line approved roads at 60km village entrances with hornbeam “frans” fontaine at 6 m centres where possible

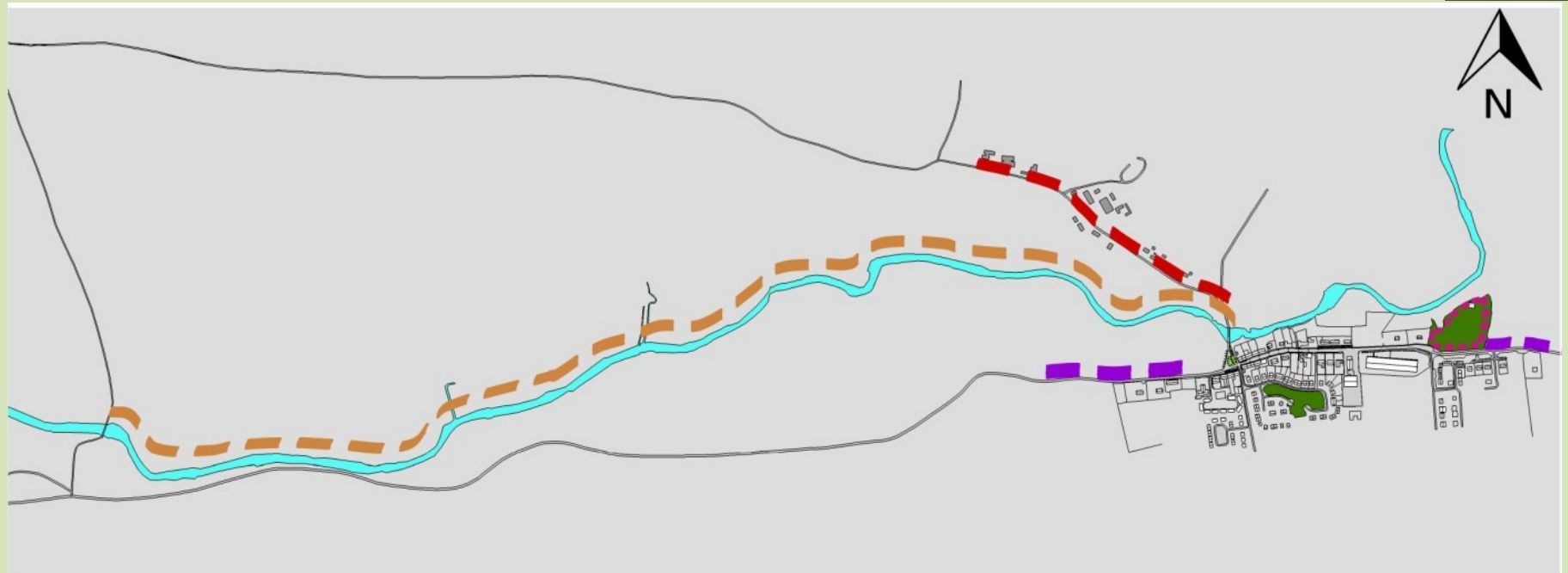
Objective 5 : Formalised car parking at Aghern bridge, explore amenity features such as barbeque area, seating etc

Objective 6 : Planting Palette – Generate a coherent palette of perennial plant species to be repeated throughout village

ie flowerbeds at church carpark, raised bank at Aghern Road and Aghern bridge



Trails and approaches to village



Trail to Aghern Bridge



Lighting to school



Tree line approach



Path around Conna Castle



New crossing at Glenbower woods Killeagh Co Cork



Hardcore Path at Killbarry wood, Coolagown Co Cork



River walk at Suck Valley, Co Roscommon

Aghern to Conna Walk & Nature Trail



Improvements to
Car parking Area

Repair Original
Stone Work

Ensure Views

Ensure difficult areas
can be crossed

Aghern

Conna

Seating
Located on
Bank

Eliminate
Hogweed

Repair of
original
Barbeque

Fences pulled in
approx 2-3
metres

Ensure Views

Encourage
Nature by
signage on
Walkways

Objectives of Conna Enhancement Plan



Street Scape and Civic Space

Objective 7 : Amenity area – new village green at old petrol station with amenity features

Objective 8 : Formalised car parking with tree planting bays as indicated on drawing. Trees to be Pyrus chanticleer

Objective 9 : Explore possibility of amenity area at Conna bridge along with narrowing of road.

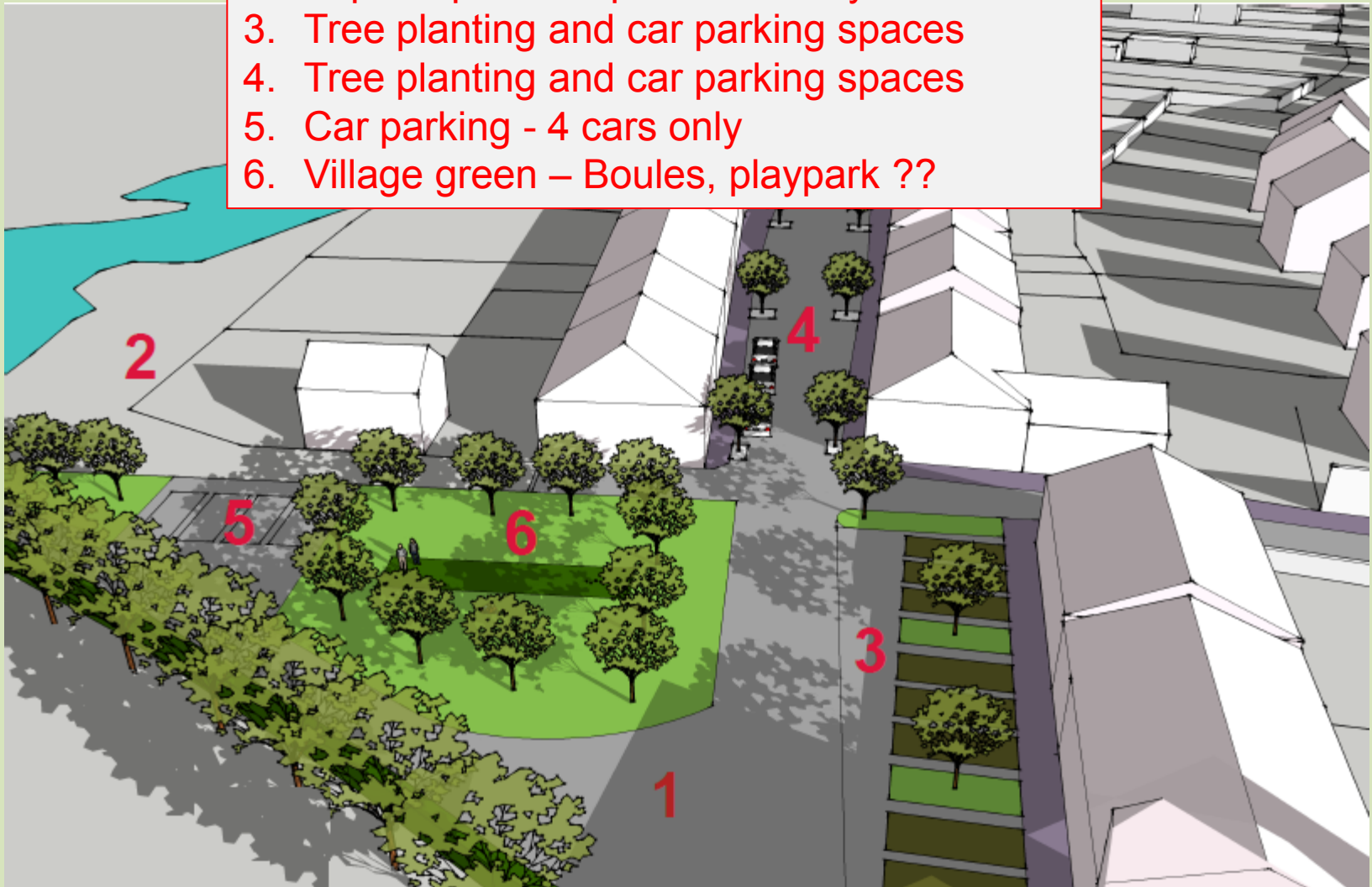
Objective 10 : New access across footbridge, explore possibility of cantilevered structure.



Street scape and civic space



1. Carriageway to be narrowed as indicated
2. Explore possible public amenity area
3. Tree planting and car parking spaces
4. Tree planting and car parking spaces
5. Car parking - 4 cars only
6. Village green – Boules, playpark ??



Road and Parking Improvements



Pathway around the Castle



Conna Community Council Playpark



1. Location to be agreed
2. Content to be agreed – many options to be explored
3. Grant to be raised



Your Feedback and Ideas



If you wish to give feedback or ideas please approach one of the Community council members and it will be noted for inclusion in discussions

Many Thanks