



- 4H Esplanade
- 4B Former Shell depot
- 4C New Marina
- 4D Montgomery Crescent
- 4A Heart of the town

- 4F Business space
- 4G Environmental improvements
- 4E Headland
- 1G Flood defences
- 1F Coastal Park with cafes
- 1D Hamilton Streets

- 1A Saltcoats Headland
- 1C Seafront Improvements
- 1B The Braes
- 1H Business Centre

- 2D Dune Restoration
- 2A Coastal Park
- 2B Dune Eco-Village
- 2C Extreme Watersports centre

- 2H Infill Housing
- 2F Business Space
- 2E New Street
- 2R Forest planting

- 2G The Ardeer Peninsula
- 3H Consolidation of West Byrehill
- 3J Forest Planting

- 3G Park and Ride
- 3D The College
- 3C Lauchlan Way
- 3E River Gateway
- 3L The Abbey
- 3A The High Street
- 3K Kilwinning Sports Club

- 5K The High Street
- 5D Magnum Centre
- 5H Town Centre Offices
- 5F The Big Idea
- 5E Mudflats Walk

- 5J The Civic Quarter
- 5I Town Centre Redevelopment
- 5L Tarry Home Eco-Village
- 5G The Maritime Museum

- 5A Harbourside
- 5B Beach Park
- 5C Golf course and hotel

Projects

1. SALTCOATS:

- A: Saltcoats Headland:** A landmarks quality hotel on the headland.
- B: The Braes:** Environmental works to the quay with a cafe or gallery in the Quay House and future development of a mixed use scheme.
- C: Seafront Improvements:** High quality planting and public and an improved link to the high street.
- D Improvements to Hamilton Street:** A public realm scheme to improve the town centre.
- E: Saltcoats Arts Initiative:** Public art, galleries and events to encourage artists to settle in the town.
- F: Coastal Park with cafes:** Two of a series of 'coastal beacons' as part of the coastal park.
- G: Flood Defences:** Create use of the proposed flood defences to create.
- H: Business centre:** A business centre in the old town hall with an arts theme.

2: STEVENSTON:

- A: Coastal Park:** A series of 'Coastal Beacons' along the beach including cafes and shelters.
- B: Eco Village:** An 'Dune' eco-village on the links area running down to the sea.
- C: Extreme watersports centre:** A club house, equipment store and hire facility, and changing rooms.
- D: Dune recreation:** Work to restore the dunes along the sea front.
- E: Improvements to New Street:** Public realm improvements to New Street/Station Road.
- F: Business Space:** Accommodation for new business including small scale work-shops and a business centre.
- G The Ardeer Peninsula:** The development of the area as an 'Energetics Cluster'.
- H: Infill housing:** New housing on site within the town.
- I Forest Planting:** Extensive tree planting as part of the transformation of the area's environment.

3. KILWINNING:

- A: The High Street:** The improvement of the high street and partial reopening to traffic.
- B: Animation:** Regular events including fairs and a farmers market.
- C: Lauchlan Way:** Mixed use development on the Lauchlan Way car parks.
- D: The College:** The expansion of the College together with a green transport plan.
- E: River gateway:** A gateway to the town centre with infill housing and business space.
- F: The health centre:** A new health centre on Howgate as proposed by the Health Authority.
- G: Park and Ride Facilities:** A larger park and ride facility at the station.
- H: Consolidation of West Byrehill:** The consolidation of the West Byrehill industrial estate.
- I: Byrehill village:** A residential development on the western part of West Byrehill.
- J: Forest Planting:** Extensive tree planting on sites within the town.
- K: Kilwinning Sports Club:** The development of its facilities including an indoor sports hall.
- L: The Abbey:** Improvements to the museum and interpretation for the Abbey.

4. ARDROSSAN

- A: Heart of the town:** The development of a series of vacant sites in the centre of the town including a new ASDA.
- B: Shell Depot:** A major waterside housing scheme with an 'Esplanade' along the seafront.
- C: Marina:** A second marina in the former Shell dock with around 100 berths.
- D: Montgomery Street Flats:** The redevelopment of the council flats with a mixed-use scheme in partnership with a local housing association.
- E: The Headland:** The development of the headland as a landmark mixed-use scheme overlooking the bay.
- F: Business space:** An office scheme on the former abattoir site.
- G: Princess Street:** A public realm scheme for the high street.
- H: Esplanade:** A new waterfront space on the former Shell site.

5. IRVINE

- A. Harbourside development:** New residential development around Irvine Harbour.
- B. Beach Park:** Environmental works to create a more traditional park.
- C. Links golf course and hotel:** A new high quality links golf course with a landmark hotel.
- D. The Magnum Centre:** The redevelopment of the Magnum Centre and with a replacement facility provided in the town centre.
- E. Mudflats Walk:** A boardwalk across the mudflats giving access to the town centre.
- F. The Big Idea:** A nature reserve around the Big Idea.
- G. The Maritime Museum:** The expansion of the Maritime Museum incorporating boat repair.
- H. Town Centre offices:** A new office quarter with an initial 2000m² pavilion
- I. The Town Centre:** The redevelopment or refurbishment of the Riverside Shopping Centre.
- J. The Civic Quarter:** The expansion of the courts and the redevelopment of the police station.
- K. The High Street:** Public realm improvements to the town centre.
- L. Tarry Holme Eco Village:** The development of an eco village on the Tarry Holme site.

Key

-  Community uses
-  Residential and mixed-use development
-  Retail development
-  Employment uses
-  Leisure development
-  Parking
-  Public realm improvements



Irvine Bay Masterplan

February 2007 Not to scale


