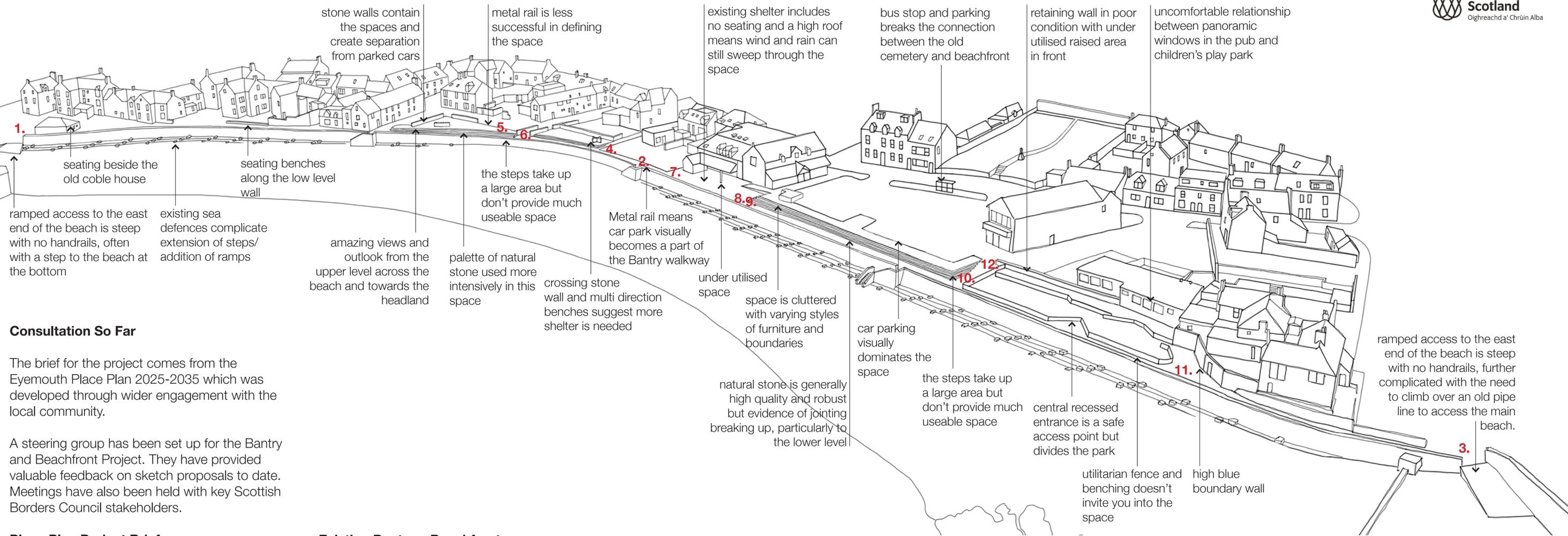


Eyemouth Bantry and Beachfront

Existing Site



Consultation So Far

The brief for the project comes from the Eyemouth Place Plan 2025-2035 which was developed through wider engagement with the local community.

A steering group has been set up for the Bantry and Beachfront Project. They have provided valuable feedback on sketch proposals to date. Meetings have also been held with key Scottish Borders Council stakeholders.

Place Plan Project Brief

This project aims to improve Eyemouth's beachfront by focusing on accessibility and enhancing the overall appearance of the area.

Interventions could include:

- Accessible surfaces (M)
- Accessible seating (S)
- Improving ground surfaces and repairing wall (L)
- Sea-gull proof bins (XS)
- Planters (S)
- Attraction such as: mini golf, splash park (M)
- Upgrade of existing play park (S)

Outputs, Outcomes and Benefits

- Improved accessibility to the beach
- Improved spaces for people to spend time in.

All interventions need to be robust and practical to maintain.

Existing Bantry + Beachfront



Eyemouth Bantry and Beachfront

Context

Historic

The beachfront at Eyemouth has evolved over time, with layers of rich fishing history as well as use of the space as a recreational area.

1899 OS Map



1962 Coastal Chart



1968 OS Map



Historic plans © National Library of Scotland



1906 Eyemouth Beach Postcard



1942 Eyemouth Beach Postcard



1961 St Ella's Place Green



1975 St Ella's Place Putting Green

Historic images © Historic Environment Scotland

Colour and Materiality

Eyemouth is widely covered by a conservation area and so colour and materiality needs to respect the existing setting. There is a warmth in the colours around Eyemouth from the geology, to the building facades along the high street and through to the red railing at the harbour side.



Fort Point Headland- red sandstone/ cooled lava



Rocky outcrops to the west of the beach are warm in colour



Pan-tile roofs



Red Railing at the Harbour



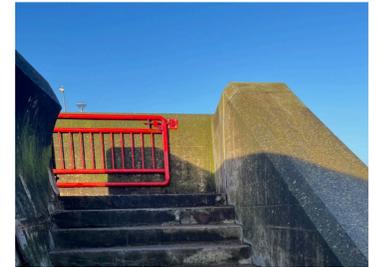
Buildings along the high street are largely neutral with highlights of muted warm colours or focal blue.



Existing red sandstone walls



Stone setts are used along the beachfront and the high street



Red gates at the top of the stepped beach access

Wider Landscape

The walkway at Eyemouth is extremely exposed with the sea regularly washing over the wall and depositing sand in winter storms. Planting proposals take precedent from the surrounding natural landscape, exposed to the same conditions, to ensure successful establishment.



Marram grass is ideal for the exposed and sandy conditions.



Lyme grass is ideal for the exposed and sandy conditions.



Shrubby areas overlooking nearby Coldingham Bay include species such as wild rose and ivy.



Gorse found along the surrounding exposed coastline



Red valerian found along the surrounding exposed coastline



Sea thrift and Stonecrop are found along rocky areas of the coast and could be used with the stone walls.



Prestonpans, pine tree planted adjacent to the beach and high water line.

Eyemouth Bantry and Beachfront

Principles

Colour

Selective use of colour can be added in a sensitive way and through different methods. Such as introducing a more robust, continuous and colourful surface

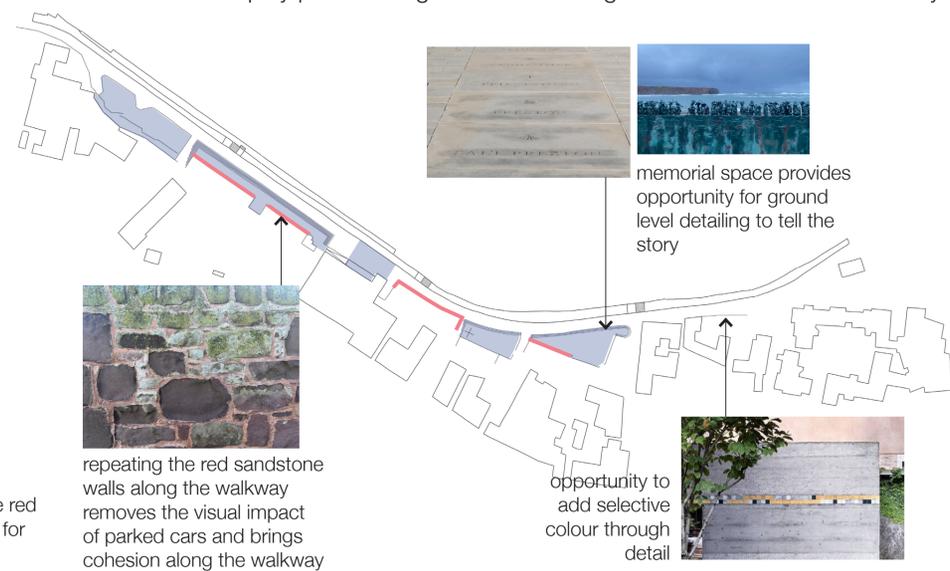
from the east to west ramp, replacing play equipment, improving furniture and painting of facades. Repeating selected colours would also bring more cohesion.



Detail

Details can be used to tell a story, like interpretation incorporated into the paved elements at the memorial, or elements which help tell a wider story of Eyemouth, such as a boat in the play park relating

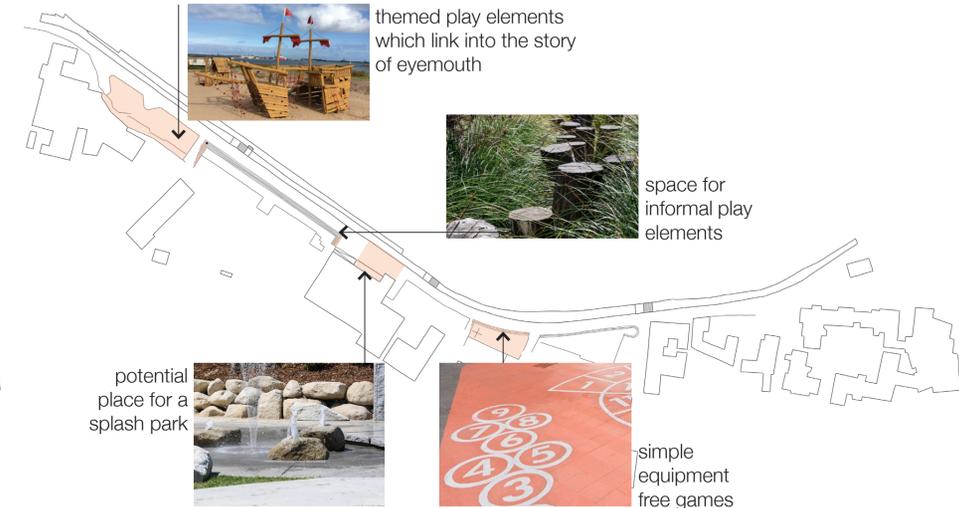
back to the fishing heritage. Furniture detailed to integrate into the existing topography would also benefit the space and reduce clutter. Stone walls tying into the existing can add a cohesive boundary.



Play

The main play improvements focus on the existing play park as well as looking at integration of a splash park or water play as outlined in the place plan brief. Other

ideas have been explored for how play could be integrated informally along the walkway to animate the space.



Planting

Planting pulls from the existing context of the wider coastal landscape around Eyemouth. Different options have been explored from maximising greening with a robust tree species, coastal tolerant shrubs

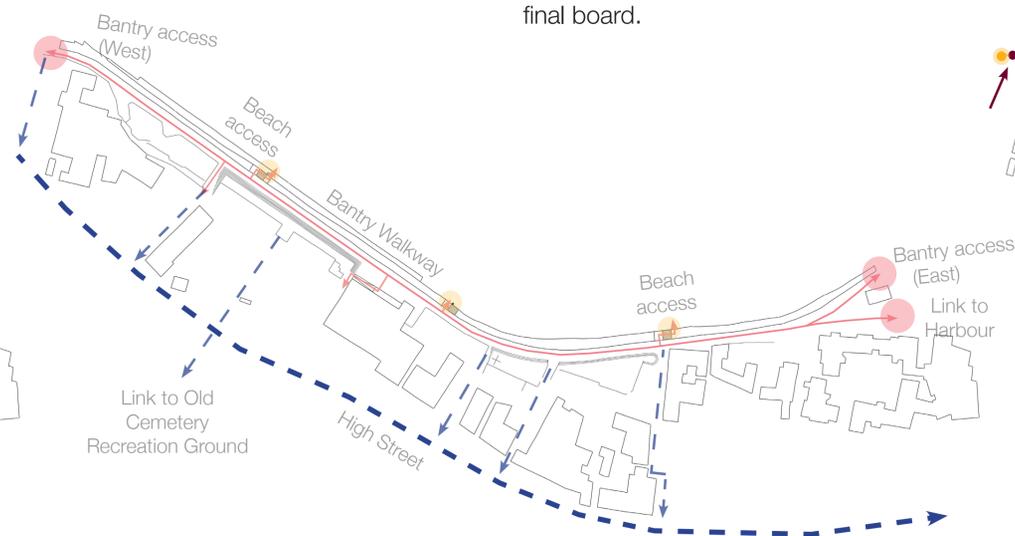
and dune grasses through to a simplified option which looks at repeating single species beds of dune grasses known to withstand salt water +winds.



Access

The site is well connected but there are moments where this could be improved such as the pedestrian connection between the old cemetery and promenade

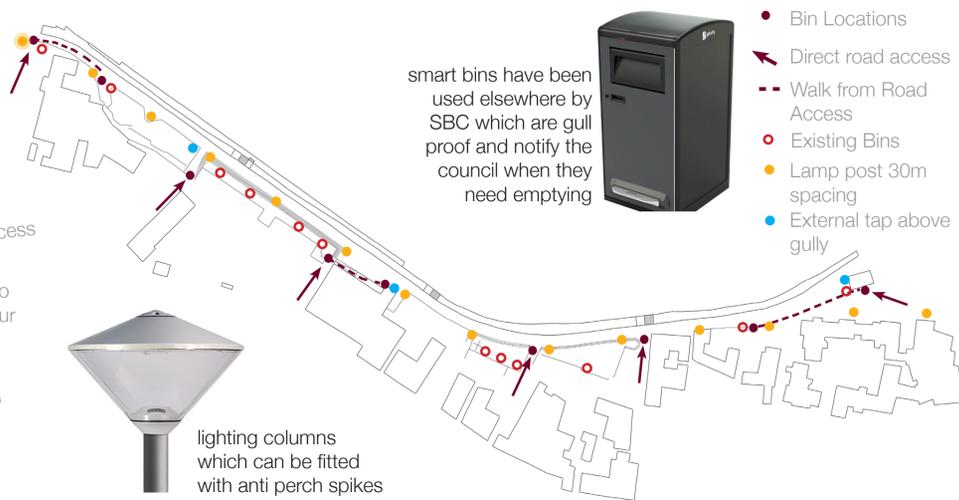
steps. The beach access should be improved to provide better accessibility including handrails to the existing steps. Connectivity is addressed further on the final board.



Furniture

A more cohesive and comfortable palette of furniture needs to be considered, reducing clutter along the walkway. New gull proof lighting columns and larger gull

proof bins located beside key spaces. Locations for outdoor taps have been considered at the play park, the central beach access and at the Coble House.



Bantry Wall

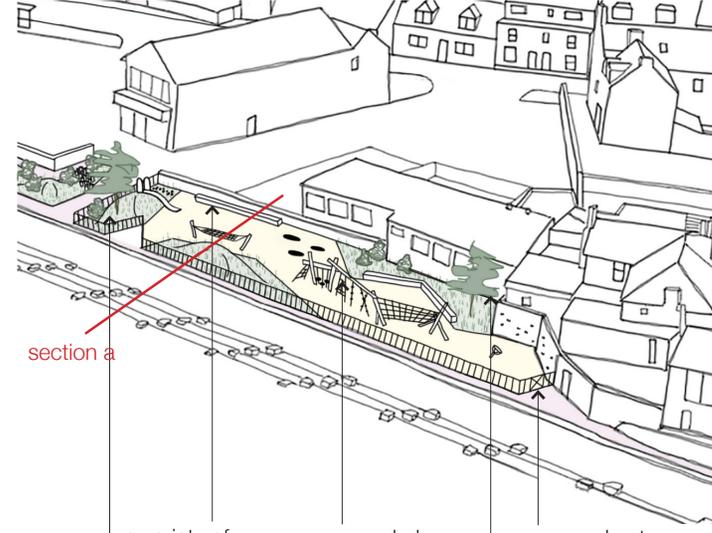
There is an ambition to improve the bantry appearance and structure in the short, medium and long term. This involves exploring ways to improve the visual

appearance and structure in the short, medium and long term.

Eyemouth Bantry and Beachfront

Key Spaces: Play Park

Sketch Option: maximised planting



section a

a variety of seating is provided including long benches and picnic tables

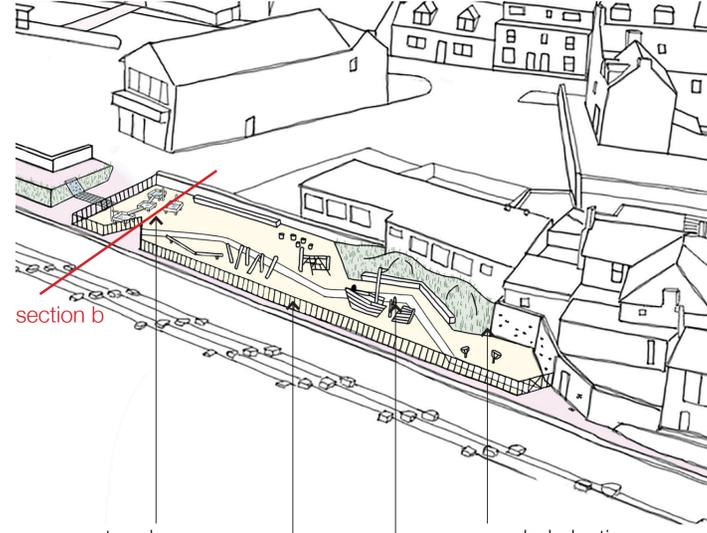
renewed play equipment with play sand proposed to the surface

recessed entry points added to the east and west of the play park

mounded shrub and marram grass suitable for the exposed coastal environment provide a more naturalised setting

planting reduced to ground level helping to separate the competing use of the play park and the pub. Pine trees added

Sketch Option: maximised play with water play



section b

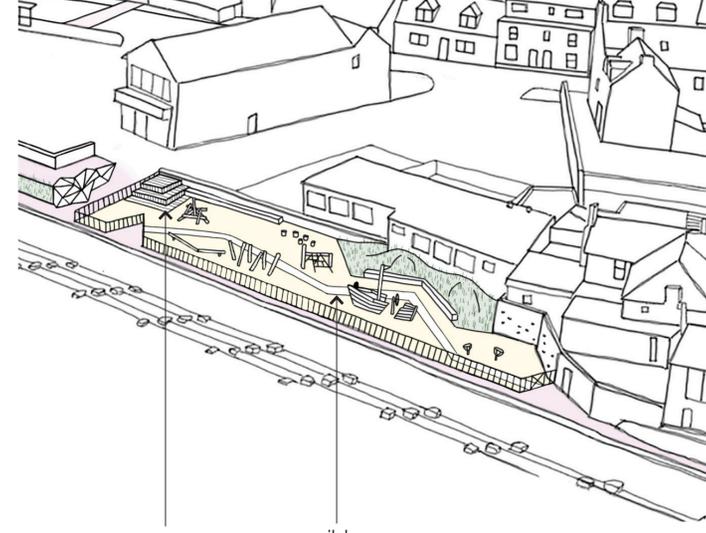
water play element added stepping into the play park

mounded planting pulls the marram grass/sand dune concept into the play park

open railing allows views in and out whilst still providing containment

renewed play equipment can pick up on the story of Eyemouth such as boats used for fishing or sea life. Fixed telescopes could link into story telling.

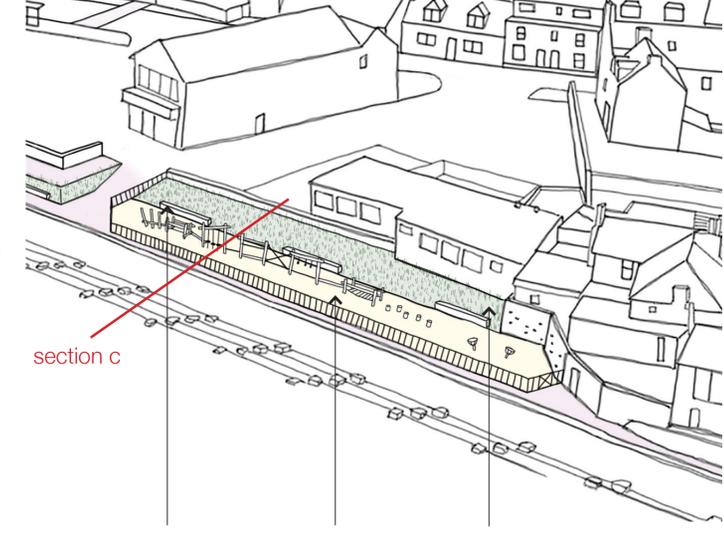
Sketch Option: maximised play



corner seating steps provide a small amphitheatre for play or outdoor learning with the nursery

accessible pathway added through the space for buggies and wheelchairs

Sketch Option: renewal of existing

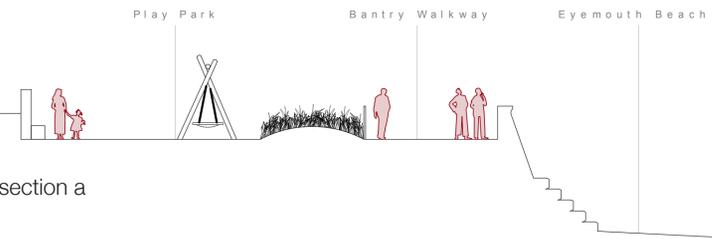


section c

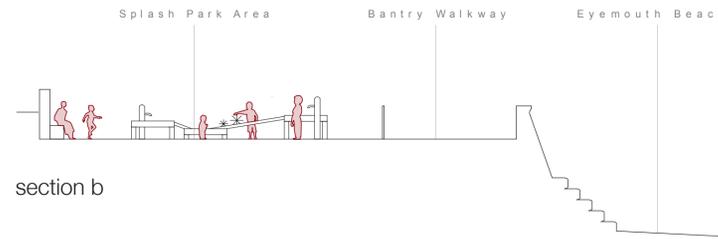
regular bench seating set along the planted backdrop of the park gives space for parents to gather and wait

renewed play equipment with play sand proposed below

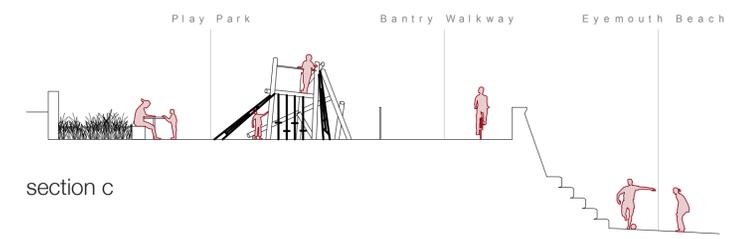
planting beds follow the alignment of the existing planted area to the back of the play park



section a



section b



section c



Low level traversing wall could be added to the edge of mounded beds to make planted spaces more useable



Eyemouth specific play furniture- such as boats or sealife could be used creating sheltered pockets within the play space. Play equipment will need to be from robust materials suitable for the salt spray and wind.



Play furniture can be used as a way to incorporate more colour into the walkway coordinating with the wider principles of adding warmth



Water play could be incorporated making use of the change in level, these could also be used for sand with steeper falls or ball runs.



Furniture will need to tie in with the wider strategy but could include fun colourful elements where they are included in the play park

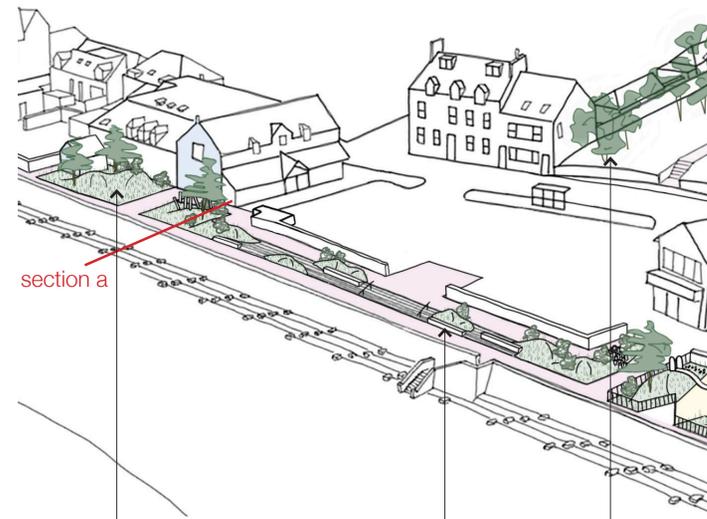


Amphitheatre style steps used to take up the level change could be used as seating or for play/performance and outdoor learning

Eyemouth Bantry and Beachfront

Key Spaces: Promenade Steps

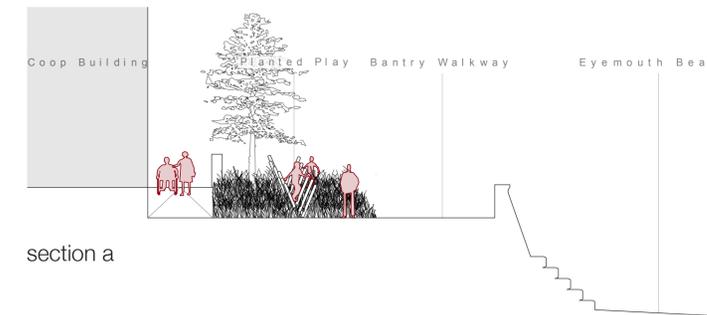
Sketch Option: maximised planting



space used to create generous mounded planting beds which could incorporate playful stepping stones through with the character continued along the promenade steps

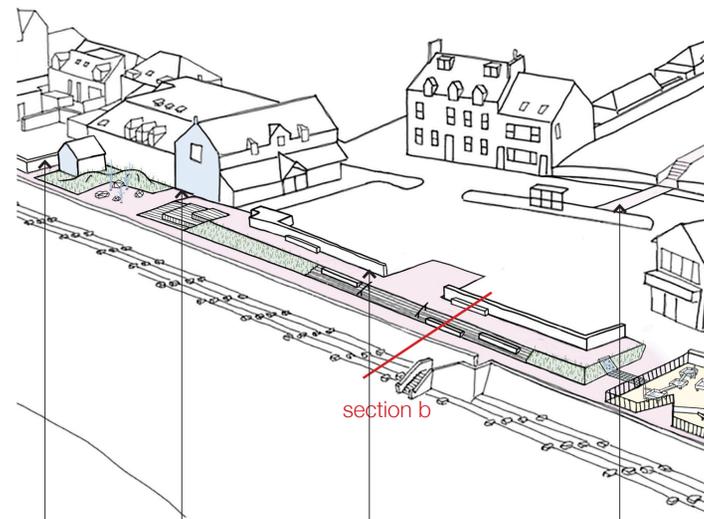
bench seating nestled beside planting added to the steps to improve their useability

opportunity in the old cemetery, where the space is less exposed, to plant trees ensuring they don't block views and take cognisance of grave positions.



section a

Sketch Option: maximised play with splash park



low stone wall added to the car park to reduce the visual impact of cars on the walkway

splash park incorporated where the available space beside the walkway deepens

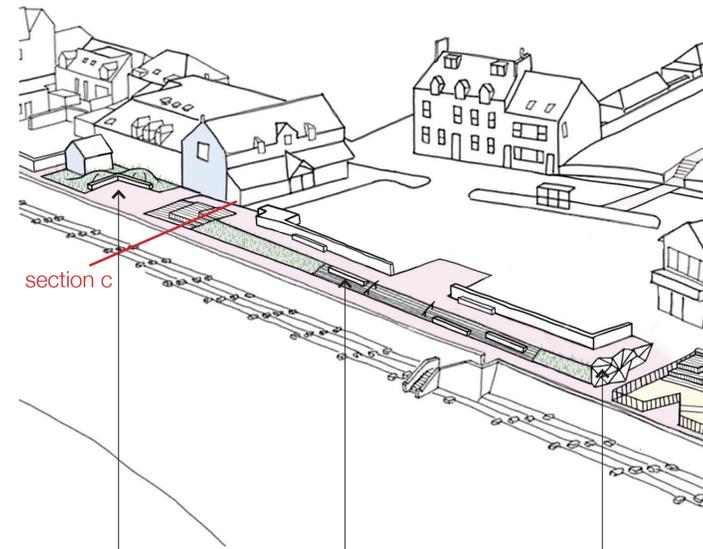
low stone wall added to the car park to reduce the visual impact of cars on the walkway

potential to improve the pedestrian link between the old cemetery and walkway



section b

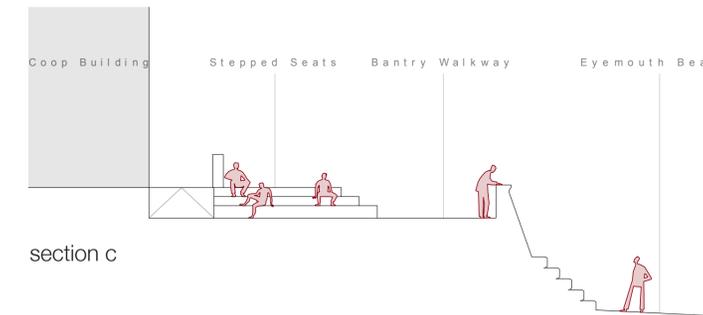
Sketch Option: maximised play



bench seating and dune style planting added with space for interpretation to be added to the ground or playful graphics like hopscotch which don't need equipment.

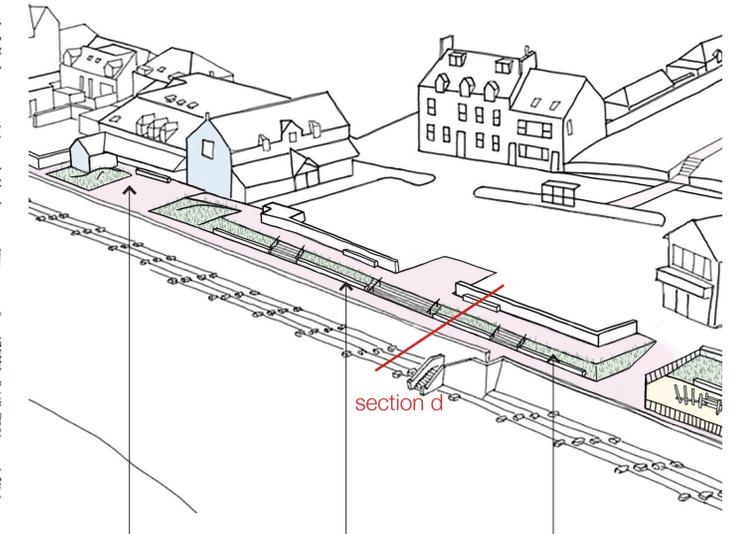
bench seating focused beside the stepped route and upper level

play extends beyond the play park boundary



section c

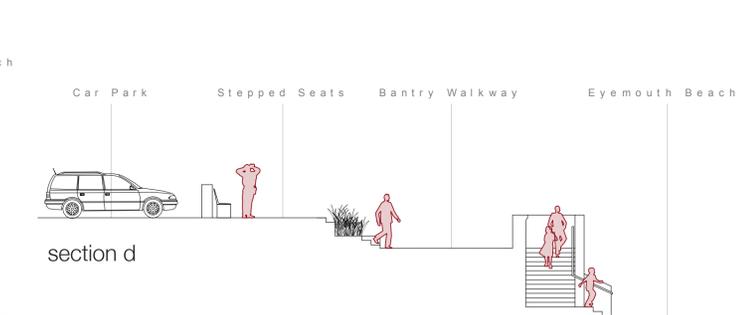
Sketch Option: renewal of existing



shelter retained with seating and space for interpretation or playful ground graphics to be incorporated

bench seating focused at the upper and lower levels beside the pathway

sloped planting beds added to break up the stepped area



section d



simple planting beds of dune grass are suitable for the exposed conditions



adding stepping stones through planting pulls playful elements along the walkway



splash park could be multifunctional, when not in use boulders can be used for seating



playful graphics could be robustly integrated into the ground surface for games like hopscotch



a wider strategy of interpretation or art work telling the story of eyemouth could also be incorporated beside seating spaces



seating integrated along the promenade steps helps to animate the space and provide comfortable places to sit and enjoy the beachfront

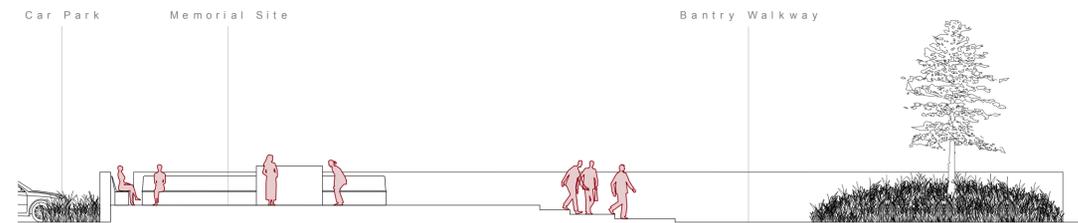
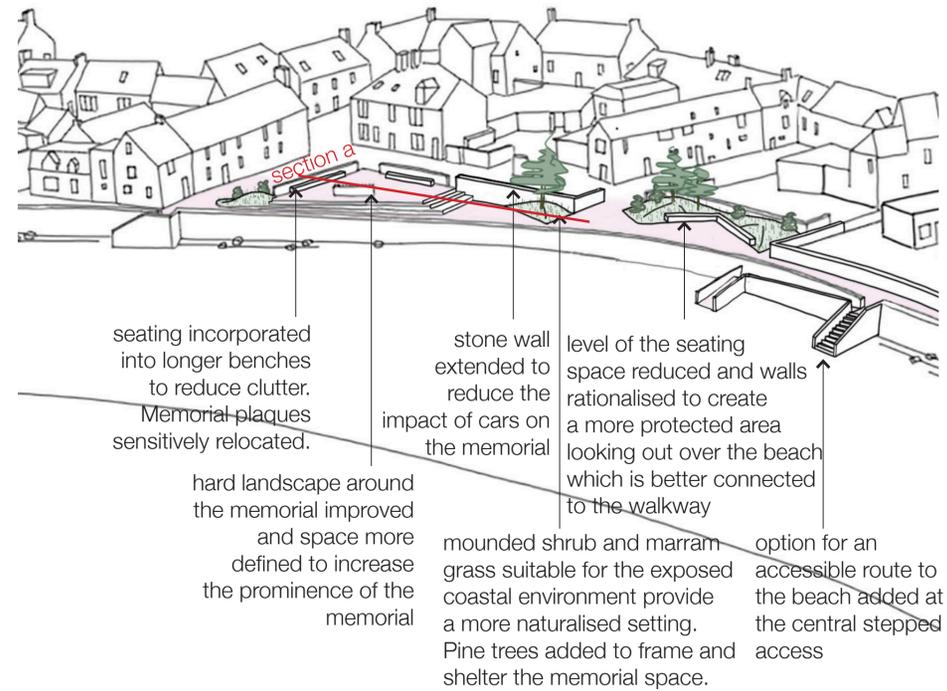


language of stone walls used around the memorial is continued along the whole walkway to visually screen wherever there is car parking

Eyemouth Bantry and Beachfront

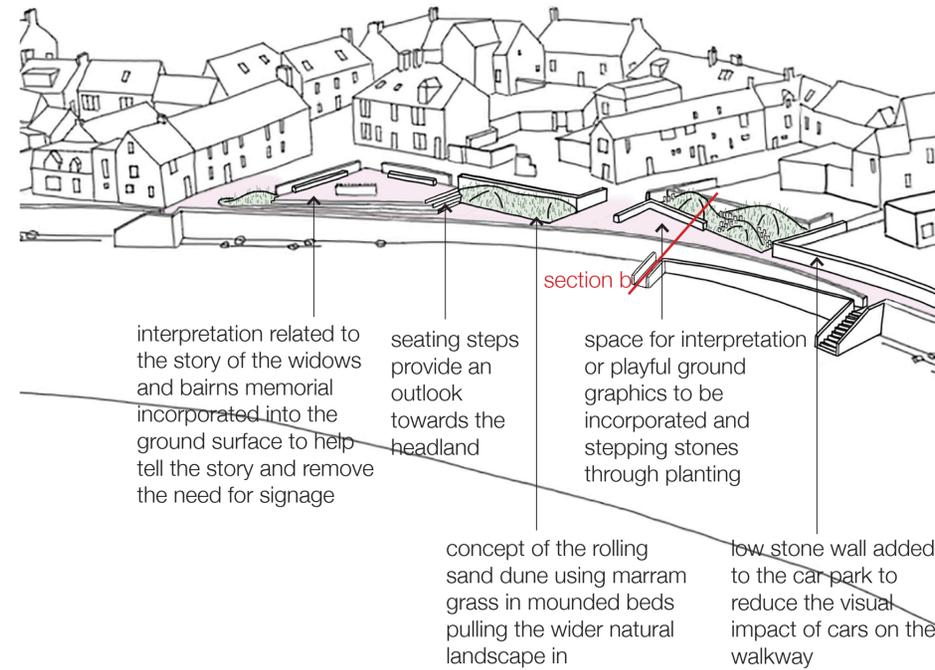
Key Spaces: Memorial and Seating

Sketch Option: maximised planting



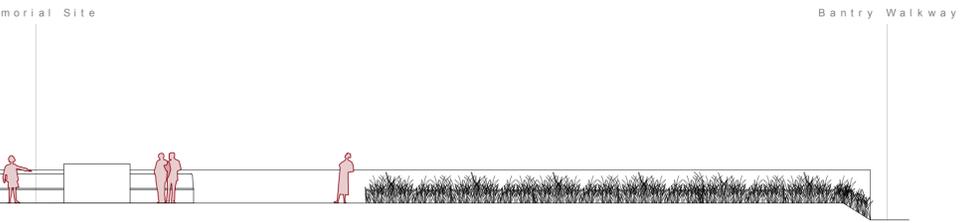
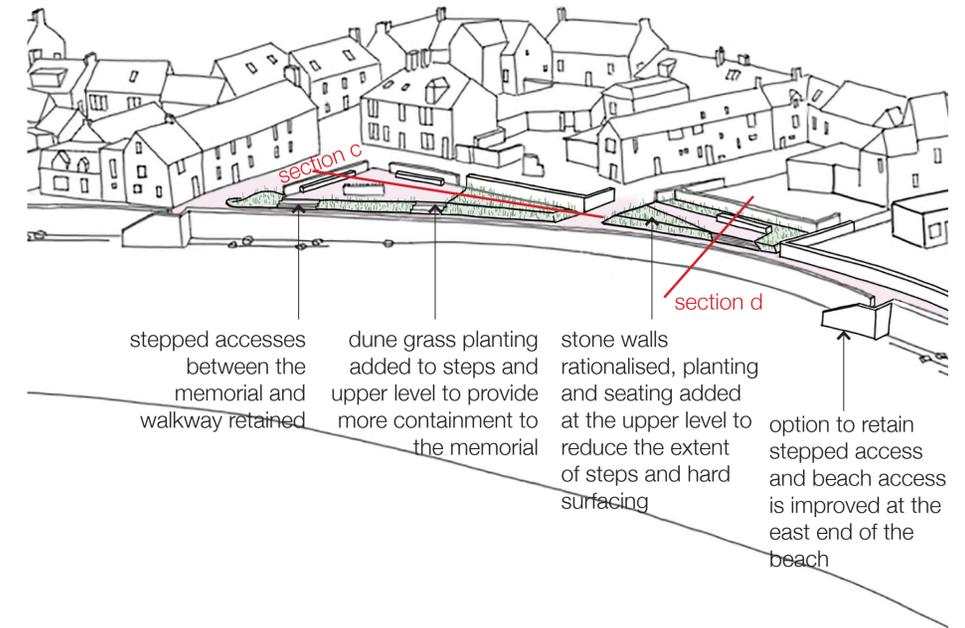
section a

Sketch Option: maximised play

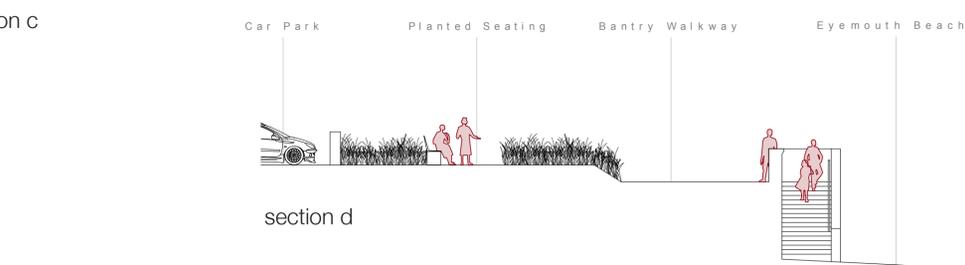


section b

Sketch Option: renewal of existing



section c



section d



different styles of interpretation included in the ground surfacing and seating at Dunbar battery

interpretation can be engraved into stone which would be robust for clearing away sand dropped in stormy weather

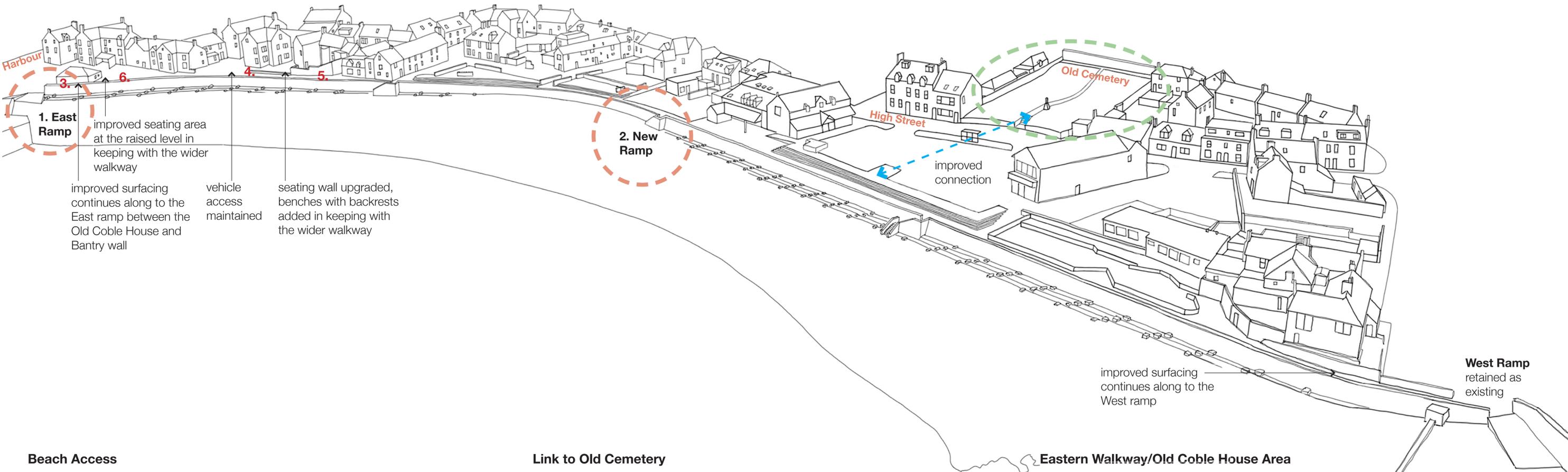
playful elements which link back to the story of the widows and bairns or eyemouth more widely can make the space more accessible to all

trees can be used to frame and shelter such as the memorial space at Prestonpans

language of stone walls used around the memorial is continued around the space to reduce visual impact of parked cars.

Eyemouth Bantry and Beachfront

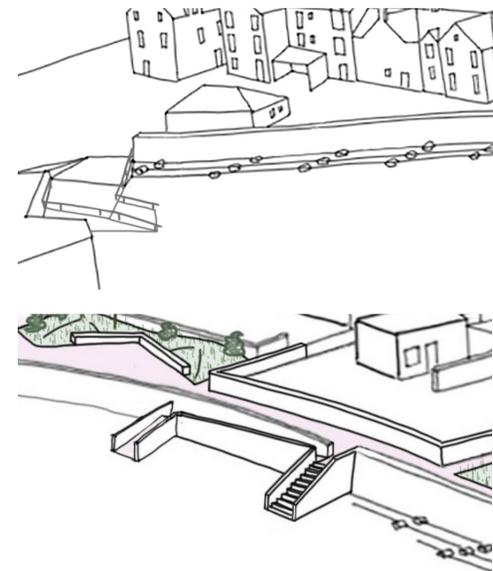
Connectivity



Beach Access

Access to the beach is currently via three stepped routes and a ramped east and west access. None of the accesses include handrails and access to the west is further complicated by a pipe line sitting above the level of the beach. Improving access has been focussed on the east

ramp which offers greatest flexibility and an option of improving a stepped access which could be applied to any of the stepped routes. Cognisance to the seasonal level of the beach needs to be considered in all options.



1. Improved East Ramp

Access via the eastern ramp could be improved. An extension to the ramp would allow for a reduced gradient to make a comfortable access down to the beach. Extending it down to the seasonal low level of the beach would eliminate the step at the end. Handrails would need to complement the route.

2. New Ramp

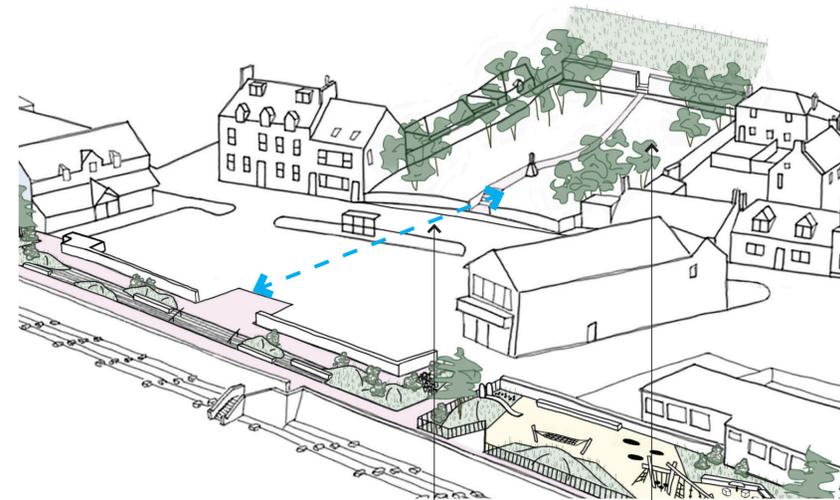
All stepped accesses need to be repaired and handrails added to improve accessibility.

Providing an alternative ramped route alongside the steps would greatly improve access to the beach. This would need to be coordinated with the bantry defences in a similar way the most western steps return over defences.

Link to Old Cemetery

There is potential to improve the link between the old cemetery recreation space and the beachfront. Options include improved surfacing across the roadway to indicate the wider pedestrian connection,

the opportunity to introduce tree planting and ideas around making the greenspace more useable such as adding bench seating.



new surfacing to the roadway to improve pedestrian connection

potential to establish tree planting whilst respecting grave locations and views from the space to the sea.

Eastern Walkway/Old Coble House Area

The principles set out on the boards are proposed to be rolled out along the whole bantry walkway. Improved surfacing, seating, boundaries and options for planting and will stretch from east to west ramp. To the eastern section there

is opportunity to improve some of the smaller scale spaces with renewed seating adjacent the old coble house and on the low wall where the walkway meets Marine Parade.



3. continuation of renewed surfacing + seating space improved



4. continuation of renewed surfacing + seating wall improved



5. improved facade + continuation of renewed surfacing



6. improved seating area