

**Rossmore Forest Park Built Heritage - Conservation Management Plan DRAFT**  
*Site Inventory Action Plan*

No.	Name <i>Action</i>	Condition	Action			
			Immediate	Short Term	Medium Term	Long Term
1	<b>Bridge Close to Front Gate</b>	Reasonable / Poor Condition				
	<i>a. Structural Issues</i>					
	<i>b. Missing parapet stonework and loose stone</i>					
	<i>c. Woody Vegetation</i>					
	<i>d. Stone Pointing</i>					
2	<b>Gortakeegan Megalithic Tomb – unclassified</b>	Unknown				
	<i>a. Locate</i>					
3	<b>The Barn/ Pavilion</b>	Poor				
	<i>a. Saftey</i>					
	<i>b. Stone Walls</i>					
	<i>c. Entrance Arch</i>					
	<i>d. Window Opening</i>					
4	<b>Fairy Tree</b>	Unknown				
	<i>a. Exclusion Zone</i>					
5	<b>Well</b>	Good				
	<i>a. Trees and other vegetation with woody roots</i>					
	<i>b. Debris and Vegetation</i>					
6	<b>Killydrutan Court Tomb</b>	Reasonable				
	<i>a. Trees</i>					
7	<b>Field boundaries</b>	Denuded / Good				
	<i>a. Awareness</i>					
	<i>b. Maintenance</i>					
8	<b>Drains and Channels</b>					
	<i>a. Awareness</i>					
	<i>b. Legal Protections</i>					
	<i>c. Repair/ Reinstate</i>					
9	<b>Manmade /enlarged Lakes</b>	Unknown				
	<i>a. Survey</i>					

	<i>b. Wetands field survey implementation</i>					Yellow	
	<i>c. legal protections</i>					Yellow	
	<i>d. Giants Head</i>						Green
10	<b>Outbuilding/misc. masonry structures</b>	Mix /Several Ruined					
	<i>a. Awareness</i>					Yellow	
	<i>b. Trees</i>					Yellow	
	<i>c. Stone Walls</i>					Yellow	
11	<b>Cast-Iron Cooling Chamber</b>	Excellent					
	<i>a. Ironwork</i>				Orange		
	<i>b. Brick Pier</i>					Yellow	
12	<b>Main Castle Ruins</b>	Fair to Poor					
	<i>a. Structural Issues</i>			Red			
	<i>b. Vegetation</i>				Orange		
	<i>c. Repair for Masonry</i>					Yellow	
	<i>d. Railings</i>					Yellow	
13	<b>Terrace Steps</b>	Fair					
	<i>a. Survey</i>			Red			
	<i>b. Vegetation</i>				Orange		
	<i>c. Management of Grass</i>				Orange		
14	<b>Underground Passageway</b>	Reasonable					
	<i>a. Survey</i>			Red			
	<i>b. Vegetation</i>				Orange		
	<i>c. External reveal stone walls</i>					Yellow	
15	<b>Tank</b>	Reasonable					
	<i>a. Secure covering</i>			Red			
	<i>b. Survey</i>			Red			
16	<b>Historic Low Stone Walling</b>	Good to Poor					
	<i>a. Survey</i>				Orange		
	<i>b. Vegetation</i>				Orange		
	<i>c. Repointing Grouting</i>				Orange		
	<i>d. Rebuilding gaps in Masonry</i>				Orange		
	<i>e. Wall heads</i>				Orange		
	<i>f. Lean and Cracks</i>				Orange		
17	<b>Covered Well</b>	Good					
	<i>a. Debris and vegetation</i>				Orange		
	<i>b. Limestone Gully</i>						Green
	<i>c. Reinstate half-ring</i>						Green
	<i>d. Interpretation</i>						Green
18	<b>Killyushil Ringfort</b>	Fair					
	<i>a. Trees</i>					Yellow	
19	<b>Killydrutan Ringfort</b>	Fair/Poor					
	<i>a. Trees</i>					Yellow	
20	<b>Skeagarvey Megalithic Tomb</b>	Unkown					
	<i>a. Trees</i>					Yellow	

21	<b>Demesne Wall</b>	Reasonable				
	a. <i>Vegetation</i>					
	b. <i>Wall heads</i>					
	c. <i>Repointing and Grouting</i>					
	d. <i>Rebuilding gaps in Masonry</i>					
	e. <i>Lean and cracks</i>					
	f. <i>Survey</i>					
	g. <i>Rebuild section along R189 close to the junction with L16005</i>					
22	<b>Northwest Gate (Main Gate)</b>	Overall Good.				
	a. <i>Maintenance and Painting</i>					
	b. <i>Repairs to cast iron</i>					
	c. <i>Vegetation Growth</i>					
	d. <i>Concrete pointing and repairs</i>					
	e. <i>Inappropriate Planting and figure of Giant</i>					
23	<b>West Gate</b>	Good				
	a. <i>Maintenance and Painting</i>					
	b. <i>Vegetation</i>					
24	<b>Southeast Gate</b>	Poor				
	a. <i>Maintenance and Painting</i>					
	b. <i>Repairs to cast iron</i>					
	c. <i>Area of collapse</i>					
	d. <i>Concrete pointing and repairs</i>					
	e. <i>Mick Jagger Damage</i>					
	f. <i>Replacing missing elements</i>					
	g. <i>Steel Barrier in front of pedestrian entrance</i>					
	h. <i>Damage by cars</i>					
25	<b>Lady Rossmore's Cottage</b>	Very Poor				
	a. <i>Survey</i>					
	b. <i>Access and interpretation</i>					
26	<b>Fish Hatchery</b>	Reasonable				
	a. <i>Survey</i>					
	b. <i>Lean and cracks</i>					
	c. <i>Wall heads</i>					
	d. <i>Trees</i>					
27	<b>Rossmore Mausoleum and Graveyard</b>	Unknown				
	a. <i>Survey</i>					
	b. <i>Access and Interpretation</i>					
28	<b>Bridge</b>	poor				
	a. <i>Structural Issues</i>					
	b. <i>Parapet</i>					
	c. <i>Woody Vegetation</i>					
	d. <i>Stone Pointing</i>					
29	<b>Bridge</b>	Good				
	a. <i>survey</i>					
	b. <i>woody vegetation</i>					

	c. Rebuilding Parapet							
	d. Stone Pointing							
	e. Concrete Pointing							
30	<b>Fish Hatchery with bridge and well</b>	Poor						
	a. Structural Issues							
	b. Handrails							
	c. Woody Vegetation							
	d. Stone and brick pointing							
31	<b>Bridge</b>	Possible poor						
	a. Structural Issues							
	b. Vegetation							
	c. Stone Pointing and Grouting							
32	<b>1862 Giant Redwood memorial</b>	Very Good						
	a. Cleaning							
	b. Legal Protections							
33	<b>Cray and Mafeey Tree Markers</b>	Good						
	a. vegetation with woody roots							
	b. Cleaning							
	c. Additional Research							
34	<b>Icehouse</b>	Destroyed						
	a. location							
35	<b>Boathouse</b>	Very poor						
	a. Consolidation of remains							
36	<b>Walled Garden Gates</b>	Good						
	a. Maintenance and Painting							
	b. Repairs to cast iron							
	c. Use of cement							
	d. Replacing missings Elements							
37	<b>Walled Garden</b>	Mix						
	a. Survey							
	b. woody vegetation							
	c. Stone Pointing							
	d. Missing stone							
	e. Concrete slab capping							
38	<b>Yew Walk</b>	Relatively Good						
	a. Arborist Survey							
	b. Ivy growing on the Yew Trees							
	c. Neighbouring trees							
	d. Growth management							
	e. Compaction							
	f. Legal protections							
	g. Replacements as needed							
39	<b>Hydraulic ram/dam</b>	Relativley Good						
	a. Survey							

	<i>b. Ram Drum</i>					
	<i>c. Vegetation</i>					
	<i>d. Managing debris obstructing access</i>					
	<i>e. Repointing</i>					
	<i>f. Rebuilding Gaps in the masonry along quays</i>					
	<i>g. Rebuilding gaps in the masonry in freestanding walls</i>					
	<i>h. Maintenance and painting brackets and gate</i>					
	<i>i. Legal protections</i>					
40	<b>Mill Race</b>	Varied				
	<i>a. Survey</i>					
	<i>b. Managing debris and vegetation obstructing access</i>					
	<i>c. Vegetation</i>					
	<i>d. Legal Protections</i>					
41	<b>Tank</b>	Good				
	<i>a. Vegetation</i>					
	<i>b. Survey</i>					
	<i>c. Wall heads</i>					
	<i>d. Trees</i>					
	<i>e. Iron Bars</i>					
	<i>f. Legal protections</i>					
42	<b>Engine house</b>	Fair/Poor				
	<i>a. Painting the machinery</i>					
	<i>b. Machinery</i>					
	<i>c. Vegetation</i>					
	<i>d. Trees</i>					
	<i>e. Legal Protections</i>					
43	<b>Brigid's Tree Marker</b>	Poor				
	<i>a. Managing debris and vegetation</i>					
44	<b>Giant Redwood Maker</b>	Fair				
	<i>a. Vegetation with woody roots</i>					
	<i>b. Obscured from view</i>					
	<i>c. Cleaning</i>					
45	<b>Pet Cemetery</b>	Good				
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