## Neighbourhood Infrastructure Improvement Fund

## **Template for Ideas Gathering**

## Name of Area Partnership: Southside Central

Description of work required for Estimate - Please provide as detailed a description as possible including type of work required, number and type of items required/special considerations or known issues etc	Location of Work required for Estimate - Please provide a detailed description of the EXACT location (Street Name & Extents) of work required:
Strathbungo Society	Balvicar St at Pollokshaws Rd.
Balvicar Square	(main entrance to Queen's Park from Strathbungo).
<ol> <li>Creation of a new community space (as per the Local Place Plan)</li> <li>Re-design of layout to maximise public space / 'square' to include:</li> <li>Removal of redundant electric Next bike station (and associated plastic fencing).</li> <li>Repair Next bike station (2 loops missing)</li> <li>Redesign/repair broken bollard to Pollokshaws Rd and/or replace with two bollards either side of cycleway)</li> <li>Relocate bike store (to right hand side of cycle lane entrance at Balvicar St?).</li> <li>Extend pavement and/or create fixed 'outshot' to Pollokshaws Rd. to prevent parking from end of Brodies to start of Queen's Park railings on Pollokshaws Road.</li> </ol>	
Shawlands and Strathbungo Community Council  Joint idea with Langside AP, Pollokshields	Langside Square, and behind the Langside Halls.
AP and ideally Southside Central AP if funds available.	
Improvement	
From Queen's Park Neighbourhoods Local Place Plan - Recognising that the civic square is a relatively new space and in good condition, proposals are to soften, green, introduce improved seating and shelter and activate through increased opportunities for use e.g. Improve seating options for any with	

mobility challenges including sheltered	
options, set back from the road.	
Subtle greening and planting across the	
square, utilising raised planters where	
necessary	
Introducing an informal play area to the north	
of the square, with adventure play and	
hammocks/relaxation areas.	
Creating a space for young people at the	
back of the Halls, with possible art wall,	
shelter and seating	