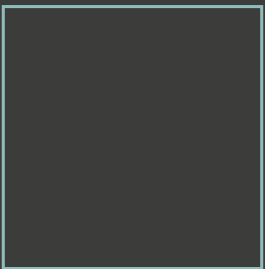
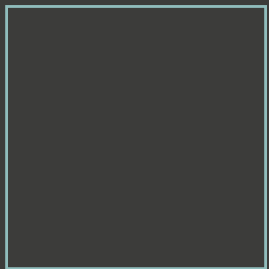


WILD



ATLANTIC



WAY



**ROUTE IDENTIFICATION
REPORT**







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INTRODUCTION

4



INISHOWEN

The **Wild Atlantic Way** is an exciting new project to develop a visitor journey along the Atlantic coast of Ireland from Kinsale in County Cork to the Inishowen Peninsula in County Donegal. The project aims to package the west of Ireland experience and establish a route of international standing that can be ranked alongside the great driving routes of the world. It has the potential to become the European equivalent of the Great Ocean Road in Australia and the Garden Route in South Africa (images above). The route itself will comprise of a central spine that will navigate visitors along Ireland's Atlantic coast to showcase the diverse landscapes, the rugged coastline and provide them with the best experience that the West of Ireland has to offer. Over time, a number of looped itineraries will be added to the spine to deepen and enrich the experience for visitors

5

INTRODUCTION

Where the land meets the sea – sculpted by the wild Atlantic



This document introduces the Wild Atlantic Way and details the process and findings of Stage Two of the project: Identification of the Route. The primary objective is to identify the 'spine' i.e. the single route that will lead the visitor along Ireland's Atlantic coast, extending between County Cork in the South West and County Donegal in the North West. The route will allow travellers to see and be introduced to many outstanding aspects of the Atlantic coastline as an attraction in its own right, and as such its presentation must be of the highest standard.

As a long distance driving route, the Wild Atlantic Way will provide the introduction to some of Ireland's most incredible experiences: its coastline, seascapes, history, culture and people. The route will encourage, entice and inspire travellers to explore and engage with these areas, making them eager to journey further. Their spirit of adventure will drive them to seek new experiences as they travel.

KINSALE

The primary objective of Fáilte Ireland with the Wild Atlantic Way project is to develop a coastal route of sufficient scale and singularity to achieve greater visibility for the west coast of Ireland in both domestic and overseas tourism markets. The target outcomes of the project are to increase visitor numbers to the west of Ireland, encourage more repeat visits and persuade visitors to stay for longer and spend more money. Stakeholder involvement is key to the success of the project. Collaborative working between local authorities, state agencies, local development organisations, tourism businesses and local communities will ensure that the maximum benefits for the West of Ireland are realised and visitors are provided with an unforgettable experience.

As a visitor experience the Wild Atlantic Way is about experiencing where the land meets the sea and how the sea has shaped and influenced what happens on the land. This overarching concept, which represents the core proposition from Stage 1 of the project, provides a strong focus which has helped to establish the following five principles:

OVERARCHING PRINCIPLES

- A Focus on the wild Atlantic
- B Hug the coast wherever possible
- C Include only landscapes and attractions of immediate thematic relevance
- D Highlight settlements with a cluster of experiences e.g. beaches, harbours, seafood, sealife watching
- E Resist diluting the product by straying inland or including non-Atlantic themed attractions



INTRODUCTION

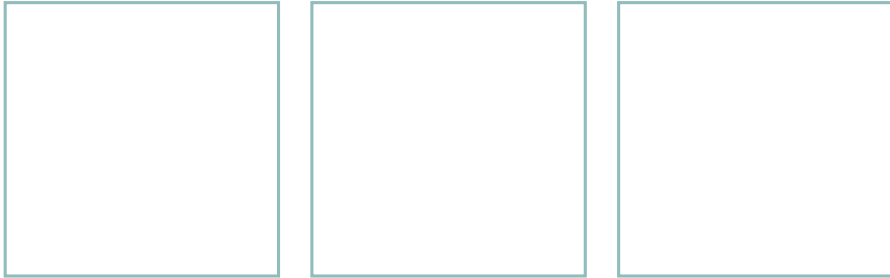


PROJECT STAGES

Project Stages One and Two of the Wild Atlantic Way were undertaken simultaneously, each informing development of the other. They adhered to the above concept and principles and will together be used to inform subsequent stages 3 to 5.

This document summarises the findings of Stage 2. It begins with an overview of the project background, including the team and process followed. It summarises the key findings of the Stage 1 Proposition and Brand Development and gives an account of existing driving routes along the coast. The methodology used to identify routes is then summarised, as well as the Route Framework where each proposed component of the Wild Atlantic Way is explained. Following this section the route of the Wild Atlantic Way is presented.

The key themes of interpretation are then outlined, followed by an indication of the Next Steps with detailed findings located in the Appendices.

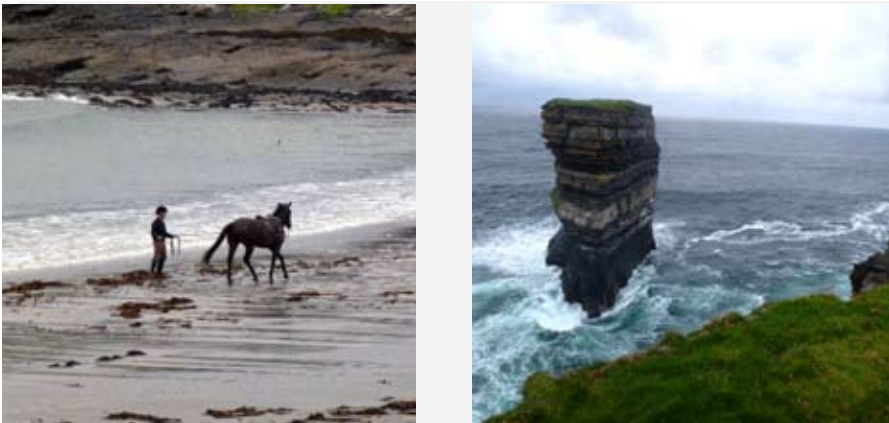
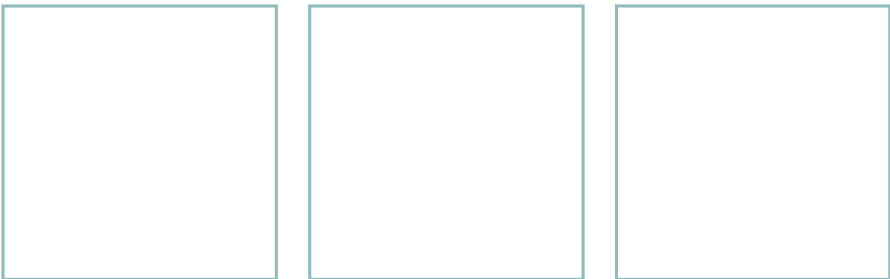




BACKGROUND

8





In June 2012 Fáilte Ireland commissioned a consultancy team led by The Paul Hogarth Company to undertake Stage 2 of the Wild Atlantic Way. Development of the Route Masterplan involved working in close collaboration with four Regional Steering Groups along Ireland’s west coast (North-West; West; Mid-West; South-West). The process involved an extensive study of the coast, a review of existing driving routes, the establishment of route selection criteria, an evaluation of various route options, the identification of the route spine and a comprehensive process of stakeholder and community consultation.

BACKGROUND

STAGE ONE: IDENTIFY BRAND PROPOSITION AND IDENTITY, AND KEY MARKET SEGMENTS

What it is	The world’s longest coastal touring route along the west of Ireland
What it comprises	Opportunities to see, explore, experience, participate and drive (the value propositions) the west coast of Ireland’s nature, culture, heritage, settlements and events
Why it is different	The words longest coastal touring route where wild Irish land and seascapes meet. – this is its USP
How is it branded	Wild Atlantic Way = land, sea & wild
Who will buy it	Experience seeking drive travellers with interest in landscapes, culture & the outdoors
How will it be delivered	Strategic partnerships of public sector and private sector, nationally and locally through pooling of assets, resources and energy
What will be its value	The packaging up to deliver fresh critical mass to encourage more visitors, staying for longer, making more repeat visits and spending more money, plus fresh partnership working

A consultancy team, led by Colliers International, was tasked to develop a brand proposition for the Wild Atlantic Way. The principal aim of this piece of work was to succinctly establish what the Wild Atlantic Way brand is offering, to whom it is targeting, in what formats it is provided and where and how to access it.

The table above summarises the product brand of the Wild Atlantic Way as identified by the consultants in their report, “Wild Atlantic Way: Brand Proposition”.

The brand pyramid above illustrates the proposed brand and value propositions for the Wild Atlantic Way as identified in the Colliers report. The pyramid identifies that the ‘wildness’ of the product is the essence of the brand while the core proposition is the meeting of the wild Atlantic with the coastline and the landscapes which it has influenced. Furthermore Colliers identified that the history, heritage and culture of the places and people along the Wild Atlantic Way is its unique selling point with nowhere else in the world quite like it.



The report concludes that early market testing of the Wild Atlantic Way brand proposition shows a strong interest and appetite from Ireland’s main source markets, i.e. the UK, France, Germany and the USA with significant opportunities to break into emerging markets such as China, India, Brazil and Russia. The report also concludes that a “one size fits all” package of branding and marketing will not be appropriate as target markets have differing interests ranging from passive interests such as gentle walking and sea and wildlife watching to the more active interests such as climbing, surfing and mountain biking. The brand proposition, therefore, has a pivotal role to play in capturing the varying interests of the different target markets.

PROJECT PROCESS

- Project Inception Meeting
- Review of Background Information
 - Brand Proposition
 - Existing Driving Routes
 - GIS Data
- Steering Group Meeting x4
- Concept and Overarching Principles
 - National Context Mapping
 - International Access Points
 - Route Selection Criteria
- Steering Group Meeting x4
- Regional Context Mapping
 - Independent Travellers Route
 - Coach Route
 - Island Connections
 - Scenic Driving Sections
 - Discovery Points
 - Route Sections
- Steering Group Meeting x4
- Public Consultation Process
 - Consultation Report
- Steering Group Meeting x4
- Route Masterplan Report

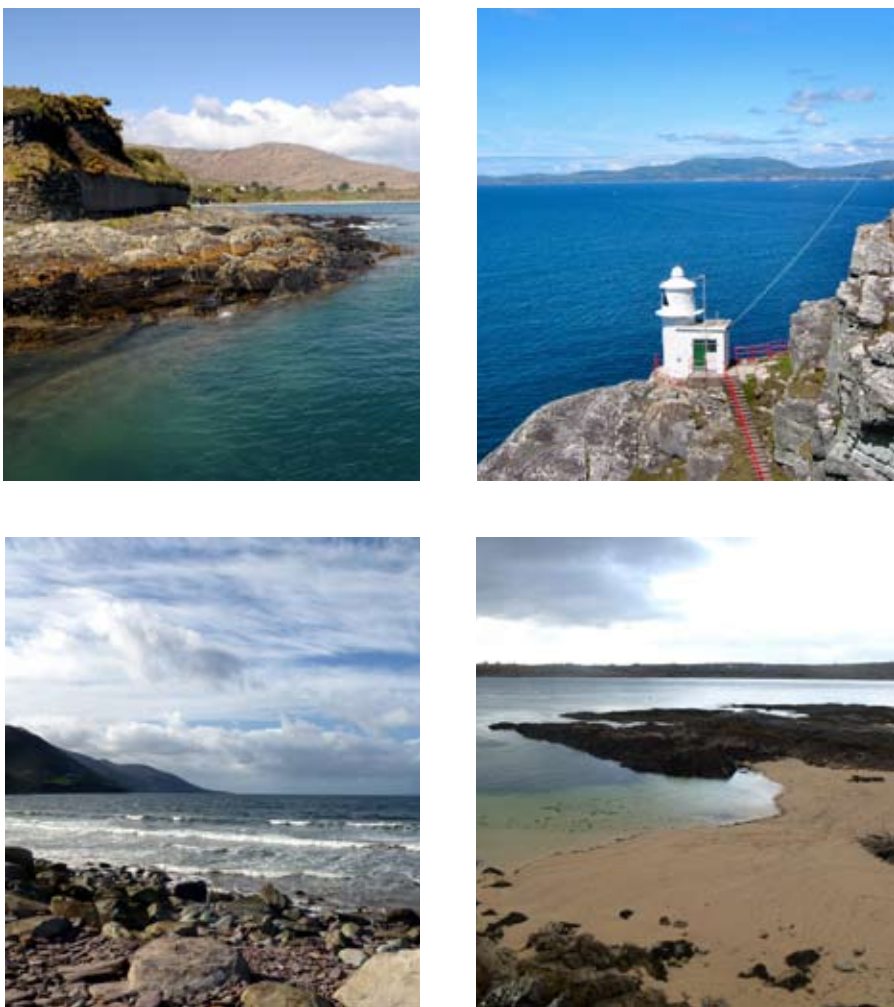
STAGE TWO:
ROUTE IDENTIFICATION

COASTAL STUDY

Specialist consultants from The Paul Hogarth Company undertook an extensive study of Ireland’s west coast, exploring, mapping and photographing its many diverse routes, attractions and settlements.

This process was augmented by a Geographic Information System (GIS) mapping exercise to locate all tourism related businesses and facilities throughout the study area. This was based upon Fáilte Ireland’s Tourism Content System as well as comprehensive datasets, which were made available by the nine County Councils situated along the west coast of Ireland.

This mapping exercise provided a clear understanding on the location and concentrations of tourism related services throughout the study area, including information on transport hubs, accommodation providers, attractions and activity providers, and blue flag beaches.



BACKGROUND

REVIEW OF EXISTING DRIVING ROUTES

There are a number of existing drive touring routes covering parts of the Wild Atlantic Way, although many also take in inland sights and scenery as part of the route. Individual routes range from the immensely popular Ring of Kerry, originally marketed in the early 1900s by a horse-drawn coach company as ‘Grand Atlantic Tours’, to local community initiatives such as the Connemara Loop.

From a visitor’s point of view, however, identifying a list of routes to assist in holiday planning is difficult. Individual routes may be profiled in popular guides like Frohmer’s or the Rough Guide but are not indexed under the generic heading of drive routes. Searching the web identifies a mix of sites. They include traveller’s experiences covered by sites like TripAdvisor, guides to driving in Ireland (AA), and self-drive car hire and tour operators as well as some national or regional tourism sites.

A priority for the Wild Atlantic Way brand, whether it has a dedicated website or one linked to Discover Ireland. ie or Ireland.com, will be to ensure that content is well indexed in terms of potential search strategies.

The quality of information covered within specific web pages is very variable. Some have maps, others have text descriptions of the route with varying degrees of ease of following. A few give details of visitor attractions en route with appropriate web links or descriptions of the settlements and scenery that the routes pass through whereas others give such little information other than place names that few visitors would be motivated to add the experience to their wish list.

There is no comprehensive website dedicated to driving tour routes in Ireland.

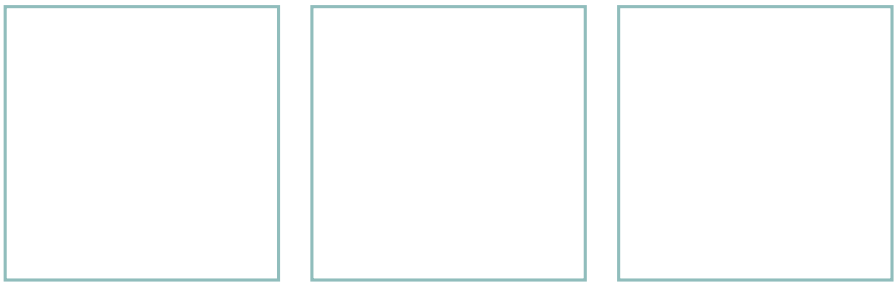
With the exception of DiscoverIreland.ie and Ireland.com, the top ranked websites are commercial or mainstream sites like Wikipedia and Tripadvisor. Local or public sector sites are more difficult to find.

There is a lack of consistency of categorisation among different headings from ‘touring routes’ to ‘scenic drives’ even within the Discover Ireland website.

Few sites give an indication of distance and average drive time and most rely on a Google map if at all. Use of road numbers is sporadic and levels of content are very variable.



Appendix 1 provides a detailed review of specific driving, walking and cycling routes.

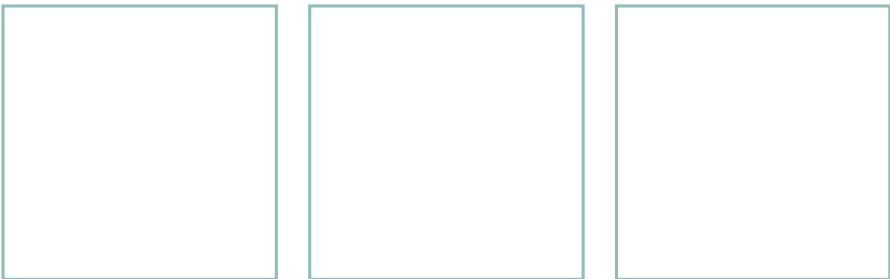




ROUTE IDENTIFICATION

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OVERARCHING PRINCIPLES OF THE ROUTE SPINE

The route of the Wild Atlantic Way should:

- provide an unbroken link for motorists from County Cork to County Donegal;
- ensure that the overall brand proposition is not diluted by the incorporation of other national and regional assets which do not have resonance with the wild Atlantic;
- be navigable in its entirety by cars, motor homes, bicycles and motorbikes;
- be navigable in the main by buses and coaches;
- be easily accessible locally, regionally and nationally;
- be navigable from end-to-end, but equally enjoyed in sections;
- have a range of places to stop along it, from the globally recognised to the locally interesting, appropriately distributed to ensure that the route remains engaging over its length, no matter where someone joins or leaves it;
- provide an introduction to the area around it, encouraging people to spend time in and explore a specific area in more detail;
- provide opportunities for people to visit specific attractions, use the full spectrum of accommodation, eat, shop and enjoy cultural experiences.

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ROUTE IDENTIFICATION

The purpose of Stage 2 is to identify a ‘spine’ route that provides the visitor with the richest possible Wild Atlantic experience.

ROUTE SELECTION CRITERIA

In order to identify the best route and maintain the brand promise of the ‘Wild Atlantic Way’, route selection criteria were established to ensure that the process was objective and transparent, thus delivering a visitor experience that best aligned with the brand proposition.

Objective measures such as World Heritage sites, Blue Flag beaches, national parks and lighthouses help to define the most appropriate route as do practical criteria such as route suitability and road safety levels. In relation to road suitability, it was initially recommended that the route should only utilise National and Regional Roads as they were considered to be of a higher standard. However, following a process of site analysis across the entire study area and consultation with the Regional Steering Groups, it became apparent that the visitor experience on these roads was limited. Subsequently, it was deemed essential to consider local roads to enable the route spine to be located closer to the coast and therefore provide the best visitor experience possible.

The four main elements of the route selection criteria, which was developed and agreed by the Regional Steering Groups, are listed below. For the full list of criteria please refer to Appendix 2.

1. Accessibility and Capacity of Route
2. Scenic Quality of Route
3. Points of Interest along Route
 - 3.1 Sea and Landscape
 - 3.2 Human Influence
 - 3.3 Culture
 - 3.4 Sports and Activities
4. Visitor Facilities along Route



STAKEHOLDER AND PUBLIC CONSULTATION

Public consultation and the participation of key stakeholders was a critical component to developing the route masterplan. As outlined in the project process section, on page 9, stakeholder and public engagement involved a two-fold approach.

Firstly, four Regional Steering Groups were set up across the study area, with regular meetings undertaken to review and agree progress made on the route masterplan. Secondly, following the development of the draft route masterplan, a comprehensive process of consultation was carried out to gain the views and opinions of the wider public. This two-fold approach is elaborated further as follows:

PUBLIC MEETINGS

Tue 20th Nov: Kinsale (Cork), Bantry (Cork), Wed 21st Nov: Cahersiveen (Kerry), Tralee (Kerry), Thu 22nd Nov: Foynes (Limerick), Kilkee (Clare), Fri 23rd Nov: Doolin (Clare), Tue 27th Nov: Salthill (Galway), Clifden (Galway), Wed 28th Nov: Westport (Mayo), Belmullet (Mayo), Tue 4th Dec: Enniscrone (Sligo), Sligo Town (Sligo), Wed 5th Dec: Donegal Town (Donegal), Letterkenny (Donegal)



ROUTE IDENTIFICATION

1. REGIONAL STEERING GROUPS

Four Regional Steering Groups were established across the study area, comprising of representatives from Fáilte Ireland, the Local Authorities, the LEADER companies, Údarás na Gaeltachta and the Western Development Commission. The four Regional Steering Groups were grouped by County, as indicated below:

- North West (Donegal, Leitrim, Sligo)
- West (Mayo, Galway)
- Mid West (Clare, Limerick)
- South West (Kerry, Cork)

In total four rounds of Regional Steering Group meetings were undertaken at key stages in the project.

- The first round of meetings provided the platform to outline the five stages of works involved in delivering the overall product as well as reviewing existing driving routes and initial analysis findings. The Groups were also informed of the concurrent work ongoing to develop a brand proposition. Furthermore, this initial round of meetings proved invaluable as a means to catalogue the various landscapes and sites that the Steering Groups felt had particular resonance with the brand essence of the Wild Atlantic Way.

- The emerging concept, overarching principles and draft route selection criteria were presented to the Groups at the second round of meetings. This crucial stage provided the opportunity to refine the route selection criteria and shape development of the draft route masterplan.

- In advance of the third round of Regional Steering Group meetings, site analysis was undertaken across the entire study area and a draft route masterplan was developed. The draft masterplan included information on international access points, the route spine for both coaches and independent travellers, island connections, scenic driving sections and discovery points. This round of meetings allowed each group to review, in detail, the draft route masterplan, with particular focus on the line of the route spine and suggested discovery points. Following this detailed review and subsequent refinement, a public consultation process was undertaken which was facilitated by the consultant team and supported by members of the Regional Steering Groups.

- The final round of steering group meetings was held to review the feedback from the public consultation process. This feedback was presented to each of the Groups with recommendations made to accept, reject or retain the suggestion for future consideration. Following this robust process of feedback review and a further refinement of the route masterplan, the report was developed.

2. PUBLIC CONSULTATION PROCESS

Following the development of the draft route masterplan with the Regional Steering Groups a Public Consultation Process was undertaken. During the consultation period, which extended from 14th November to 14th December 2012, the draft route masterplan and route selection criteria was made available online on Fáilte Ireland's website. In addition to this, fifteen public open forums were arranged at various locations along the length of the study area (see list above). These open forums were very well attended and proved crucial as a means to collate the views and opinions of local businesses, tour operators and residents and also test the appropriateness of the draft route masterplan.

All information and feedback received during the public open forums was recorded and collated. This information was then presented to and considered by the four Regional Steering Groups with recommendations made to accept, reject or retain the suggestion for future consideration. In total 366 feedback submissions were made containing 862 individual comments. A detailed breakdown of this feedback can be found in Appendix 3.

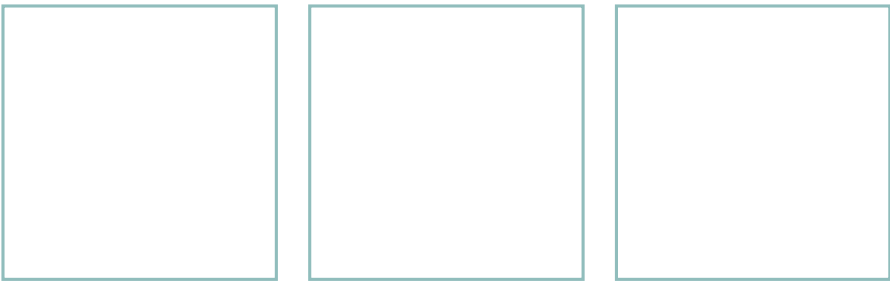




ROUTE FRAMEWORK

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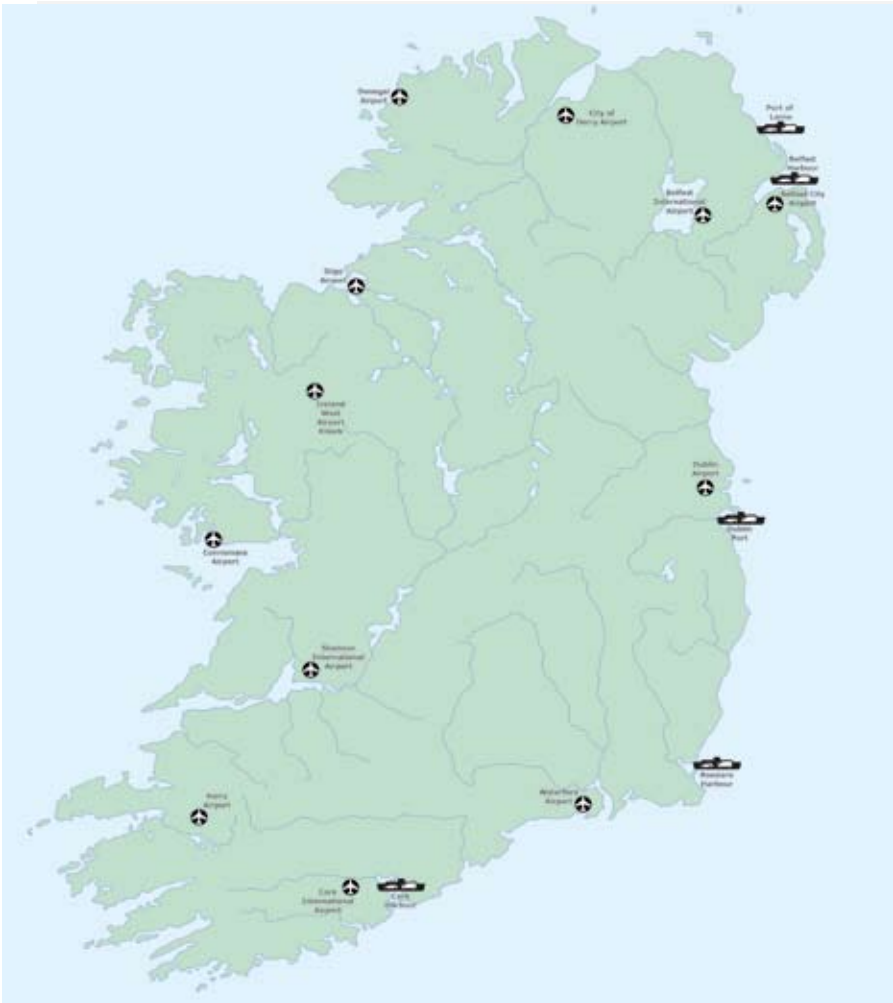


- 1. International Access Points
- 2. Independent Travellers Route
- 3. Coach Route
- 4. Scenic Driving Sections
- 5. Island Connections
- 6. Discovery Points
- 7. Character Areas and Signature Discovery Points

1. INTERNATIONAL ACCESS POINTS

The route masterplan identifies the air and sea ports through which visitors enter Ireland as International Access Points. One of the strategic objectives of the project is to encourage international visitors to travel directly to the west of Ireland and, therefore, into the airports in the west.

While all of the western airports have a role to play in relation to this due to their links to the UK and the rest of Europe, of particular importance is Shannon due to its transatlantic links. Given the fact that approximately two thirds of our international visitors currently enter Ireland through Dublin by air or sea, it is important that the Wild Atlantic Way also seeks to attract those visitors across to the west coast.



ROUTE FRAMEWORK

2. INDEPENDENT TRAVELLERS ROUTE

Following consultation with the Regional Steering Groups, route selection criteria emerged which informed the development of the route along the Atlantic coastline of Ireland. The spine generally comprises a continuous route but where there is no alternative, i.e. where an exceptional viewpoint has been identified, and where the road network does not allow for the continuation of the route, the spine will double back on itself to join the main spine again.

At the commencement of the route identification process it was envisaged that a single route, navigable in its entirety by the relevant transport modes, i.e. bicycles, motorbikes, cars, motorhomes and coaches, would be identified. However, following site analysis and consultation with the Regional Steering Groups it was agreed that due to the higher standard of road required to accommodate coaches, this would not be appropriate. Subsequently, it was established that two routes should be identified, the main route to accommodate Independent Travellers (bicycles, motorbikes, cars and motorhomes) while a secondary route has been identified for Coaches. In the main, both routes run in parallel but where the road closest to the coast becomes unsuitable for coaches an alternative route has been identified.

3. COACH ROUTE

As outlined in the previous section not all of the proposed Wild Atlantic Way spine is navigable by coaches. In these cases, an alternative route has been identified which is suitable for use by coaches. This route will be made available for coach operators to view and download from the website and will be accompanied with detailed advisory notes.

4. SCENIC DRIVING SECTIONS

A fundamental element of the Wild Atlantic Way brand proposition is the identification of driving sections that provide a high quality ‘Wild Atlantic’ experience. These scenic driving sections provide the visitor with opportunities to see and experience the best land and seascapes along the route spine.

5. ISLAND CONNECTIONS

The experience offered by the Islands off Ireland’s west coast is synonymous with the Wild Atlantic Way. Given their rich history, dramatic landscapes and in some instances World Heritage Site status visitors on the Wild Atlantic Way should be encouraged to explore these outstanding locations. It is therefore essential that the route masterplan identifies where chartered connections to the Islands exist.

6. DISCOVERY POINTS

Specific locations that provide an exceptional Wild Atlantic experience along the main route spine have been identified. In keeping with the overarching principles of the route selection criteria, these Wild Atlantic ‘Discovery Points’ must relate directly to the coast and possess an immediate thematic relevance to the overall brand and essence of the project.

In the main, Discovery Points are sites which will provide exceptional views and at which there is an opportunity to provide some interpretation for the visitor. Many of the proposed sites are well known as existing viewing points, and some are already well developed, while others are lesser known but offer significant potential.

In general, Discovery Points have been located in remote coastal areas outside of the main settlements. As such, they are intended as a device to entice visitors to the more remote and peripheral areas of the coast, thus potentially extending dwell time. While Discovery Points have not, in the main, been identified in the cities, towns and villages along the route, it is anticipated that these settlements will establish themselves as important ‘experience hubs’ along the route, catering for the needs of visitors and offering them a wide range of things to see and do.



Route Section: Inishowen Peninsula
Extents: Letterkenny to Derry
Distance: 197 km

Route Section: Fanad Head
Extents: Bunbeg to Letterkenny
Distance: 163 km

Route Section: The Slieve League Coast
Extents: Donegal Town to Bunbeg
Distance: 170 km

Route Section: Sligo and Donegal Bays
Extents: Ballina to Donegal Town
Distance: 192 km

Route Section: Erris
Extents: Belmullet to Ballina
Distance: 213 km

Route Section: Clew Bay amd Achill Island
Extents: Westport to Belmullet
Distance: 238 km

Route Section: Killary Harbour
Extents: Clifden to Westport
Distance: 165 km

Route Section: Connemara
Extents: Galway to Clifden
Distance: 176 km

Route Section: West Clare and The Burren
Extents: Kilkee to Galway
Distance: 164 km

Route Section: The Shannon Estuary
Extents: Tralee to Kilkee
Distance: 216 km

Route Section: The Dingle Peninsula
Extents: Castlemaine to Tralee
Distance: 150 km

Route Section: Ring of Kerry
Extents: Kenmare to Castlemaine
Distance: 175 km

Route Section: Sheep's Head to Beara
Extents: Durrus to Kenmare
Distance: 210 km

Route Section: West Cork
Extents: Kinsale to Durrus
Distance: 207 km

7. ROUTE SECTIONS

Most visitors are unlikely to drive the whole of the Wild Atlantic Way but will experience sections of it. The Wild Atlantic Way, therefore, has been broken down into a series of fourteen route sections (see left). Breaking the overall route into more manageable ‘bitesize’ sections will in the main assist visitors in holiday planning and provide visitors with a greater understanding of the scale of the overall route.

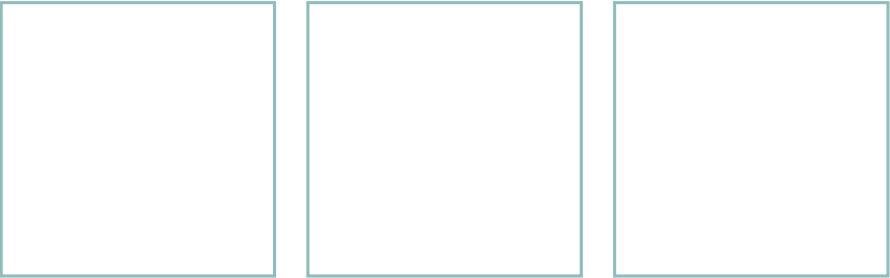


ROUTE FRAMEWORK

8. ENVIRONMENTAL CONSIDERATIONS

The identification of the Wild Atlantic Way aims to provide tourists and visitors with a more coherent enjoyment and understanding of the scenery and heritage of the Atlantic Coast of Ireland. This project provides a conceptual link between existing and potential attractions based on existing roadways. While this report identifies a route for the Wild Atlantic Way it does not provide a framework for development management or land-use planning.

Ultimately, it may be deemed appropriate to incorporate the Wild Atlantic Way into a statutory plan or document, however, any such decision will be subject to the requirements for a Strategic Environmental Assessment and Appropriate Assessment. Similarly, any development works along the route, whether relating to its promotion or enhancement or being completely unrelated, will be subject to the normal consent and assessment procedures including the requirement for planning permission, Environmental Impact Assessment, Strategic Environmental Assessment and / or Appropriate Assessment.



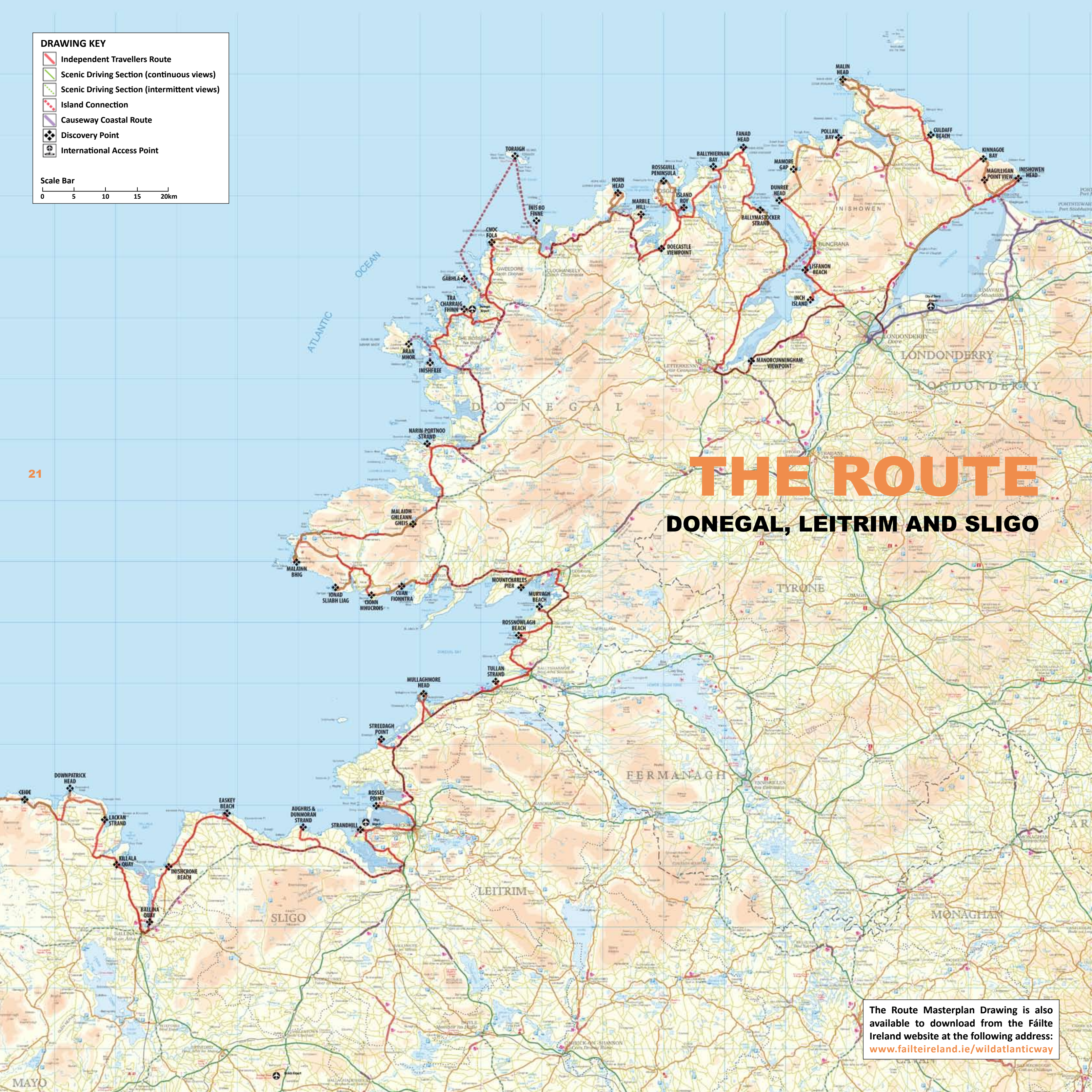
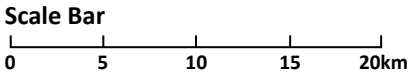




THE ROUTE

20

- DRAWING KEY**
- Independent Travellers Route
 - Scenic Driving Section (continuous views)
 - Scenic Driving Section (intermittent views)
 - Island Connection
 - Causeway Coastal Route
 - Discovery Point
 - International Access Point



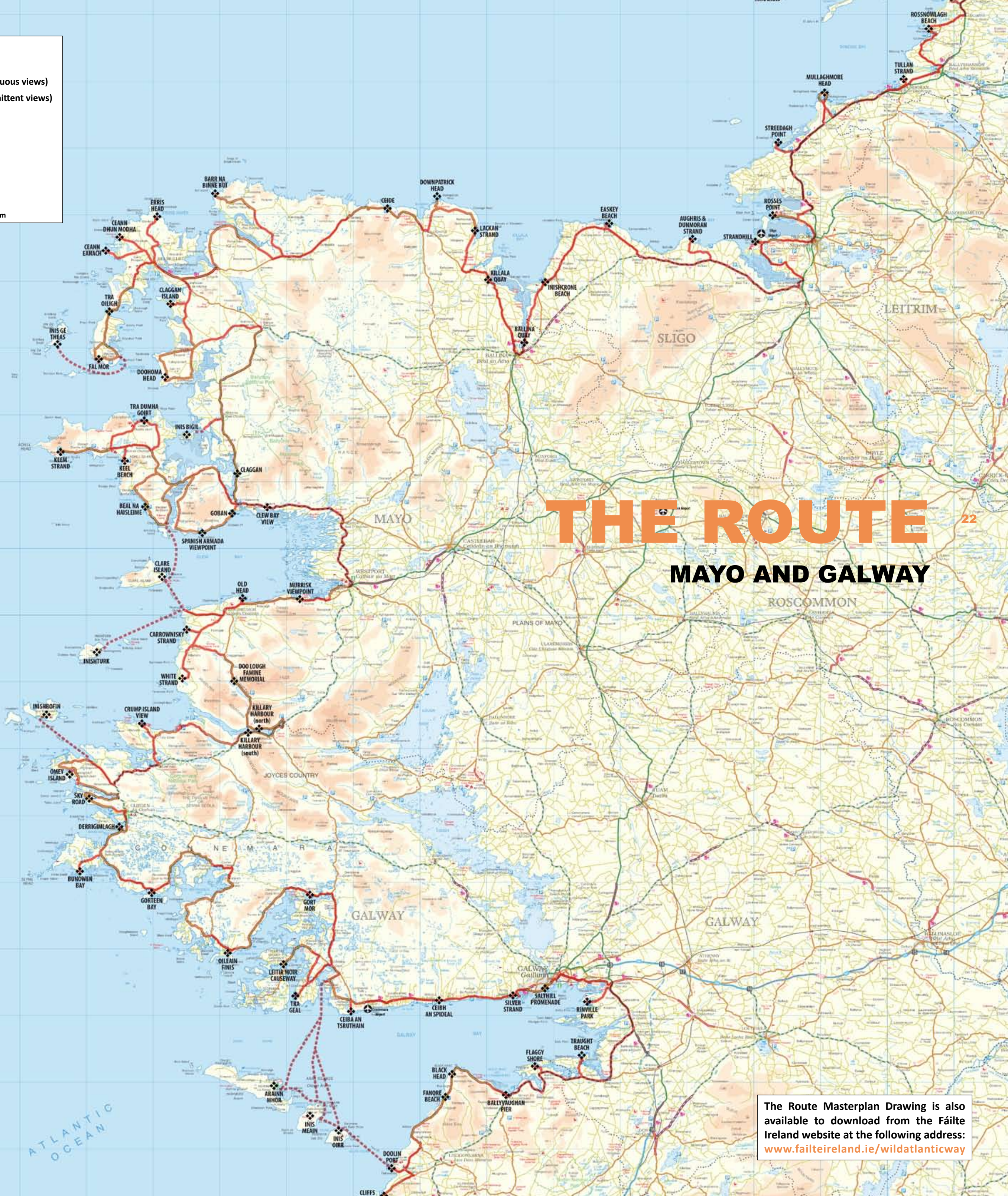
THE ROUTE

DONEGAL, LEITRIM AND SLIGO

The Route Masterplan Drawing is also available to download from the Fáilte Ireland website at the following address:
www.failteireland.ie/wildatlanticway








- DRAWING KEY**
- Independent Travellers Route
 - Scenic Driving Section (continuous views)
 - Scenic Driving Section (intermittent views)
 - Island Connection
 - Causeway Coastal Route
 - Discovery Point
 - International Access Point

Scale Bar
0 5 10 15 20km



The Route Masterplan Drawing is also available to download from the Fáilte Ireland website at the following address:
www.failteireland.ie/wildatlanticway

DRAWING KEY

-  Independent Travellers Route
-  Scenic Driving Section (continuous views)
-  Scenic Driving Section (intermittent views)
-  Island Connection
-  Causeway Coastal Route
-  Discovery Point
-  International Access Point

Scale Bar

0 5 10 15km

THE ROUTE

CLARE AND LIMERICK

The Route Masterplan Drawing is also available to download from the Fáilte Ireland website at the following address:
www.failteireland.ie/wildatlanticway

- DRAWING KEY**
- Independent Travellers Route
 - Scenic Driving Section (continuous views)
 - Scenic Driving Section (intermittent views)
 - Island Connection
 - Causeway Coastal Route
 - Discovery Point
 - International Access Point

Scale Bar
0 5 10 15 20km

THE ROUTE

KERRY AND CORK

The Route Masterplan Drawing is also available to download from the Fáilte Ireland website at the following address:
www.failteireland.ie/wildatlanticway



INTERPRETATION

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INTERPRETATION

The interpretive themes for the Wild Atlantic Way can be articulated as a different way of expressing and building on the brand attributes of landscape, history and heritage, art and culture, people and opportunity.

INTERPRETIVE THEMES

- The wild Atlantic has sculpted its coastline – islands, cliffs, strands and river estuaries.
- The Atlantic's ever-felt influence on climate and soil has created diverse and unusual habitats for wildlife.
- Living on the edge has shaped the communities on the Atlantic shoreline – their language, traditions, occupations and way of life.
- Until very recently the sea rather than the land has shaped the history of the coastline, carrying with its tides, settlers, holy men, invaders, traders and emigrants.
- The ocean now provides a playground for holidaymakers, sports enthusiasts, wildlife watchers and great escapers.
- Being 'the next parish' to North America has created strong bonds across the ocean from emigration to technological innovation.
- The almost indefinable quality of the light and the ever-changing moods of the Atlantic have inspired poets, music makers, storytellers and artists.

OUTLINE STORYLINES

These broad themes give the underpinning logic for the choice of individual storylines. They also mesh with interpretive plans for specific regions whose coverage may be broader than the coastline. A county like Galway, for example, will wish to create other themes to embrace its inland features but may include one or more of the wild Atlantic themes as well.

Adopting outline storyline topics helps to focus the experience on the wild Atlantic, how it has shaped and influenced the land. This avoids the risk of interpretation drifting inland and local pressures to include attractions even if they have no connection with the sea.

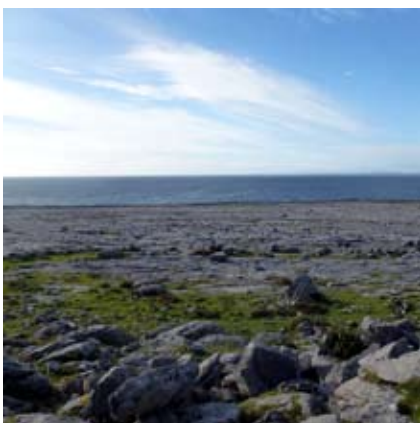
It is important to make the distinction between interpretation and marketing. Primarily retail experiences such as craft shops and restaurants should not be part of the core experiences. They can be highlighted in associated marketing material such as apps or websites or as part of local initiatives.

In terms of interpretation the Wild Atlantic Way is about experiencing where the land meets the sea and how the sea has influenced what happens on the land. This gives a strong Atlantic theme and focus and helps to establish storylines for individual discovery points.

The consultation feedback tables in Appendix 3 include comments from the public regarding potential features/stories that could be highlighted through interpretation at suggested Discovery Points.

Searching the web for information highlights the discrepancies in place naming that visitors will encounter. A few of the Gaelic names do not appear in the official database of Irish place names. Some places such as Lackan (Strand), Lacken, Leacain in Mayo are known by several names and give different search results depending on the name selected. Consistency of naming will be critical to all visitor communications relating to the Wild Atlantic Way to avoid further confusion.

Individual discovery points will range in style and content from a traditional interpretation panel, especially where there is significant input from local communities keen to tell their stories, to art installations, viewpoint boards and emotive quotations on landscaping elements such as benches and walls.

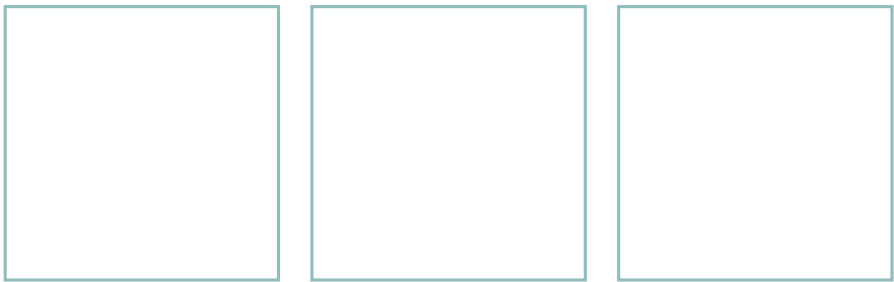


INTERPRETATION

STAGE FOUR: INTERPRETATION AND INFRASTRUCTURE PLANS

One of the key objectives of the Wild Atlantic Way is to link regions along the west coast of Ireland. In addition to having the main spine of the Wild Atlantic pass through these regions, it is intended that a series of loops and spurs will be developed to encourage visitors to circulate and dwell longer within each area. Stage four of the project aims to develop Interpretation and Infrastructure Plans for each of these regions. The consultation feedback tables in Appendix 3 include suggestions for future stage four loops and destinations throughout each of the nine counties along the route.

The Connemara Interpretation and Infrastructure Plan, published in April 2012, was undertaken as a pilot project for Stage Four of the Wild Atlantic Way. This pilot project demonstrates how loops off the main spine of the Wild Atlantic Way can be developed and presented as options to visitors who wish to explore the region further. Further detailed itineraries for each loop will be available online and documented in related publications.

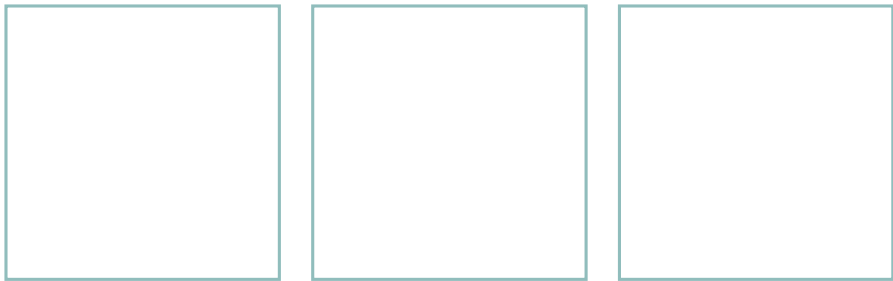






NEXT STEPS

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NEXT STEPS

Following the identification of the route and the Discovery Points, a series of vital next steps will follow which relate to the provision of the infrastructure necessary for the delivery of the Wild Atlantic Way.

ASSESSMENT OF VISITOR READINESS OF DISCOVERY POINTS

In order to establish the scale and extent of work required to provide a high quality visitor experience at each of the 159 Discovery Points along the spine of the Wild Atlantic Way, an assessment will be undertaken. As part of this assessment, a detailed programme of works will be drawn for each location. Improvement works to a number of signature Discovery Points, as well as those Discovery Points that have the potential to be delivered with minimal interventions for 2014, will be of a high priority, with more comprehensive works to all Discovery Points being delivered over a ten-year period, depending on the availability of funding

WAY FINDING STRATEGY

Stage 3 will prepare and agree the Way Finding Strategy before rolling out this signage infrastructure along the entire route. As part of this process, a pilot project will be undertaken throughout the Dingle Peninsula, where temporary prototype signs will be designed and put in place along the route. This exercise will serve to test the emerging way finding strategy and associated signage. Findings from this exercise will inform the development and delivery of Stage 3 over the full extent of the route.

INTERPRETATION AND INFRASTRUCTURE PLANS

As touched on within the Interpretation section, Stage 4 targets the development of Interpretation and Infrastructure Plans for the various regions located along the length of the Wild Atlantic Way. This important stage will expand opportunities for visitors to explore trails, loops and spurs off the main Wild Atlantic Way spine. It will also encourage further interaction with the landscape, people and places and provide opportunities to interpret points of interest at discovery points along the way.

The delivery of the infrastructural and interpretative elements of this project will be closely co-ordinated with the delivery of the next steps arising from the Proposition and Brand Identity Report, including the development of great Wild Atlantic Way experiences along the route, and the marketing and selling of these experiences into target overseas markets







APPENDICES

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1 - Review of Existing Routes

2 - Route Selection Criteria

3 - Public Consultation Feedback

APPENDIX 1

Review of Existing Routes

This is a brief synopsis of drive touring routes in the West of Ireland which impact in whole or in part on the proposed Wild Atlantic Way. They have been drawn from guidebooks and the web, the main sources used by visitors when planning an Irish holiday. Because driving routes are not classified systematically, the list is not comprehensive as a lot of settlement and local commercial sites describe routes which may have no official standing.

GENERAL IRISH WEBSITES

Discoverireland lists fifteen touring ideas for the west of Ireland. These include driving routes, tour operators and providers of custom tours. <http://www.discoverireland.com/> The only relevant driving tour featured is the Connemara Driving Route (see entry)

Discoverireland lists 401 entries under ‘Touring ideas’, of which most are entries for taxi firms, tour operators, boat trips etc. The five drives relevant to the Wild Atlantic Way are entered under the relevant county in this document.

- Muckcross to Dinis
- Connemara Driving Tour
- Highways and Byways of North Kerry
- The Magic of the Dingle Peninsula
- Four Day Garden Trail of Kerry

Some entries eg 7 Day North and West Cork Itinerary have virtually no information other than a telephone number and have been excluded from the count. Others eg 3 Day Killarney & Ring of Kerry Drive refer to a download which does not appear to exist.

Searching Discover Ireland under Activities and Adventures/Things to Do/ Tours gives 127 entries, again largely commercial walks operators, taxi and car hire firms and boat trips of which five are self-guided drive tours.

Relevant entries, again profiled by county, are

- Majestic Coastline Drive, Donegal
- Yeats Country Drive, Sligo
- Westport and Connemara Driving Route
- Gaelic Heartland Drive, Donegal
- Four Day Garden Trail of Kerry
- County Cork Garden Trail

Great Irish Road Trips Discover Ireland and downloadable brochure http://www.discoverireland.com/gb/resources/great-irish-road-trips_tcm24-85132.pdf

Eight recommended routes – very emotive marketing language eg The typical Ring of Kerry experience resembles a night at the drive-in movies; you’re never more than a few minutes from yet another dream beach.’ Printing individual pages from the pdf is not easy. Most sections are thematic eg music, food rather than specific driving routes.

Ring of Kerry – anti-clockwise from Killarney to Kemmare via Killorglin, Cahersiveen, Waterville and Kenmare – 170 m

Beaches of the West Coast From Cork as a starting point it suggests Inchydoney south of Clonakilty; Rosscarbery (Owenahincha, Warren and Long Strand) Tragumna near Bawnlahan; Barleycove (tip of the Mizen Peninsula): in Kerry Dingle Peninsula, (Inch Strand, Béalbán), Nun’s Beach, Ballybunion, Men’s and Ladies’ beaches: in Clare Pollock Holes (Kilkee); Spanish Point (between Quilty and Miltown Malbay: in Galway Coral Beach (Carraroe), Gurteen and Dog’s Bay (Roundstone), Ballyconneely (Clifden); in Mayo, Mulranny Beach (Westport), Trawnmore, Dooega, Keem Bay and Blacksod Bay (Achill Island): in Sligo, Easkey/Enniscrone surf beaches, Mullaghmore: in Donegal Bundoran, Maghera (Ardara), Loughros Beg Bay, Magheroarty (Gortahook), Ballymastocker Strand and Macamish, Fanad Peninsula.

The commercial site Go Ireland has a page of Scenic Drives in Ireland including The Achill Drive (see separate entry), Dingle/Slea Head, the Rosses and Gweedore, Kerry and Dingle and Inishowen. The descriptions are of variable quality and entries do not have maps. The descriptions are essentially a hook to promote accommodation providers. <http://blog.goireland.com/2010/01/19/scenic-drives-in-ireland/#axzz25bRcrZUg>

GUIDEBOOKS

The French Michelin Guide lists six driving routes in Ireland, three of which are apposite to the Wild Atlantic Way – the Ring of Kerry, the Dingle Peninsula and Connemara including the Sky Road which is awarded two stars.

The Rough Guide does not include driving routes as such but within its regional sections coastal routes eg West Cork can be relatively easily followed as N and R roads are quoted.

Frommers, one of the most popular travel publishers with the US market pulish Frommer’s 25 Great Drives in Ireland (2010) in their Best Loved Driving Tours series.

Dorling Kindersley has recently launched its Eyewitness Travel Back Roads series which includes Back Roads Ireland

REGIONAL ROUTES

DONEGAL

Slieve League Coastal Drive
Entry on the worldwide Every Trail website with enlargeable map, free downloadable phone app guide and photos. The route starts at Donegal and takes in Salthill Gardens, Inver, Dunkineely, Castle Murray, Bruckless, Killbegs, Fintra, Muckross Head, Kilcar, Carrick and Slieve Leagu Cliffs. Some of the stops are at heritage centres or hotels which have presumably paid for their stop.
(<http://www.everytrail.com/guide/slieve-league-coastal-drive-along-donegal-bay>)

Other relevant Every Trail entries include;

Ireland West Coast Road Trip – six stops, all commercial

Siuloid Chuas na nEighe, Clochar, Co. Kerry 1.8 mile clifftop path, sponsored by local cafes.

Majestic Coastline Drive
Donegal Day Tour drive from Donegal Town. The route heads West with a detour to Dunkineely for Saint John’s Point, Killybegs, Carrick, Glencolumbkille to Ardara via the Glengesh Pass amd Maghera Caves, Balllybofey, Barnsmore Gap, Donegal town. Google map, no images.
(<http://www.discoverireland.ie/Activities-Adventure/majestic-coastline-drive-donegal/46803>)

Gaelic Heartland
Drive In part covers the Wild Atlantic Way. Day tour from Letterkenny covering Newmills, Churchill, Dungloe, Burtonpoint, Kincasslagh, Crollly, Bunbeg (ferry to Tory Island), Derrybeg, Bloody Foreland, Gortahork Dunlewey, Glenveagh National Park and Letterkenny.
(<http://www.discoverireland.ie/Activities-Adventure/the-gaelic-heartland-drive-donegal/46870>)

The local tourism site Donegal Direct lists three driving routes all of which are coastal in part – Donegal Bay, Ardara to the Bluestacks and the Rosses and Gweedore. Rather limited content eg no driving directions but good clickable maps.
(http://www.donegaldirect.com/driving_routes_maps.aspx)

Developed by the Ballyliffin Development Group, The Inishowen 100 (160km) is a circuit of the triangular Peninsula bounded by Lough Foyle, Lough Swilly and the Atlantic.It is signed the Inishowen 100. Starting at Bridgend, Inch Island, Fahan, Buncrana with 5km long beach. R238 and turn left, following the signs for Inishowen 100, north to Mamore Gap for views of north coast, left through Dunaff, Clonmany and Ballyfiffin, Carndonagh, R238 to Malin and Malin Head. Return to the Inishowen 100, Culdaff, Greencastle, left for Moville (R328) Redcastle. Muff, R239 to Burnfoot and Letterkenny. No map or images.
(<http://www.visitballyliffin.com/default.aspx?treeid=38>)

SLIGO

Yeats Country Drive Day tour from Sligo, part of which is relevant to the Wild Atlantic Way. Images and Google map. West to Carrowmore, Knocknarea, Strandhill: back along the peninsula to Rosses Point. Drumcliffe, Carney, Grange, Cliffony and Mullaghmore. The route then heads south for Glencar, Hazelwood Forest Park, Lough Gill, Dromahair and Dooney Rock, Sligo.
(<http://www.discoverireland.ie/Activities-Adventure/yeats-country-drive-sligo/46826>)

Driving tour of North Sligo Three page, descriptive Word document. No maps, mileage or images. Starting from Sligo on the N15, yhe route goes through Yeats country to the coast with views of Innishmurray, Streedagh beach, through inland country to Mullaghmore, through mountains around Glemiff to Sligo. Sligo Tourism site
(<http://www.sligotourism.ie/adventure/type/driving-tours>)

Driving tour of South Sligo Three page, descriptive Word document with no maps, mileage or images. Starting from Strandhill, the route takes in Coney Island, Carrowmore, Ballysadare and then goes inland ending back in Sligo. Sligo Tourism Website
(<http://www.sligotourism.ie/adventure/type/driving-tours>)

MAYO

Westport and Connemara Driving Tour This largely covers Connemara although it starts and finishes at Westport. It takes in Louisburgh, Clew Bay R335 to Leenane via Doo Lough. Inland to Maam Cross and N59 to Clifden Letterfrack, Leenane, Erriff Valley and Westport. No images, Google map (<http://www.discoverireland.ie/Activities-Adventure/westport-connemara-driving-tour/46824>)

Westport Driving Routes The area website covers four driving routes three of which are relevant. Thumbnail maps and ‘downloadable descriptions of routes are advertised, although there is no trace of these on the current website

Tour A Half-day Westport – Louisburgh - Leenane – Kylemore Abbey

Tour B Full-day Westport-Louisburgh-Clare Island.

Tour C Westport-Newport-Mulranny-Achill Island (<http://www.westporttourism.com/?pagid=1268667369>)

The Achill Drive (121 km) Westport (N59), Newport (Achill Road), Mulraney, Achill Sound, Dooega, Keel, Dooagh Keem Bay, Dugort (<http://blog.goireland.com/2010/01/19/scenic-drives-in-ireland/#axzz25bRcrZUg>)

CONNEMARA

Connemara Driving Tour This is a two-day driving tour, devised by Fáilte Ireland West with optional detours to the islands starting from Galway City. The route follows the R336 along the north shore of Galway Bay highlighting Spiddal and Inverin and Rossaveal for the Aran Islands. At Screeb the route takes the R340, with a detour to Rosmuc, to Roundstone, Gurteen Bay, Ballyconneely (smokehouse and golf) to Clifden with inland detour along the N59 to the Connemara Heritage Centre, Letterfrea. Overnight stay in Clifden. N59 to Streamstown and ‘follow the signs to the left’ to Cleggan and optional trip to Inishbofin Island. Continue on N59 to Letterfrack (Connemara National Park), Kylemore Abbey (inland) and Leenane (Killary Harbour cruising). The rest of the route is inland. Google map of route. (http://www.discoverireland.com/gb/ireland-things-to-see-and-do/listings/product/?fid=FI_73166)

The Connemara Loop –Part of the 80 km loop is coastal, taking the R335 from Leenane along the South side of Killary Harbour and round the Renvyle Peninsula before heading inland at Letterfrack. Directional signs on roads. <http://www.goconnemara.com/Downloadable> customised Google map and pdf of printed map. Paid-for sections on website on accommodation, activities etc and seven walking routes. Also Facebook and Twitter page and online pin board. (<http://pinterest.com/connemaraloop>)

The Sky Road Clifden is a 11 km circular route which is usually treated as a visitor attraction rather than as a driving route. The route is signposted from Clifden. (<http://www.mydiscoverireland.com/2008/08/08/clifden-and-the-sky-road>)

CLARE AND SHANNON ESTUARY

Shannon Development has developed a number of driving trails, some of which cover more than one county. (www.shannonregiontrails.ie)

Estuary Drive N69 from Limerick north along the southern coast of the Shannon Estuary, Foynes, Tarbert (Kerry), ferry to Killimer (Clare) and east to Labasheeda and Kildysart. NE to Clarecastle (diversion to Ennis). Return via Shannon Airport, Bunratty and Cratloe Woods. Day trip Dowloadable route map: (<http://www.shannonregiontrails.ie/media/Media,7707,en.pdf>)

Loop Head Peninsular Drive SW from Ennis on N68 to Kilrush Coast road to Carrigaholt. Kilbaha, Loop Head. Return via Bridges of Ross, Kilkee and Kilrush with ferry detour to Scattery Island. (<http://www.shannonregiontrails.ie/FindaTrail/FindMoreTrails/DrivingTrails/TailName,5873,en.html>)

Clare’s Atlantic Coastline Drive South around Black Head, Fanore Beach, Doolin, Cliffs of Moher, Lahinch and Spanish Point beaches, town of Kilkee. Route can begin and end in Ennis by making for Ballyvaughan and returning from Kilkee. Downloadable map (<http://www.shannonregiontrails.ie/FindaTrail/FindMoreTrails/DrivingTrails/TailName,5874,en.html>)

Burren Beauty Drive – encircles the Burren including the Atlantic Coast Starts at Kilfenora, Coastal stretch includes Fanore, Black Head and Ballyvaughan. Downloadable map. (<http://www.shannonregiontrails.ie/FindaTrail/FindMoreTrails/DrivingTrails/TailName,5875,en.html>)

Good Food Ireland Shannon Food Trail – downloadable brochures but not a driving route.

KERRY

Because of its popularity as a driving route, a search for Ring of Kerry produced the following top ten websites. Many web searchers will not go past the first page of results. It also demonstrates the variability of the promotion of driving routes generally.

1) Driving the Ring of Kerry
(<http://www.ringofkerrytourism.com/driving.html>)

Drivers are advised to travel anti-clockwise starting from Kenmare or Killarney Some SatNav systems wrongly direct drivers in a clockwise direction, Visitors should plan a few days for the journey trip rather treat it as a daytrip. The route is given as Kemare N71 north signposted Killarney – Molls Gap, Ladies View (recommended stop), Killarney National Park, Torc Waterfall ((recommended stop), Muckross House (recommended stop), Killarney

Comment – content half developed, no images, host appears to be commercial enterprise largely promoting B&Bs.

Map - Highlights main settlements in ‘the Kingdom of Kerry’ rather than roads.

2) Discover Ireland
A search for Ring of Kerry directs to Discover Ireland’s Gardens & Nature page. Two garden trails are listed, neither of which is in the West.
(http://www.discoverireland.com/gb/ireland-things-to-see-and-do/culture-and-sights/gardens-and-nature/?WT.srch=1&WT.mc_id=gb_ga_010112_GBGoogleAdwords_TI_GB_NB_Places_of_Interest_Broad_Modified)

3) Kerry Insight Ring of Kerry
‘Available shortly’ Host Kerry Insight B&B network
(<http://www.kerry-insight.com/not-available.html>)

4) The Ring of Kerry and skelligs (sic) Region Ireland Dual language promotional site, commercial with support from Gaeltacht organisations. No mention of a specific driving route.
(<http://www.destinationringofkerry.com/attractions.html>)

5) Killarney Visitors Guide
One page on Ring of Kerry under ‘Attractions’ with no route description and under ‘Car hire and driving’ link back to Ring of Kerry Tourism site
(<http://www.killarney-online.com>)

6) Ring of Kerry Ireland
Global Virtual Tourist site with visitor comments.
(http://www.virtualtourist.com/travel/Europe/Ireland/Things_To_Do-Ireland-Ring_of_Kerry-BR-1.html)

7) Ring of Kerry
Wikitravel site
Recommends clockwise route as ‘all tour buses go anti-clockwise’. Killarney, N71, Muckross Estate (description), Torc Waterfall (description), ‘many spots worthy of a photo break’ Kenmare No driving instructions or map
(http://wikitravel.org/en/Ring_of_Kerry)

8) Ring of Kerry
General commercial site. 13 traveller reviews.
(<http://www.yelp.co.uk/biz/ring-of-kerry-killarney>)

9) Sneem Village website ‘the knot in the ring of Kerry.
Part of the Ring of Kerry tourism site.
(<http://www.sneem-insight.com>)

10) Ring of Kerry Tourism – Ireland Vacation Packages
Part of overall business promotion site.
(http://www.learn4good.com/travel/ireland/ring_of_kerry_tourism.htm)

Narrowing the search to Ring of Kerry Driving Routes gives:

1) Driving Route Of The Month – Ring Of Kerry Ireland Nova Car Rental Blog of the Month February 2007. Global car hire firm. Recommended route anti-clockwise from Killarney on N72. Recommended stops Gap of Dunloe and Kate Kearney’s Cottage, Killorglin (goat festival), follow directions for Glenbeigh via Kerry Bog Village, Rossleigh Beach, Kells, Cahersiveen, detour on R565 to Valentia island and Dingle Peninsula as ‘off the beaten track’, return to N70 for Waterville (suggested lunch stop), Coomakista Pass (viewpoint), Caherdaniel, Derrynane Beach and House, Staigue Fort, Sneem, Kenmare, Molls Gap (viewing park), Ladies View, Killarney
(<http://blog.novacarhire.com/2007/02/08/explore-the-ring-of-kerry-route-by-car>)

2) Ring of Kerry Wikipedia
No description of driving route.
(http://en.wikipedia.org/wiki/Ring_of_Kerry)

3) Ring of Kerry listed as one of the 11 driving itineraries under ‘Travel’ on Discovering Cork.
Covers Cork, Killarney, Killorglin, Glenbeigh, Cahirsiveen, Waterville, Caherdaniel, Sneem, Kenmare, Cork. Directions from Cork - West on N22, at first roundabout before Killarney take the N72 to Killorglin. Return either from Kenmare (no instructions) or Killarney Total Distance 324KM Return Driving Time 5 hours Commercial website
(<http://www.discoveringcork.ie/travel/day-tours-excursions/ring-of-kerry-drive>)

4) Ring of Kerry Ireland
Already covered as Ring of Kerry 1
(<http://www.ringofkerrytourism.com/ring-of-kerry-attractions.html>)

5) Ring of Kerry, County Kerry, Ireland Go Ireland site hosted by About.com
Blog style review by About.com writer. Warns about traffic, repetitive views and poor cafes: pros are stunning landscapes and several tourist attractions on route. For detailed route again links to Ring of Kerry Tourism site.
(<http://goireland.about.com/od/corkandmunster/gr/ringofkerry.htm>)

6) Ring of Kerry Tripadvisor
4.5 stars based on 127 reviews
(http://www.tripadvisor.co.uk/Attraction_Review-g186610-d207834-Reviews-Ring_of_Kerry-County_Kerry.html)

7) The Ring of Kerry. Driving instructions
Starting in Killarney, follow the N70, N71 and R562 Google map with route marked in blue. Description of main stopping points. Hosted by Thrifty Car Rentals, Ireland
(<http://www.thrifty.ie/aboutringofkerry.php>)

8) One Day Ring of Kerry from Limerick
Promotion by bus tour operator
(<http://www.paddywagontours.com/tourView.php?id=238&cat=2>)

9) Ring of Kerry Wikitravel
See 7) above

10) Introducing Ring of Kerry
Practical one page description of route from Lonely Planet guidebook. Also suggests avoiding traffic by taking the Ballaghbeama Gap across the peninsula or the Ballaghisheen Pass to Waterville.
(<http://www.lonelyplanet.com/ireland/county-kerry/ring-of-kerry#ixzz25Uakwdse>)

The Ring of Kerry is also listed as one of the Ten Things to Do Before I Die section on <http://www.mydiscoverireland.com/2008/07/08/10-things-to-do-in-ireland-before-you-die/>

Other relevant Kerry driving routes include:

Muckross to Dinnis Tour Take Killarney-Kenmare road to the National Park main entrance. Travel on foot, cycle or jaunting car through the Muckross Estate to Dinis - cars only have access to Muckross House car park. Return trip from Killarney 21km. Google map.
(http://www.discoverireland.com/gb/ireland-things-to-see-and-do/listings/product/?fid=FI_46572)

The Highways and Byways of North Kerry Directions: R551 Tralee, Ardfert, Banna, Ballyheigue, detour to Kerry Head, Causeway, Ballyduff, Ballybunion, Beal, Asdee, Ballylongford, Tarbert, ferry across Shannon Estuary, N69 -Listowel-Tralee. R558 Tralee to Fenit, N 21 Tralee to Castleisland Google map.
(http://www.discoverireland.com/gb/ireland-things-to-see-and-do/listings/product/?fid=FI_70828)

The Magic of the Dingle Peninsula, Directions: N86 to Tralee, Camp, Annascaul or N72/R563/R561 from Killarney. Milltown, Castlemaine, Inch, Annascaul, Lispole, Dingle, R559 to Ventry, Dunquin, Ballyferriter, Ballydavid, Dingle, R560 to Conair Pass, Cloghane, Brandon, Castlegregory, Camp, N86 to Tralee. Google map.
(http://www.discoverireland.com/gb/ireland-things-to-see-and-do/listings/product/?fid=FI_70830)

Kerry Garden Trail Four day route in part along the coast, starting at Killarney. Day 1 - N71 to Muckross and return to Killarney. N70 for Dunloe Castle gardens and through gap of Dunloe. Day 2 Killarney to Kenmare on N70 and round the Ring to Caherdaniel and Derrynane House, signposted off N70. Left at Waterville to R565 for Portmagee and Valentia Island (Glanleam Gardens and Estate). N70 to Cahersiveen. Day 3 N70 towards Glenbeigh, turn off to Kells Bay and Garden. N70 onwards towards Killorglin. Left on R561 and after 20kn left onto the N86 for Dingle via Inch Beach. Take R559 to Dunquin/Dingle Peninsula and return to Dingle. Day 4 R550 /N86 Conor Pass Route to Tralee for Tralee Rose Garden and Garden of Europe, Listowel. Word document – good directions in text but no map.
(http://tcsinfoland.ireland.ie/content/Multimedia/Attachments/1887_GardenTrailofKerry.pdf)

Kerry Insight Dingle Peninsula
‘Available shortly’ Host Kerry Insight B&B network
(<http://www.kerry-insight.com/not-available.html>)

The Sleah Head Drive
Kerry circular, brown-signed driving and cycling route from Dingle. Usually driven clockwise to avoid buses. Dingle, Ventry, Sleah Head. Dún Chaoin for Blasket Islands, inland to Ballyferirter, Ballydavid, Brandon Creek, foot of Mount Brandon, Dingle. Description of things to see on the route. Schematic map. Dingle Peninsula website
(<http://www.dingle-peninsula.ie/sleahhead.html>)

CORK

Discover Cork lists 11 driving routes under travel/driving itineraries, five of which are relevant to the Wild Atlantic Way. Each is one web page long with highlights and some driving instructions but no map. Commercial site
(<http://www.discoveringcork.ie/travel/day-tours-excursions>)

Ring of Kerry - see Kerry section

Cork-Kerry Drive
Very similar to the above but taking in Macroom and Ballyvourney on the N22 and returning from Kenmare on N71 until intersection with N22. Distance 215KM Return drive Time 3hrs 20 mins

West Cork Coastal Route Cork, Timoleague, Courtmacsherry, Clonakilty, Glandore, Skibbereen, (optional Baltimore, Lough Hyne, Castletownshend Loop) Drive instructions - N71 towards Bandon, first exit on roundabout outside Bandon and follow signs for Timoleague. 5km detour to Courtmacsherry. R600 to N71 outside Clonakilty and continue to Rosscarbery where left on R597 for Glandore. Return to N71 at Leap where take left for Skibbereen. Return to Cork on N71 or take loop to Castletownshend, Lough Hyne and Baltimore. Distance 185 km excluding Baltimore loop: driving time 3hrs 35 mins

Beara Peninsula Drive Glengariff – Adrigole – Castletownbere – Dursey Island – Allihies – Eyeries – Kenmare – Glengariff. No directions from Cork to Glengariff. From Glengariff R572 through Adrigole and Castletownbere with turn-off to Dursey Island. Left towards Allihies and Kenmare. N71 through Healy Pass, ‘the best part of the route’. Distance 146 km. Driving time 4hrs.

Short drives from Cork city – includes Kinsale and the Old Head. N71 towards Bandon and R607 to Kinsale. ‘The Old Head is located a short distance from the centre of town.’ Distance 79 km, return drive time 2hrs
(<http://www.discoveringcork.ie/travel/day-tours-excursions/west-cork-coastal-route>)

West Cork Garden Trail
Not a driving route but a profile of private gardens in the area open during one week in June.
(<http://www.westcorkweek.com/gardentrail/category/gardens-ballinascarthy>)

WALKING ROUTES

Long distance trails
There are 43 National Waymarked Trails designated by the National Trails Office of the Irish Sports Council and managed by local partnerships usually including the County Council.

Relevant Trails Include

Beara Way, Cork/Kerry
The 206 km circular trail around the Beara Peninsula from Glengarriff takes around nine days. It includes 15 information boards and 30 plaques. One of the most popular routes in Ireland, it is proposed as one of five trails to be upgraded to the international standard of a National Long Distance Trail, a proposed new standard of trail in Ireland. Dursey Island also forms one end of the E8 European route from Istanbul. The route crosses the Caha Mountains to Adrigole and Castletownbere where a spur circles Bere Island. It then follows a cattle droving path to Allihies where a circular spur reaches the tip of the Beara Peninsula. The main trail goes inland to Eyeries where a coastal ridge connects the village with Ardgroom. Again the route goes inland with a junction north to Kenmare or south to Bonane. The route ends at Glengarriff.

The Bluestack Way (Bealach na gCruach), Co Donegal
65 km through the Bluestack Mountains from Donegal town to Ardara. Only the Ardara end point is relevant to the Wild Atlantic Way.

The Burren Way (Slí Bhoirne) Co Clare
5 day, 114 km trail from Lahinch beach to Corofin. Minor roads take the walker to the Cliffs of Moher and Doolin before crossing the plateau above the Caher Valley to Ballyvaughan on Galway Bay. It then follows roads to Corofin via Carran and Killinaboy. As disputes with landowners have resulted in parts of the route being on roads many walkers decide to miss the southern section.

The Dingle Way (Slí Chorca Dhuibhne), Co Kerry
Eight day, circular route from Tralee. It is also popular with day walkers. After an inland stretch it descends towards Tralee Bay, Camp, Annascaul via Inch Strand, Dingle via Lispole and Dunquin via Ventry and the Sleah Head cliff path. From Dunquin to Ballycurrane is a mix of roads, beaches and cliff paths. The trail then goes over the mountains to Cloghane where it traverses Fermoye Strand to Fahamore and Castlegregory. The final stage follows the coast to Camp before returning to Tralee.

Gaeltacht Way, Donegal (Bealach na Gaeltachta, Dún na nGall)
Four circular long-distance trails in the Gaeltacht areas of which the following touch on the Wild Atlantic Way.

- **Errigal Way (Slí an Earagail)**
77 km route round Mount Errigal starting and ending in Dunlewey and with some coastal stretches. Passes through villages of Gweedore, Derrybeg and Bunbeg and links with loop walks on Tory and Gola Islands and to the Slí na Rosann trail.

- **Rosses Way (Slí na Rosann)**
65 km route beginning and ending in Dungloe. Explores the Rosses region including the settlements of Burtonport, Annagry, Crolly and Maghery and a loop round the island of Arranmore

- **Colmcille’s Way (Slí Cholmcille)**
65 km starting and ending in Ardara. Explores the mountains and coastline of south-west Donegal, associated with Saint Colmcille. Passes through Kilcar, Carrick and Glencolmcille. It is proposed to be included in the Irish leg of the International Appalachian Trail.

- **The Kerry Way**
133 mile circular trail that begins and ends in Killarney and takes 9 days to complete. The Way, the longest of Ireland’s National Waymarked Trails, is essentially the walkers’ equivalent of the Ring of Kerry driving route.

The North Kerry Way (Slí Chiarraí Thuaidh) is a two-day, 45 km route from Tralee to Ballyheigue following the coastline of Tralee Bay, beginning at Tralee, before taking the towpath of the ship canal to Blennerville, Spa and Banna Strand to Ballyheigue with a looped trail round Kerry Head.

Sheep’s Head Trail (Rinn Mhuintir Bháire) Co Cork
88 km trail from Bantry to the headland and back. Accessible, well-signposted and broken into eight half day stages.

The Western Way (Galway and Mayo) From Oughterard to Ox Mountains, the Way touches the coast around Westport.

Other walking trails

Malin to Mizen – a popular charity challenge route for cyclists and walkers

There are also a large number of local walking routes. The Ring of Kerry and skelligs (sic) Region, Ireland - nine walking routes although none have specific information eg starting point, route or distance. The Maughernane Circuit, for example, is described as ‘This walk follows a pathless route to a summit of 675m.’ (<http://www.destinationringofkerry.com/attractions.html>)

I suggest that for the Wild Atlantic Way, only the National Waymarked Routes should be included, with more local trails handled through the interpretation/ orientation of specific counties.

CYCLING ROUTES

Failte Ireland’s ‘Cycling in Ireland’ shows 24 cycle routes although not all of these are officially way marked as yet. DiscoverIreland lists 58 linear cycle routes. The National Trails Office provides guidance on cycling in Ireland but does not list approved routes.

The National Cycle Network is being developed throughout a number of Cycle Hub towns. Each hub has a number of looped cycle routes consisting of half day and day cycle runs. For example, the Clifden Cycle Hub includes four routes of which three are relevant Sky Road Loop (16 km), Cleggan Loop (33 km), and Ballyconneely and Roundstone Loop (40 km). The relevant hub towns include Achill, Westport, Clifden, Skibbereen, Ballyshannon, and Doolin.

Other long distance cycle routes were identified through the Discoverireland website. Some routes have downloadable maps.

The Dingle Peninsula Cycleway (142 km) - not an official route, and is not sign posted as a cycling route, or mapped. Sections are Castlemaine to Dingle, Dingle-Ventry- Dunquin-Ballyferriter-Murreagh-Dingle, Dingle town-Conor Pass-Castlegregory- to N70 south of Tralee-Castlemaine.

The North West Trail is a 326 km circular route through Cos Donegal, Tyrone, Fermanagh, Leitrim, and Sligo. It covers some coastline scenery.

The Ring of Kerry Cycle Route (216km) (134 miles) with 74 km on main road and 143km on minor roads. Cyclists are recommended to take a week travelling clockwise. There are seven sections from Killarney - Killarney to Kenmare: Kenmare to Sneem: Sneem to Waterville: Waterville to Portmagee: Portmagee to Cahersiveen via Valentia Island: Cahersiveen to Killorglin: Killorglin to Killarney.

Sheep’s Head Cycle Route (80 km) from Ballylickey north of Bantry, it travels down the northern side of the Sheep’s Head Peninsula and returns through Durrus to Ballydehob near Roaringwater Bay. Singposted in both directions

The Beara Way Cycling Route (138 km) circular with a route option of The Healy Pass The route is sign-posted with a logo and a bicycle symbol.

The Burren Cycleway (69 km) Signed route starting at Lahinch, R478 to Liscannor and turn right for Cliffs of Moher, R459 to Doolin, R479 to Lisdoonvarna, R477 to Fanore and Black Head.

Great Western Greenway (42 km) traffic-free cycling and walking route following the line of the Westport to Achill Island Railway. It is the longest off-road cycling experience in Ireland.

Fenit Cycleway (26 km) – Takes in the Fenit peninsula with views of Tralee Bay The route goes on the R551 from Tralee, the RS58 to Spa and Fenit and back through a signed network of inland country roads to Ardfert. Then it returns to the R551 and Tralee.

Mouth of the Shannon Cycle Route (211 km) includes Kerry Head and Ballybunion before following the Shannon to Limerick. The southern arm is mainly inland but includes Tralee.

The West Clare Cycleway (70 km) A signposted route from Killimer, on the Shannon Estuary, to Lahinch. There is signposting from Shannon Airport The route includes Kilrush and Cappa, with a suggested detour to Scattery Islands.

Kerry Head Cycleway (18 km) Signposted circular route, partly inland, from Ballyheigue.

Loop Head Cycleway (65 km) Two day tour partly through inland country roads. The suggested route keeps the Shannon and the Atlantic coastline on the left. It takes in the rural villages of Querrin, Doonaha and Carraigaholt

Mysteries of Dingle Cycleway Covers Inch Sands, Dingle, Mount Eagle, Sleah Head, Conor Pass, Mount Brandon Tralee and Castle Island.

APPENDIX 2

Route Selection Criteria

1. ACCESSIBILITY AND CAPACITY OF THE ROUTE

- a) Continuity / directness of route
- b) Capacity of Road (for all vehicles)
- c) Accessibility from Motorways & Arterial Road Network
- d) Road safety record

2. SCENIC QUALITY OF THE ROUTE

- a) Proximity of road to the coast
- b) Road with coastal views
- c) Frequency of coastal views
- d) Nationally significant landscapes
- e) Protected coastal views
- f) Quality of existing driving routes
- g) Exceptional view points

3. POINTS OF INTEREST ALONG THE ROUTE

SEA AND LANDSCAPE

- a) Atlantic Islands
- b) Mountain ranges (that touch the Atlantic)
- c) Beaches
- d) Inlets
- e) Cliffs
- f) Headlands
- g) Caves
- h) Atlantic Wildlife (salmon, cetaceans, seals, seabird colonies)
- i) Maritime Ecology (machair, dunes, Atlantic peat bog, salt marshes)

HUMAN INFLUENCES

- a) Lighthouses
- b) Castles and forts (defences from sea attack)
- c) Gardens – specialists in Atlantic semi-tropical plants
- d) Country houses – where the sea was an important factor in the location
- e) Religion heritage – with strong maritime association and accessible
- f) Historic harbours
- g) Seaside resorts
- h) Marine access opportunities
- i) Coastguard Stations
- j) Spanish Armada
- k) World War One and Two
- l) French Armada

CULTURE

- a) Maritime Inspirations (for film-makers, writers, musicians etc)
- b) Edge influences (emigration ‘next parish America’ and innovation eg Atlantic cable)
- c) Maritime traditions and way of life (fishing, kelp industry, boatbuilding, carrageen)
- d) Maritime Festivals (maritime influence eg sailing, seafood)
- e) Cultural Icons (Galway hookers, curraghs, Aran jerseys)
- f) Gaeltacht –strong seafaring links
- g) Food and Drink
- h) Music
- i) Mythology and Romance

SPORTS AND ACTIVITIES

- a) Links golf courses
- b) Shore and sea angling
- c) Yachting, kayaking, sand yachting
- d) Surfing
- e) Diving
- f) Walking (coastal routes)

4. VISITOR FACILITIES ALONG THE ROUTE

- a) Atlantic visitor attraction
- b) Cluster/hotspots of Atlantic tourism businesses
- c) Accessibility to general facilities
- d) Proximity to accommodation hubs

APPENDIX 3

Public Consultation Feedback

“Fáilte Ireland is delighted with the level of interest expressed in the project through the public consultation process. The vast majority of comments were very positive about the creation of the Wild Atlantic Way and the feedback and discussions has provided us with a real insight into the potential of the project, particularly for local communities.

In total, we received 366 written submissions to the project, containing 862 individual comments. As part of the consultation process, we had asked respondents to comment on (a) the route; (b) the location of Discovery Points; and (c) potential stories to told at Discovery Points.

The suggestions we received, particularly in relation to the Discovery Points, were fantastic with each one reflecting the tremendous passion and pride that people have in the place where they live. Unfortunately, we have been unable at this stage in the project to accept all of the suggestions that were made. With regard to suggestions about the route, we are guided by the Route Identification Criteria set out in Appendix 2 of this report.

Regarding suggestions made about the creation of further Discovery Points, just because they have not been brought through in this report does not mean that they will not be developed at some time in the future.

In the following pages, we have provided reasons why we cannot include a particular Discovery Point along the route at this stage. In general, our aim at this stage is to provide a minimum level of Discovery Points along the Wild Atlantic Way which will deliver on the required standard of infrastructure to enable the Wild Atlantic Way to compete on the international stage. Also, in the formative years of the project we are limited by the availability of funding and, therefore, we have limited the Discovery Points to the current number.

However, the contents of this report does not preclude in any way, any community from developing their own Discovery Points along the Wild Atlantic Way, to tell their own stories. Indeed Fáilte Ireland would be very happy to provide any advice it can to communities in relation to this. After all, the Wild Atlantic Way is about sharing the sights and stories of the places and the people of the west coast of Ireland with everybody who visits.”

PUBLIC CONSULTATION FEEDBACK - GENERAL

12	Develop route for walkers and cyclists - introduce cycle bays at regular intervals. Response: This is something that could be developed in the future. In the meantime, Fáilte Ireland is examining opportunities to facilitate linkages between the route and the best existing walking and cycling routes along the west coast, in time for the launch of the WAW in early 2014.	3	Maps should show one route - coach routes should not be signposted	1	The cost of accessing ferries to the islands can be expensive, particularly for families. An affordable 'WAW Islands' ticket providing access to all the islands on the route - this would encourage both locals and visitors to access the islands. Response: This is a good idea but its implementation is beyond the direct control of Fáilte Ireland. However, the recommendation will be communicated to the relevant authorities and will be pursued.			6	Well maintained facilities such as toilet, litter and picnic areas should be strategically provided at sensible intervals at Discovery Points. Response: While the provision of picnic facilities will be possible at many of the proposed Discovery Points, toilet facilities are likely to be only possible at a few. It is intended that services and facilities at local towns and villages would be used. A clearly advertised litter policy of 'pack it in, pack it out' is likely to be more appropriate at the Discovery Points than the presence of litter bins. Ultimately, this is a matter to be decided by the Local Authorities.			1	Develop a stage four Atlantic Way Beag to encourage the more adventurous traveller. Response: This is something that could be considered in the future.	142	Positive Initiative for the west coast of Ireland	6	Rename Wild Atlantic Way - route/road/drive. Way suggests a walking route. Response: The research that was undertaken in the four main overseas markets on the proposition for the Wild Atlantic Way showed no evidence of any mis-apprehension of the Wild Atlantic Way being anything other than a driving route. Taking a long term view, it is intended that cycling and walking would become as much a part of the WAW as driving. It has been decided to retain the name of the driving route as the Wild Atlantic Way.	5	Towns and Villages	6	Directional and Interpretation signage along the route and at discovery points must be very clear and accurate	1	Add Angling to 3.4 list of activities
7	Infrastructural standards along route must be coordinated and be of a high standard - verge cutting, pot holes, restoration of stone walling, removal of barbed wire interrupting views	2	Roads and bridges with height or weight restrictions that may restrict coaches need to be considered					4	Discovery Points should be sensitively designed with minimum disruption to the landscape - minimise concrete and kerbing			1	Stage four should see continuous coastal paths developed across the entire coastline - e.g. Wales and Cornwall peninsula. Response: This is something that could be developed in the future. In the meantime, Fáilte Ireland is examining opportunities to facilitate linkages between the route and the best existing walking and cycling routes along the west coast, in time for the launch of the WAW in early 2014.	5	Keep local communities informed and involved with all plans relating to their towns and villages	1	Must be marketed carefully to increase dwell time	1	Hotels and Hostels. Response: A Trade Engagement Plan will be developed later in 2013.	1	Signage at Discovery Points should be in English. Response: The erection of signage as part of the WAW project will be subject to the Official Language Act.	1	Add Spanish Armada, World Wars and French Armada to 3.2 list of human influences
5	Develop a smartphone App/QR code for route	1	Use a colour code to differentiate between full size coaches and mini coaches on the coach route. Response: Information about the suitability of the route for coaches will be made available to coach operators via the website.					3	Link Discovery Points with local development and tourist centres. Response: The concept of the Discovery Points is that they are located where the very best Wild Atlantic views are to be had, as well as being easily accessible by motoring visitors. They are intended to encourage visitors to get right out to the coast, often in peripheral areas, thus enticing them to stay longer in an area. It is expected that visitors will wish to stop in towns and villages in order to avail of a range of services as well as to encounter the culture and the people. It is considered, therefore, that for the most part, the Discovery Points should be located outside of the main settlements.				4	Curtail the scale and number of windfarms across the west coast. Response: This is outside of the control of Fáilte Ireland. However, as a prescribed body in the planning process, Fáilte Ireland provides comment of proposed wind farm developments in cases where it is of the view that there is a threat to the tourism amenity value of an area, in line with its Position Paper of Wind Farms.	1	Develop a HONINTERACTIVE system - interactive multitouch guides. "A Year in Kerry" will be published in 2013. Response: A full range of marketing collateral will be developed for the WAW, including a range of technological solutions.	1	Service stations	2	Signs should include distances and times to get to the next Discovery Point. Response: This will be considered when the Discovery Points are being developed.			
4	The WAW should link all existing coastal walks and looped walks along the entire west coast. Response: Fáilte Ireland is examining opportunities to facilitate linkages between the route and the best existing walking and cycling routes along the west coast, in time for the launch of the WAW in early 2014.							3	Discovery Points should be seen as gateways into an area as well as stopping points on a set route				3	Promote only Fáilte Ireland approved businesses	1	Significant marketing potential exists by capitalising upon the Spanish Armada story through the WAW	1	Accommodation hubs. Response: A Trade Engagement Plan will be developed in 2013.	2	Maintenance and upkeep of signage must be a priority across the entire length of the WAW			
1	Road safety must be a priority							1	Include Discovery Points in Towns. Response: The concept of the Discovery Points is that they are located where the very best Wild Atlantic views are to be had, as well as being easily accessible by motoring visitors. They are intended to encourage visitors to get right out to the coast, often in peripheral areas, thus enticing them to stay longer in an area. It is expected that visitors will wish to stop in towns and villages in order to avail of a range of services as well as to encounter the culture and the people. It is considered, therefore, that for the most part, the Discovery Points should be located outside of the main settlements.				4	Develop facilities for motor caravans at strategic intervals (overnight parking with basic facilities-drinking water and wastewater dumping) - could be tied in with service stations- Australia	1	Marketing information must promote things to do as well as things to see and encourage side trips to other attractions			1	Signage indicating driving, cycling and walking routes should be provided in Village Centres where parking is available. Response: This will be considered for the future.			
	Specific routes should be developed for motorcyclists. Response: At present, the entire route is suitable for motorcycles. The inclusion of narrower roads close to the coast to create a motorcycle route is something that could be examined in the future.							1	Too many Discovery Points will complicate the route				1	Consider Dark Skies project - parts of west Ireland are some of the least light polluted areas in Europe	1	Market WAW alongside NITB to link in with Causeway Coastal route			1	Signage should be developed in Ireland			
1	Fragment the route into recommended one day drives to make it easier for people							1	Visitors should be informed that some Discovery Points are more developed than others. Response: The WAW project is scheduled for launch in March 2014. It is intended that by that time, there will be three categories of Discovery Points: (1) those that are fully developed as Wild Atlantic Way Discovery Points, with full design implementation and interpretation; (2) those that are very good viewing areas with an acceptable level of infrastructure and interpretation, but have not yet been re-designed as WAW Discovery Points; and (3) those that have very good views but have poor access, infrastructure and interpretation. It is intended that categories (1) and (2) will be included in the marketing collateral, but those in category (3) will not, until improvement works are undertaken.				1	Counties should not feature on the route. Response: While county boundaries are unlikely to be the primary method of dividing up the route, there is no reason why counties should not feature as part of the route.	1	Introduce a passport and stamping system and provide a certificate for completion of the full route. Response: This is a good idea and will be considered.			1	Signage in Gaeltacht regions should be in Irish only. Response: The signage for the WAW will be implemented in accordance with the Official Languages Act.			
1	Ensure route is wild							1	At Discovery Points, visitors should be encouraged to interact with local people, experience history and sample the culture. This will elevate the route beyond a scenic journey into a memorable tourism experience, uniquely and distinctly Irish				1	Road numbers along the WAW route should be changed to just one number - ideal for sat nav's	1	The route should be marketed towards individual visitors rather than coaches			1	Inland Fisheries Ireland recommend signage at bridge crossings stating the "River Name" and "Wild Atlantic Salmon Fishery"			
1	Road numbers along the WAW route should be changed to just one number - ideal for sat nav's. Response: Given the very large number of different roads that are used, and the fact that the road switches between National Secondary Roads, Regional Roads and Local Roads, together with the fact that there are quite a lot of times when the user will have to shift from one road type to another, it would not be practical to introduce a common road number for the entire route of the WAW. However, the route will be made available as a single, joined-up route to all the SatNav providers and will be made available for download onto SatNavs, Smartphones, etc.							1	Local story tellers should be utilised at Discovery Points to volunteer their knowledge of the area. Response: This is a good idea. Fáilte Ireland is investigating how person to person interaction and interpretation can be better provided along the Wild Atlantic Way. It is likely that this will be part of an ongoing developmental programme for the WAW.				1	Such significant investment on the coast, may lead to inner Ireland being ignored. Response: Fáilte Ireland has a responsibility for the whole of the Republic of Ireland and has separate strategies for the sustainable tourism development of the Lakeland and Inland Waterways tourism region. In addition, the overall objective of the WAW project is to achieve a net increase in overseas visitors to Ireland, from which other regions are also likely to benefit.	1	Market and promote a diverse range of interests to cater for various age groups			1	Undertake a national signage strategy to avoid signage clutter.			
1	WAW route should be coordinated with Eurovelo routes. Response: This will be considered and pursued.												1	Ensure stone walls and hedges are not removed to accommodate increased traffic - e.g. Slieve Donard road widening scheme. Response: Every effort will be taken to ensure that the essential character of places will be retained in any infrastructural interventions that are carried out as part of the WAW project.	1	A brochure marketing the Route and Discovery Points should be made widely available at all businesses along the route							
													1	The WAW could benefit significantly from the Swansea to Cork car ferry. Response: Every effort will be made to ensure that all inbound tourist routes that bring visitors directly to the Atlantic coast will benefit the WAW.									

PUBLIC CONSULTATION FEEDBACK - DONEGAL

1.0 WAW Independent Travellers Route (please refer to accompanying report)	2.0 WAW Coach Route (please refer to accompanying report)	3.0 Island Connections (please refer to accompanying report)	4.0 Scenic Driving Experience Sections (please refer to accompanying report)	5.0 Discovery Points (please refer to accompanying report)	6.0 Regional Gateways	7.0 Stage Four Loops
1.14 Extend route to follow the Inishowen 100 in its entirety	2.13 Coaches should not be discouraged from going either way on the Glengesh Pass - this will adversely affect tourism in the whole area - council need to get involved			5.17 Add a Discovery Point at Rossbeg - Doon Fort, Doon Lake, Kilclooney Dolmen, Fishing harbour, Herring trade, Sheskinmore Nature Reserve, Tramore Strand, Ballinreavy Strand, Views over Dawros Bay, Dequesta Santa Anna wreckage, Boat building, Boat trips to Roan Inish, "The Secret of Roaninish", O'Boyle clan-Flight of the Earls	6.11 Identify Donegal Town as a Regional Gateway Response: Regional gateways have been removed from the route masterplan map.	7.11 Develop loop to Glenveagh National Park via Glenties > Fintown > Doochary > Deeyveigh Mountains > Gartin Lake > Bunbeg
1.22 Extend route to St. John's Point	2.22 Extend coach route from Ardara > Narin > Maas			5.23 Add a Discovery Point at Creevy Pier		7.21 Develop loop to Killaghtee Church Graveyard - Oldest Celtic Cross, St Peters Church-featured in the BBC documentary "Coast", buried airmen
1.32 Extend route to Rossbeg	2.31 Extend coach route into Rosstownlagh- Many coaches access Sand House Hotel			5.32 Add a Discovery Point at St. John's Point - Lighthouse, McSwyne's Castle, Bird resting rock, WW1 lookout point, Letter "E"-WW2 location-Eire, Scuba-diving,		7.31 Develop loop to Belleek Pottery
1.41 Exclude route from Carrigart to Fanad peninsula - too narrow for passing cars. Suggest Carrigart - Millford - Kerrykeel - Fanad Peninsula				5.42 Rename Narin-Portnoo Beach - Narin-Portnoo Strand - Inishkeel Island, Roaninish Island, Gweebarra Bay, Views to Arranmore and Crohy Head, Links golf, Portnoo Pier, Bronze Age relics in museum in Dublin		7.41 Add supporting destination - Ards Forest Park, Artscape Donegal
1.51 Extend route to Maghera / Crohy Head peninsula from Dungloe Town				5.52 Mountcharles Pier - walking, pier, local produce		7.51 Add supporting destination - Kiltaghtee Old Church and graveyard, Round Tower at Buckless, Wedge Tombs at Castletown
1.61 Realign route along N56 between Gortahork and Gweedore instead of the bloody foreland coastal route which is completely marred by blanket housing development				5.62 Add a Discovery Point at Glen Head, Glencolmcille - Sea cliffs, Folk village		7.61 Stage four loop from Dunglow to Fintown via the R252 and the R250 to Glenties- Restored section of narrow gauge Co Donegal railway
1.71 Extend route beyond Mountcharles Pier Discovery Point using local route at Kelly's motor garage				5.71 Streedagh Point Discovery Point - Spanish Armada		7.71 Add supporting destination - International carpet making, Killybegs
				5.81 Tullan Strand Discovery Point - Captain de Cuellar, The four masters who fled from Donegal Town		
				5.91 Add a Discovery Point at Maghera Viewpoint, west of Dunglow		
				5.101 Rename Stocker Strand - Ballymastocker Strand		
				5.111 Rosstownlagh Discovery Point - Irish surfing history		
				5.121 Add a Discovery Point at Bavan/Kilcar - Holywell, Neolithic tombs, Rundale field structures, Views of bay and islands		
				5.131 Rename Kinegoe Bay - Kinnagoe Bay		
				5.141 Sliabh Liag stories - Teelin fishing port, first folklorist		

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Feedback comment accepted
For future consideration
Feedback comment not accepted

PUBLIC CONSULTATION FEEDBACK - DONEGAL

WAW Independent Travellers Route

- 1.1 (4) Extend route to follow the Inishowen 100 in its entirety



- Section of Inishowen 100 extending from R242 to Five Finger Strand Viewpoint unsuitable for independent tourism traffic and coaches



- Section of Inishowen 100 extending from R238 south of Culdaff to Kinnagoe Bay unsuitable for independent tourism traffic and coaches

- 1.2 (2) Extend route to St. John’s Point



- Land in private ownership
- Road suitable for independent tourism traffic but unsuitable for coaches

- 1.3 (2) Extend route to Rossbeg



- Road from Portnoo to Rosbeg unsuitable for all vehicles

- 1.4 (1) Exclude route from Carrigart to Fanad peninsula - too narrow for passing cars. Suggest Carrigart - Millford - Kerrykeel - Fanad Peninsula



- Carrigart to Fanad peninsula road suitable for independent tourism traffic but unsuitable for coaches

- 1.5 (1) Extend route to Maghery / Crohy Head peninsula from Dungloe Town



- Road unsuitable for independent tourism traffic and coaches

- 1.6 (1) Realign route along N56 between Gortahork and Gweedore instead of the bloody foreland coastal route which is completely marred by blanket housing development



- Island connections at Bunbeg and Meanlaragh must be included on route

- 1.7 (1) Extend route beyond Mountcharles Pier Discovery Point using local route at Kelly’s motor garage



- Road unsuitable for independent tourism traffic and coaches

WAW Coach Route

- 2.1 (3) Coaches should not be discouraged from going either way on the Glengesh Pass - this will adversely affect tourism in the whole area - council need to get involved
- This issue is still being discussed with the relevant coach operators.

- 2.2 (1) Extend coach route from Ardara > Narin > Maas



- This issue is still being discussed with the relevant coach operators.

- 2.3 (1) Extend coach route into Rossnowlagh- Many coaches access Sand House Hotel



- Road to the north suitable for independent tourism traffic but unsuitable for coaches



- Road to the south suitable for independent tourism traffic and coaches

PUBLIC CONSULTATION FEEDBACK - DONEGAL

Discovery Points

5.1 (7) Add a Discovery Point at Rosbeg - Doon Fort, Doon Lake, Kilclooney Dolmen, Fishing harbour, Herring trade, Sheskinmore Nature Reserve, Tramore Strand, Ballinreavy Strand, Views over Dawros Bay, Dequesta Santa Anna wreckage, Boat building, Boat trips to Roan Inish, “The Secret of Roaninish”, O’Boyle clan-Flight of the Earls



- Road from Portnoo to Rosbeg unsuitable for independent tourism traffic and coaches

5.2 (3) Add a Discovery Point at Creevy Pier



- Road unsuitable for independent tourism traffic and coaches

5.3 (2) Add a Discovery Point at St. John’s Point - Lighthouse, McSwyne’s Castle, Bird resting rock, WW1 lookout point, Letter “E”-WW2 location-Eire, Scuba-diving,



- Lands on private property

5.4 (2) Rename Narin-Portnoo Beach - Narin-Portnoo Strand - Inishkeel Island, Roaninish Island, Gweebarra Bay, Views to Arranmore and Crohy Head, Links golf, Portnoo Pier, Bronze Age relics in museum in Dublin

- Accept

5.5 (2) Mountcharles Pier - walking, pier, local produce

- Tell story at Mountcharles Pier Discovery Point

5.6 (2) Add a Discovery Point at Glen Head, Glencolmcille - Sea cliffs, Folk village



- Road to suggested Discovery Point unsuitable for independent tourism traffic and coaches

5.7 (1) Streedagh Point Discovery Point - Spanish Armada

- Tell story at Streedagh Point Discovery Point

5.8 (1) Tullan Strand Discovery Point - Captain de Cuellar, The four masters who fled from Donegal Town

- Tell story at Tullan Strand Discovery Point

5.9 (1) Add a Discovery Point at Maghery Viewpoint, west of Dunglow



- Road unsuitable for independent tourism traffic and coaches

5.10 (1) Rename Stocker Strand - Ballymastocker Strand

- Accept

5.11 (1) Rossnowlagh Discovery Point - Irish surfing history

- Tell story at Tullan Strand Discovery Point

5.12 (1) Add a Discovery Point at Bavan/Kilcar - Holywell, Neolithic tombs, Rundale field structures, Views of bay and islands

- Close proximity to Cionn Mhucrois

5.13 (1) Rename Kinegoe Bay - Kinnagoe Bay

- Accept

5.14 (1) Sliabh Liag stories - Teelin fishing port, first folklorist

- Tell story at Ionad Sliabh Liag Discovery Point

PUBLIC CONSULTATION FEEDBACK - LEITRIM

1.0 WAW Independent Travellers Route (please refer to accompanying report)	2.0 WAW Coach Route (please refer to accompanying report)	3.0 Island Connections (please refer to accompanying report)	4.0 Scenic Driving Experience Sections (please refer to accompanying report)	5.0 Discovery Points (please refer to accompanying report)	6.0 Regional Gateways	7.0 Stage Four Loops
				5.1 1 Add a Discovery Point at Glencar Waterfall		
				5.2 1 Add a Discovery Point at Kiltyclogher - Sean MacDiarmada residence		
				5.3 1 Add a Discovery Point at Glenfarne - Ballroom of Romance		
0	0	0	0	3	0	0
<div>Feedback comment accepted</div> <div>For future consideration</div> <div>Feedback comment not accepted</div>						

Discovery Points

- 5.1

(1) Add a Discovery Point at Glencar Waterfall

• Opportunity for a stage four discovery Point at Glencar Waterfall
- 5.2

(1) Add a Discovery Point at Kiltyclogher - Sean MacDiarmada residence

• Opportunity for a stage four discovery Point at Kiltyclogher
- 5.3

(1) Add a Discovery Point at Glenfarne - Ballroom of Romance

• Opportunity for a stage four discovery Point at Kiltyclogher

PUBLIC CONSULTATION FEEDBACK - SLIGO

1.0 WAW Independent Travellers Route (please refer to accompanying report)	2.0 WAW Coach Route (please refer to accompanying report)	3.0 Island Connections (please refer to accompanying report)	4.0 Scenic Driving Experience Sections (please refer to accompanying report)	5.0 Discovery Points (please refer to accompanying report)	6.0 Regional Gateways	7.0 Stage Four Loops
		3.13 Add ferry link from Rosses Point, Sligo and Mullaghmore to Inishmurray		5.11 Add a Discovery Point at Poulaveeny Harbour - Margaret Bannister wreck	6.11 Identify Knock airport as a regional gateway Response: Regional gateways have been removed from the route masterplan map. Knock Airport has been identified as an international access point.	
		3.21 Add ferry link from Rosses Point, Sligo and Mullaghmore to Coney Island		5.21 Rosses Point Discovery Point - W.B. Yeats writings	6.21 Identify Sligo airport as a regional gateway - reinstate scheduled flights Response: Regional gateways have been removed from the route masterplan map. Sligo Airport has been identified as an international access point.	
				5.31 Add a Discovery Point along coast road between Inishcrone and Ballina		
				5.41 Add a Discovery Point west of Inishcrone pier - Humbert landing point, explain tidal movement		
				5.51 Add a Discovery Point at Yeats Grave		
				5.61 Add a Discovery Point at Lough Gill		
				5.71 Add a Discovery Point at Grange		
0	0	4	0	7	2	0
<div>Feedback comment accepted</div> <div>For future consideration</div> <div>Feedback comment not accepted</div>						

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SLIGO

Island Connections

- 3.1(3) Add ferry link from Rosses Point, Sligo and Mullaghmore to Inishmurray
 - Not a scheduled route
- 3.2(1) Add ferry link from Rosses Point, Sligo and Mullaghmore to Coney Island
 - Not a scheduled route

Discovery Points

- 5.1(1) Add a Discovery Point at Poulaveeny Harbour - Margaret Bannister wreck
 - Close proximity to Inishcrone Beach
- 5.2(1) Rosses Point Discovery Point - W.B. Yeats writings
 - Tell story at Rosses Point Discovery Point
- 5.3(1) Add a Discovery Point along coast road between Inishcrone and Ballina



- Road suitable for independent tourism traffic but unsuitable for coaches
- 5.4(1) Add a Discovery Point west of Inishcrone pier - Humbert landing point, explain tidal movement
 - Close proximity to Inishcrone Beach
- 5.5(1) Add a Discovery Point at Yeats Grave, Drumcliff
 - Close proximity to Rosses Point
 - Opportunity for stage four Discovery Point
- 5.6(1) Add a Discovery Point at Lough Gill
 - Opportunity for stage four loop around Lough Gill
- 5.7(1) Add a Discovery Point at Grange
 - Close proximity to Streedagh Point

PUBLIC CONSULTATION FEEDBACK - MAYO

1.0 WAW Independent Travellers Route (please refer to accompanying report)	2.0 WAW Coach Route (please refer to accompanying report)	3.0 Island Connections (please refer to accompanying report)	4.0 Scenic Driving Experience Sections (please refer to accompanying report)	5.0 Discovery Points (please refer to accompanying report)	6.0 Regional Gateways	7.0 Stage Four Loops
1.1 8 Extend route along coast road (LP124) between Ballina and Killala		3.1 2 Add ferry link from Cloughmore Pier to Clare Island		5.1 12 Add a Discovery Point at Rosserk Abbey / Moyne Abbey - Monastries of the Moy, Bartragh Island	6.1 16 Identify Ballina as a regional gateway Response: Regional gateways have been removed from the route masterplan map.	7.1 1 Develop loop from Belleek to Killala - monastries of the Moy
1.2 7 Ensure route goes through Louisburgh		3.2 1 Add ferry link from Blacksod Pier to Iniskean South		5.2 8 Add a Discovery Point at the Quay Village, Ballina - Belleek Castle and Woods, Crete Boom, Ice house, Ballina Port, Salmon fishing	6.2 6 Change Castlebar regional gateway to Westport Response: Regional gateways have been removed from the route masterplan map.	7.2 1 Develop loop - Louisburgh > Murrisk > Leenane - access to Clare Island, Inisturk, Delphi, Doo Lough
1.3 7 Realign route along coastal road between Belderg to Carrowteige		3.3 1 Add ferry link from Bullsmouth Pier to Inis Bigil		5.3 6 Add a Discovery Point at Louisburgh - Louisburgh HQ, President de Valera's visit-1940's, Grainne Maile, Famine, Clapper Bridge, Kilgievever Holy Well, Surfing, Childrens graveyard	6.3 1 Identify Knock airport as a regional gateway Response: Regional gateways have been removed from the route masterplan map. Shannon Airport has been identified as an international access point.	
1.4 5 Extend route on Belmullet peninsula to Beldarra Beach and Cross Point		3.4 1 Add ferry link from Roonagh to Clare Island		5.4 6 Add a Discovery Point at Roonagh Point - Grace O'Malley, Island life, Nature, Seascape, Seal and cormorant colony, Island football		
1.5 2 Extend route to Delphi Valley				5.5 4 Add a Discovery Point at Lacken Pier		
1.6 2 Realign route along Sea Road between Ballycastle and Downpatrick Head				5.6 3 Add a Discovery Point at Portacloy - Extensive sandy green coast beach, last resident eagle in Ireland		
1.7 2 Extend route to include Mayo sculptural trails (Lacken and Ballycastle Trails)				5.7 3 Add a Discovery Point at Doohoma Head (Kinrovar) - Spanish Armada, LaRata Santa Maria Encoronada		
1.8 1 Extend route to Erris Head				5.8 3 Add a Discovery Point at Kilcummin Pier - French landing-1798		
				5.9 2 Change Old Head Discovery Point to Carrowmore Beach		
				5.10 2 Add a Discovery Point at Belmullet Town - Tir Saile-Reconnections, Spirit of Place-Temple of the Tides, Category A Bay, Canal, Pier, Promenade, Seabirds and corncrake, "The Playboy of the Western World", Percy French's poem "The Farleys", "The Godstone and the Blacky Mor", "Ar nDuchas" Heritage Trail		
				5.11 2 Add a Discovery Point at Doolough Point - 'The Playboy of the Western World', Annual horse racing		
				5.12 2 Relocate Tra Olligh Discovery Point from Elly Bay to Cross Point		
				5.13 2 Add a Discovery Point at Erris Head - Weather Station, Sea Arch, No.62 Coastal Point, Geo Cache location, Leach Storm Petrol colony, Blow Hole, Danish Cellar		
				5.14 2 Fal Mor Discovery Point - Tir Saile-'Deirble's Twist', St Deirble's church and Well, The Iniskea Islands-the Naobh Og, 1927 Drowning, Whaling station, Proposed Railway Station, Blacksod Lighthouse, Maud Gonne's factory, Vernacular architecture, Riocard Baired poetry, Sceal Clann Lir		
				5.15 2 Add a Discovery Point at Belderrig Harbour - Metadolomite volcanic cones		
				5.16 2 Lackan Strand Discovery Point - Looped walk, Court tomb, Saltmarsh, Blanket bog, General Humberts landing, Great Storm-1927		
				5.17 2 Downpatrick Head Discovery Point - Ruined houses on Dun Briste, History v Myth-seperation of Dun Briste in 1393, Pollashantinna blowhole, Prehistoric round barrows, Look out post, Sea and bird life		
				5.18 2 Killala Quay Discovery Point - French landing, Round Tower, Famine Ships		
				5.19 1 Add a Discovery Point at Ballycroy National Park		
				5.20 1 Add a Discovery Point at Clapper Bridge - Only medieval footbridge in Ireland, Famine story		
				5.21 1 Add a Discovery Point at Croagh Patrick		
				5.22 1 Add a Discovery Point at the deserted village of Slievemore - Ancient cemetery, Megalithic tombs, 100 abandoned dwellings		
				5.23 1 Add a Discovery Point at Mweelrea - Highest mountain in Connaught		
				5.24 1 Add a Discovery Point at Dooncarton - view out to Renmore Point		
				5.25 1 Claggan Island Discovery Point - Tir Saile-Acknowledgement, Kileen-unbaptised children graveyard, Oyster fishing, Coastgaurd station, Sand dune complex, Landlord division, Davies Cave		
				5.26 1 Dun na mBo Discovery Point - Spirit of Place-Thin Places, The Tain-Giant Donal Dual Bui, Eagle Island lighthouse, Irish lights morse signal, Scotchport boathouse, Transatlantic cable 1920's, Termoncarra bird sanctuary		
				5.27 1 Annagh Head Discovery Point - Oldest rocks in Ireland, Flora and fauna, Spirit of Place-The vault of heaven, "The Children of Lir", Cross Abbey, "St. Brendan the Navigator"		
				5.28 1 Tra Olligh Discovery Point - Chieftain Olligh's fort, Bingham's castle, Whaling station, Tir Saile-'Idir Dha Saile', Irish Summer School, UISCE watersports, Dolls factory		
				5.29 1 Barr na Binne Bui Discovery Point - Spirit of Place-'Clann Lir', Tir Saile-'Caochain', Walter Michael's sculptures in Inver, Dun Caochain, Trail Head for 3 walks, Summerville, Rinroe beach, Sandstone caves, Tir Saile-'Stratified Sheep'		
				5.30 1 Rename Minnan Discovery Point - Ceide Discovery Point		
				5.31 1 Add a Discovery Point at Belleek Village - Castle		
				5.32 1 White Strand Discovery Point - Remove barbed wire fencing on surrounding land		
				5.33 1 Add a Discovery Point at Tallaghan Bawn, Doohoma - Tallaghan Bay, Fahy Castle, Spanish Armada-Sancta Maria Rata Encoronada		

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Feedback comment accepted
For future consideration
Feedback comment not accepted

PUBLIC CONSULTATION FEEDBACK - MAYO

WAW Independent Travellers Route

- 1.1 (8) Extend route along coast road (LP124) between Ballina and Killala



- Road unsuitable for independent tourism traffic and coaches
- Unsuitable Discovery Points

- 1.2 (7) Ensure route goes through Louisburgh
- Route already shows this

- 1.3 (7) Realign route along coastal road between Belderg to Carrowteige



- Road unsuitable for independent tourism traffic and coaches

- 1.4 (5) Extend route on Belmullet peninsula to Beldarra Beach and Cross Point



- Road unsuitable for independent tourism traffic and coaches

- 1.5 (2) Extend route to Delphi Valley
- Route reflects this

- 1.6 (2) Realign route along Sea Road between Ballycastle and Downpatrick Head



- Road unsuitable for independent tourism traffic and coaches

- 1.7 (2) Extend route to include Mayo sculptural trails (Lacken and Ballycastle Trails)
- Sculptures near or adjacent to Discovery Points will be included in information at Discovery Points

- 1.8 (1) Extend route to Erris Head



- Road suitable for independent tourism traffic but unsuitable for coaches
- High scenic quality at Discovery Point

Island Connections

- 3.1 (2) Add ferry link from Cloughmore Pier to Clare island
- Accept

- 3.2 (1) Add ferry link from Blacksod Pier to Iniscean South
- Accept

- 3.3 (1) Add ferry link from Bullsmouth Pier to Inis Bigil
- Not a scheduled Route

- 3.4 (1) Add ferry link from Roonagh to Clare Island
- Already reflected on map

Discovery Points

- 5.1 (12) Add a Discovery Point at Rosserk Abbey / Moyne Abbey - Monastries of the Moy, Bartragh Island



- Road to Rosserk Abbey unsuitable for independent tourism traffic and coaches











- Access to Moyne Abbey restricted

- 5.2 (8) Add a Discovery Point at the Quay Village, Ballina - Belleek Castle and Woods, Crete Boom, Ice house, Ballina Port, Salmon fishing



- Road suitable for independent tourism traffic but unsuitable for coaches
- Medium scenic quality

PUBLIC CONSULTATION FEEDBACK - MAYO

5.3	(6) Add a Discovery Point at Louisburgh - Louisburgh HQ, President de Valera's visit-1940's, Grainne Maile, Famine, Clapper Bridge, Killgeever Holy Well, Surfing, Childrens graveyard • Opportunity to add a stage four discovery point in Louisburgh Town Centre		
5.4	(6) Add a Discovery Point at Roonagh Point - Grace O'Malley, Island life, Nature, Seascape, Seal and cormorant colony, Island football • Tell stories at Clare Island or Inishturk Island Discovery Points		
5.5	(4) Add a Discovery Point at Lacken Pier • Discovery Point at lackan Strand		
5.6	(3) Add a Discovery Point at Portacloy - Extensive sandy green coast beach, last resident eagle in Ireland		<ul style="list-style-type: none">• Close proximity to Barr Na Binne Bui Discovery Point
5.7	(3) Add a Discovery Point at Doohoma Head (Kinrovar) - Spanish Armada, LaRata Santa Maria Encoronada • Accept		
5.8	(3) Add a Discovery Point at Kilcummin Pier - French landing-1798		<ul style="list-style-type: none">• Road unsuitable for independent tourism traffic and coaches
5.9	(2) Change Old Head Discovery Point to Carrowmore Beach - short walk from Louisburgh		<ul style="list-style-type: none">• Close proximity to Old Head• High scenic value
			<ul style="list-style-type: none">• Old Head Discovery Point provides a better Discovery Point
5.10	(2) Add a Discovery Point at Belmullet Town - Tir Saile-Reconnections, Spirit of Place-Temple of the Tides, Category A Bay, Canal, Pier, Promenade, Seabirds and cornrake, "The Playboy of the Western World", Percy French's poem "The Farleys", "The Godstone and the Blacky Mor", "Ar nDuchas" Heritage Trail • Opportunity to add a stage four discovery point in Belmullet Town Centre		
5.11	(2) Add a Discovery Point at Doolough Point - 'The Playboy of the Western World', Annual horse racing		<ul style="list-style-type: none">• Road unsuitable for independent tourism traffic and coaches
5.12	(2) Relocate Tra Oiligh Discovery Point from Elly Bay to Cross Point		<ul style="list-style-type: none">• Road unsuitable for independent tourism traffic and coaches
5.13	(2) Add a Discovery Point at Erris Head - Weather Station, Sea Arch, No.62 Coastal Point, Geo Cache location, Leach Storm Petrol colony, Blow Hole, Danish Cellar		<ul style="list-style-type: none">• Road unsuitable for independent tourism traffic and coaches
5.14	(2) Fal Mor Discovery Point - Tir Saile-'Deirble's Twist', St Deirble's church and Well, The Iniskea Islands-the Naobh Og, 1927 Drowning, Whaling Station, Proposed Railway Station, Blacksod Lighthouse, Maud Gonne's factory, Vernacular architecture, Riocard Bairead poetry, Sceal Clann Lir • Tell stories at Fal Mor Discovery Point		
5.15	(2) Add a Discovery Point at Belderrig Harbour - Metadolerite volcanic cones		<ul style="list-style-type: none">• Road unsuitable for independent tourism traffic and coaches
5.16	(2) Lackan Strand Discovery Point - Looped walk, Court tomb, Saltmarsh, Blanket bog, General Humberts landing, Great Storm-1927 • Tell stories at Lackan Strand Discovery Point		
5.17	(2) Downpatrick Head Discovery Point - Ruined houses on Dun Briste, History v Myth-seperation of Dun Briste in 1393, Pollashantinna blowhole, Prehistoric round barrows, Look out post, Sea and bird life • Tell stories at Downpatrick Head Discovery Point		
5.18	(2) Killala Quay Discovery Point - French landing, Round Tower, Famine Ships • Tell stories at Killala Quay Discovery Point		
5.19	(1) Add a Discovery Point at Ballycroy National Park • Discovery Point added at recently developed Claggan Mountain car park and viewpoint		
5.20	(1) Add a Discovery Point at Clapper Bridge - Only medieval footbridge in Ireland, Famine story • Opportunity to develop a stage four Discovery Point		
5.21	(1) Add a Discovery Point at Croagh Patrick • Tell story at Murrisk Viewpoint Discovery Point		
5.22	(1) Add a Discovery Point at the deserted village of Slievemore - Ancient cemetery, Megalithic tombs, 100 abandoned dwellings • Tell story at Tra Dumha Goirt		
5.23	(1) Add a Discovery Point at Mweelrea - Highest mountain in Connaught • Tell story at White Strand Discovery Point		

PUBLIC CONSULTATION FEEDBACK - MAYO

5.24 (1) Add a Discovery Point at Dooncarton - view out to Rinroe Point



- Road suitable for independent tourism traffic but unsuitable for coaches
- High Scenic Value
- No existing appropriate Discovery Point

5.25 (1) Claggan Island Discovery Point - Tir Saile-Acknowledgement, Kileen-unbaptised children graveyard, Oyster fishing, Coastgaurd station, Sand dune complex, Landlord division, Davies Cave

- Tell story at Claggan Island Discovery Point

5.26 (1) Dun na mBo Discovery Point - Spirit of Place-Thin Places, The Tain-Giant Donal Dual Bui, Eagle Island lighthouse, Irish lights morse signal, Scotchport boathouse, Transatlantic cable 1920’s, Termoncarra bird sanctuary

- Tell story at Ceann Dhun Modha Discovery Point

5.27 (1) Annagh Head Discovery Point - Oldest rocks in Ireland, Flora and fauna, Spirit of Place-The vault of heaven, ‘The Children of Lir’, Cross Abbey, ‘St. Brendan the Navigator’

- Tell story at Annagh Head Discovery Point

5.28 (1) Tra Oiligh Discovery Point - Chieftain Oiligh’s fort, Bingham’s castle, Whaling station, Tir Saile–‘Idir Dha Saile’, Irish Summer School, UISCE watersports, Dolls factory

- Tell story at Tra Oiligh Discovery Point

5.29 (1) Barr na Binne Bui Discovery Point - Spirit of Place–‘Clann Lir’, Tir Saile–‘Caochain’, Walter Michael’s sculptures in Inver, Dun Caochain, Trail Head for 3 walks, Summerville, Rinroe beach, Sandstone caves, Tir Saile-‘Stratified Sheep’

- Tell story at Barr na Binne Bui Discovery Point

5.30 (1) Rename Minnan Discovery Point - Ceide Discovery Point

- Accept

5.31 (1) Add a Discovery Point at Belleek Village - Castle

- Opportunity for stage four Loop to Belleek Castle

5.32 (1) White Strand Discovery Point - Remove barbed wire fencing on surrounding land

- Carry out environmental improvement work to White Strand

5.33 (1) Add a Discovery Point at Tallaghan Bawn, Doohoma - Tallaghan Bay, Fahy Castle, Spanish Armada-Sancta Maria Rata Encoronada



- Road suitable for independent tourism traffic but unsuitable for coaches
- High Scenic Value

PUBLIC CONSULTATION FEEDBACK - GALWAY

1.0 WAW Independent Travellers Route	2.0 WAW Coach Route (please refer to accompanying report)	3.0 Island Connections	4.0 Scenic Driving Experience Sections	5.0 Discovery Points (please refer to accompanying report)	6.0 Regional Gateways	7.0 Stage Four Loops
	2.1 1 Exclude coach route to Bunowen Pier Discovery Point - road too narrow			5.1 1 Add a Discovery Point at An Tra Mor (two miles east of Loughannbeg)		7.1 2 Develop Lady Gregory and Yeats loop - Kinvara > Kilmacduagh > Coole park > Kilartan Gregory Museum > Thoor Ballylee > Killinane Graveyard > Roxboro Gates > Woodville Walled Gardens > St Brendans Cathedral
				5.2 1 Add a Discovery Point at St Annin's Church, Knock Inverin - ancient famine church		7.2 1 Develop loop to Lakeview Coffee Shop and B & B
				5.3 1 Add a Discovery Point at Scrib - waterfall		7.3 1 Develop Joyce Country loop to Clonbur and Cong
				5.4 1 Bunowen Pier Discovery Point- Connemara smokehouse		7.4 1 Add supporting desination - Kylemore Abbey-Neighbouring landowner, Peter Conroy, interested in providing a viewing area
				5.5 1 Add a Discovery Point at Derryinver Bridge between Letterfrack and Tullycross - Dawros River-freshwater pearl mussels, local flora and fauna		7.5 1 Develop half-day loop - Galway City > Moycullen > An Spidéal > Galway - Connemara bogland, Lakeland landscapes, Coastal seascapes, Connemara Gaeltacht and Rural farming
				5.6 1 Ceibh An Spideal Discovery Point - Further develop coastal walkway, designated seating and picnic area		
				5.7 1 Add Discovery Points in the Connemara Gaeltacht areas - An Cheathru Rua, Casla, Leitirmoir, Ros a Mhil, Camus, Rosmuc, Cill Chiarain and Carna		
				5.8 1 Add a Discovery Point at Leirir Muca		
				5.9 1 Add a Discovery Point at Upper Camas Bay		
				5.10 1 Add a Discovery Point at Droichead na Torann		

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Feedback comment accepted
For future consideration
Feedback comment not accepted

WAW Coach Route

- 2.1
- (1) Exclude coach route to Bunowen Pier Discovery Point - road too narrow

• Route reflects this

Discovery Points

- 5.1
- (1) Add a Discovery Point at An Tra Mor (two miles east of Loughannbeg)



- Close proximity to Ceibh an Spideal
- Opportunity for stage four Discovery Point

- 5.2
- (1) Add a Discovery Point at St Annin’s Church, Knock Inverin - ancient famine church

• Close proximity to Ceiba an Tsruthain

• Opportunity for stage four Discovery Point

- 5.3
- (1) Add a Discovery Point at Scrib - waterfall

• Opportunity for stage four Discovery Point

- 5.4
- (1) Bunowen Bay Discovery Point- Connemara smokehouse

• Tell story at Bunowen Bay Discovery Point

- 5.5
- (1) Add a Discovery Point at Derryinver Bridge between Letterfrack and Tullycross - Dawros River-freshwater pearl mussels, local flora and fauna



- Discovery Point low scenic quality

- 5.6
- (1) Ceibh An Spideal Discovery Point - Further develop coastal walkway, designated seating and picnic area

• Opportunities to further develop Discovery Point

- 5.7
- (1) Add Discovery Points in the Connemara Gaeltacht areas - An Cheathru Rua, Casla, Leitirmoir, Ros a Mhil, Camus, Rosmuc, Cill Chiarain and Carna

• Opportunity for stage four Discovery Point in these villages

- 5.8
- (1) Add a Discovery Point at Leirir Muca



- Opportunity for stage four Discovery Point

- 5.9
- (1) Add a Discovery Point at Upper Camas Bay

• Close proximity to Gort Mor

- 5.10
- (1) Add a Discovery Point at Droichead na Torann

• Opportunity for stage four Discovery Point at this location

PUBLIC CONSULTATION FEEDBACK - CLARE

1.0 WAW Independent Travellers Route (please refer to accompanying report)	2.0 WAW Coach Route (please refer to accompanying report)	3.0 Island Connections (please refer to accompanying report)	4.0 Scenic Driving Experience Sections (please refer to accompanying report)	5.0 Discovery Points (please refer to accompanying report)	6.0 Regional Gateways	7.0 Stage Four Loops	8.0 Other
1.15 Realign car route from local route to R479 at Doolin	2.14 Realign coach route from local route to R479 at Doolin	3.12 Add ferry link from Doolin to Liscannor via Cliffs of Moher	4.11 Add scenic driving experience section from Doolin to Liscannor	5.16 Doolin Discovery Point - Spanish Armada, Trade between Doolin and Islands, Axe factory, Language, Dusty the Dolphin, connection with Lady Gregory and Agustus John, Coastal path to Cliffs of Moher, Ferry to Aran Islands, Base for the Burren Way, Heritage Trail, Doolin Cave, Music, Pitch and Putt, Geology	6.11 Identify Shannon Airport as a Regional Gateway Response: Regional gateways have been removed from the route masterplan map. Shannon Airport has been identified as an international access point.	7.17 Develop Burren loop to include Carrow, Lisdoonvarna, Kilfenora and Carofin - walking, cycling, rock climbing	8.12 Develop welcome and visitor facilities signage in Fanore
1.24 Realign route on Loop Head: Garraun-Liscrona-Carrigaholt- Kilbaha	2.21 Coach route should indicate that small coaches can access Loop Head beyond Kilbaha	3.21 Add ferry link from Ballybunion to Carrigaholt		5.24 Add a Discovery Point for the West Clare Railway (Percy French)		7.22 Develop loop from Killimer to Clarecastle via Labasheeda, Kildyisert, Ballynacally - link with Islands at River Fergus mouth	8.21 Realign loop four on the North Clare cycle route to pass the available facilities in Fanore Village
1.31 Exclude route to Foynes	2.31 Exclude coach route on R478 - laybys and road upgrade required			5.33 Rename Doonbeg Beach Discovery Point - White Strand, Doonbeg		7.31 Develop loop on local roads off the R477 in Fanore	8.31 Name route between Doolin and Ballyvaghan - Burren Coast Road
1.41 Ensure route extends to Doonbeg				5.43 Carrigaholt Bay Discovery Point - 1950's shipwreck, Shipping, Turf boats, Castle, Port, Napeonic Gun Battery Fortress, Whale and dolphin watching, Clove Dragons - battle of Fautong		7.41 Develop loop to link walking routes between Fanore Village and Fanore Beach via the Famine Fishing Village	
				5.53 Rename Doolin Pier - Doolin Port		7.51 Add supporting destination - Doonbeg golf course	
				5.63 Further develop Discovery Points at Ailladie, Murroughtoohey and Black Head		7.61 Develop loop to Miltown Malbay	
				5.73 Add a Discovery Point at Kilkee			
				5.83 Kilkee Cliffs Discovery Point - Ryans Daughter, Shipwrecks, Tusnami washing castle ruins away, Bishops island ruins, Fishing, Birdwatching			
				5.92 Add a Discovery Point at Ailladie			
				5.101 Add a Discovery Point at Ballymacrunnagh Shore, Killimer			
				5.111 Killimer Discovery Point - Eileen O'Hanley			
				5.121 Add a Discovery Point at Lough South, Doolin - views over Aran Islands			
				5.131 Add a Discovery Point at Lemenagh Castle - Maire Rua's husbands			
				5.141 Add a Discovery Point at Black Head			
				5.151 Add a Discovery Point at Bishopsquarter Beach			
				5.161 Cliffs of Moher Discovery Point - Doolin Cliff Walk, Doonagore Bog running into Atlantic			
				5.171 Lahinch Beach Discovery Point - Cill Stifin-buried village at sea, Travelling trollope, Surfing, Anzom Park			

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Feedback comment accepted								
For future consideration								
Feedback comment not accepted								

PUBLIC CONSULTATION FEEDBACK - CLARE

WAW Independent Travellers Route

1.1 (5) Realign car route from local route to R479 at Doolin



- Amendment accepted

1.2 (4) Realign route on Loop Head: Garraun-Liscrona-Carrigaholt- Kilbaha



- Garraun-Liscrona - Road suitable for independent tourism traffic but unsuitable for coaches



- Liscrona-Carrigaholt - Road suitable for independent tourism traffic but unsuitable for coaches



- Carrigaholt- Kilbaha - Road unsuitable for independent tourism traffic and coaches

1.3 (1) Exclude route to Foynes
• Route to Foynes offers significant scenic views

1.4 (1) Ensure route extends to Doonbeg
• Doonbeg included on route

WAW Coach Route

2.1 (4) Realign coach route from local route to R479 at Doolin



- Amendment accepted

2.2 (1) Coach route should indicate that small coaches can access Loop Head beyond Kilbaha
• Coach routes have not been differentiated by coach sizes

2.3 (1) Exclude coach route on R478 - laybys and road upgrade required



- R478 suitable for coaches

Island Connections

- 3.1 (2) Add ferry link from Doolin to Liscannor via the Cliffs of Moher
- Ferry connects between Liscannor and Doolin via Cliffs of Moher
 - Amendment accepted
- 3.2 (1) Add ferry link from Ballybunion to Carrigaholt
- No chartered ferry crossing between Ballybunion and Carrigholt

PUBLIC CONSULTATION FEEDBACK - CLARE

Scenic Driving Experience Sections

- 4.1
- (1) Add scenic driving experience section from Doolin to Liscannor



- Intermittent scenic driving experience between Doolin and Liscannor

Discovery Points

- 5.1
- (6) Doolin Discovery Point - Spanish Armada, Trade between Doolin and Islands, Axe factory, Language, Dusty the Dolphin, connection with Lady Gregory and Agustus John, Coastal path to Cliffs of Moher, Ferry to Aran Islands, Base for the Burren Way, Heritage Trail, Doolin Cave, Music, Pitch and Putt, Geology
 - Tell stories at Doolin Discovery Point
- 5.2
- (4) Add a Discovery Point for the West Clare Railway (Percy French)
 - Opportunity to add a stage four discovery point at Moyasta
- 5.3
- (3) Rename Doonbeg Beach Discovery Point - White Strand, Doonbeg
 - Amendment accepted
- 5.4
- (3) Carrigaholt Bay Discovery Point - 1950’s shipwreck, Shipping, Turf boats, Castle, Port, Napeonic Gun Battery Fortress, Whale and dolphin watching, Clove Dragons - battle of Fautong
 - Tell story at Carrigaholt Bay Discovery Point
- 5.5
- (3) Rename Doolin Pier - Doolin Port
 - Amendment accepted
- 5.6
- (3) Further develop Discovery Points at Ailladie, Ballyreen, Murroughtoohey and Black Head
 - Recommendation accepted
- 5.7
- (3) Add a Discovery Point at Kilkee
 - Opportunity to add a stage four discovery point in Kilkee Town Centre
- 5.8
- (3) Kilkee Cliffs Discovery Point - Ryans Daughter, Shipwrecks, Tusnami washing castle ruins away, Bishops island ruins, Fishing, Birdwatching, ohn Ford film, “A Minute’s Wait”
 - Tell stories at Kilkee Cliffs Discovery Point
- 5.9
- (2) Add a Discovery Point at Ailladie
 - Necessary to resolve land ownership issues
- 5.10
- (1) Add a Discovery Point at Ballymacrunnagh Shore, Killimer
 - Opportunity to add a stage four discovery point in Killimer Town Centre
- 5.11
- (1) Killimer Discovery Point - Eileen O’Hanley
 - Opportunity to tell story at Killimer - Tarbert Ferry Discovery Point
- 5.12
- (1) Add a Discovery Point at Luogh South, Doolin - views over Aran Islands
 - Close proximity to Cliffs of Moher
- 5.13
- (1) Add a Discovery Point at Lemenagh Castle - Maire Rua’s husbands
 - Opportunity for stage four Discovery Point
- 5.14
- (1) Add a Discovery Point at Black Head
 - Discovery Point included at appropriate locations

- 5.15
- (1) Add a Discovery Point at Bishopsquarter Beach



- Close proximity to Ballyvaughan Pier Discovery Point

- 5.16
- (1) Cliffs of Moher Discovery Point - Doolin Cliff Walk, Doonagore Bog running into Atlantic
 - Tell stories at Cliffs of Moher Discovery Point
- 5.17
- (1) Lehinch Beach Discovery Point - Cill Stifin-buried village at sea, Travelling trollope, Surfing, Anzom Park
 - Tell stories at Lehinch Beach Discovery Point

PUBLIC CONSULTATION FEEDBACK - LIMERICK

1.0 WAW Independent Travellers Route (please refer to accompanying report)	2.0 WAW Coach Route (please refer to accompanying report)	3.0 Island Connections (please refer to accompanying report)	4.0 Scenic Driving Experience Sections (please refer to accompanying report)	5.0 Discovery Points (please refer to accompanying report)	6.0 Regional Gateways	7.0 Stage Four Loops
				5.12 Add a Discovery Point at Killeery Pier, Loghill - fishing, bird watching		7.11 Develop loop to Adare Village
				5.22 Add a Discovery Point at Glin - Knight of Glin, 150m high viewing point		7.21 Add supporting destination - Sea Plane museum
				5.31 Add a Discovery Point at Montrenchard, Foynes - historical convent		

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Feedback comment accepted

For future consideration

Feedback comment not accepted

Discovery Points

- 5.1

(2) Add a Discovery Point at Killeery Pier, Loghill - fishing, bird watching

• Close proximity to Foynes Discovery Point

• Opportunity for stage four Discovery Point
- 5.2

(2) Add a Discovery Point at Glin - Knight of Glin, 150m high viewing point

• Close proximity to Tarbert - Killimer Ferry Discovery Point

• Opportunity for stage four Discovery Point
- 5.3

(1) Add a Discovery Point at Mount Trenchard, Foynes - historical convent

• Tell story at Foynes Island Viewpoint Discovery Point

PUBLIC CONSULTATION FEEDBACK - KERRY

KERRY						
1.0 WAW Independent Travellers Route (please refer to accompanying report)	2.0 WAW Coach Route (please refer to accompanying report)	3.0 Island Connections	4.0 Scenic Driving Experience Sections (please refer to accompanying report)	5.0 Discovery Points (please refer to accompanying report)	6.0 Regional Gateways	7.0 Stage Four Loops
1.113 Extend route to Knightstown, Valentia Island via ferry to follow Skelligs Ring	2.13 Extend coach route from Portmagee, to Skelligs Experience Centre, Valentia Island		4.19 Add a continuous scenic driving section along the entire Skellig Ring	5.112 Exclude Lambs Head Discovery Point		7.112 Develop walking loop on lambs Head
1.212 Exclude route on Lambs Head - road too narrow	2.23 Extend coach route from Portmagee, to Western Viewing Point of Skellig Rock, Valentia Island			5.26 Add a Discovery Point at Waterville Village (shoreline behind Mick Odwyer Park) - history, Charlie Chaplin, Geo Park, Salmon and trout fishing, mythology of the Celtic invaders, the Milesians and the Transatlantic telephone Cable		7.23 Add supporting destination - Tarbert Bridewell Museum and Visitor Centre
1.311 Extend route around Kerry Head coastline	2.32 Extend coach route from Ballybunion to Asdee via Beale Strand			5.36 Move Skelligs Viewpoint Discovery Point to Cum an Easboig car park - highest accessible carpark in ROI, Nine bishops		7.32 Develop loop to Sealach Oisín Mountain Pass
1.46 Ensure route uses the Tarbert to Killimer Ferry	2.41 Extend coach route to Cloghane			5.44 Add a Discovery Point at Derrynane Harbour		7.41 Develop loop along the Sheen Valley, Bonane and Caha Pass
1.55 Extend route to Brandon Point	2.51 Extend coach route to Maharees			5.54 Add a Discovery Point at Brandon Point - St Brandon sailing to America		7.51 Develop South Kerry Geopark loop - Waterville to Sneem via Drumid Parish, Ballaghiseen Pass and Ballaghbeama Mountain Pass
1.62 Extend route through Listowel	2.61 Extend coach route around Kerry Head coastline and North Road			5.64 Coomakesta Discovery Point - Needs further development - Slavery in South Kerry		7.61 Develop walking/cycling loop along Tralee - Fenit cycleway
1.72 Extend route to Kilshannig and Maharees				5.74 Add a Discovery Point at Bromore Cliffs - Song-Cliffs of Doneen		
1.81 Realign route from Adfert to Clougherbrien				5.83 Add a discovery point at Faha West, Ardigole - highest waterfall in Ireland		
1.91 Extend route to Bonane				5.93 Add a Discovery Point at Daniel O'Connell Memorial Church		
1.101 Exclude route around Ballybunion - roads unsuitable for increased traffic volumes				5.103 Add a Discovery Point at O'Connell Park, Cahersiveen		
1.111 Extend route into Tarbert				5.113 Add a Discovery Point at White Strand, Cahersiveen		
				5.123 Add a Discovery Point at Staigue Fort, Caherdaniel		
				5.133 Relocate Ba Na Scealg Discovery Point to the blue flag beach beside Ballinskelligs Abbey - 6th century monks travelled from Ballinskelligs to the Skelligs and returned in the 12th century and set up the Abbey		
				5.143 Add a Discovery Point at Western Viewing Point of Skellig Rock, Valentia Island		
				5.153 Add a Discovery Point at Ballyheigue - Ballheigue Castle, Casement Memorial, Richard Cantillon		
				5.162 Add a Discovery Point at Tarbert Bridewell Visitor Centre - Home of the Leslie family for 300 years		
				5.172 Add a Discovery Point at Adfert - St Brendan the Navigator		
				5.182 Ballybunion Beach Discovery Point - Virgin Rock and Nine Daughters Hole		
				5.192 Add a Discovery Point at Littor Strand		
				5.202 Add a Discovery Point at Beal Strand		
				5.212 Add a Discovery Point at Ballybunion Cliffs - Cliff walk, Druids layer, Nine daughters, Pookeenee Castle		
				5.222 Add a Discovery Point at Kerry Head		
				5.232 Add a Discovery Point at Banna - Casement Memorial		
				5.242 Add a Discovery Point at Fenit		
				5.252 Carrigafoyle Castle - Shannon Estuary, Field Marshall Lord Kitchener baptism, Poet Brendan Kennelly birthplace, St Michaels Church, Aghavallen Church, Carrigafoyle Church, Carrigafoyle Castle, Carrig Island, Lislaughtin Abbey, Scatterry Island, Cromwell Forces vs Franciscan		
				5.262 Tarbert - Killimer Ferry Discovery Point - requires enhancement		
				5.272 Add a Discovery Point at Portmagee - Irelands first national tourism Town		
				5.282 Add a Discovery Point at Kilmore Beach, Ballyduff		
				5.291 Add a Discovery Point at Lechanbuile and Cahercal Stone Forts		
				5.301 Add a Discovery Point at Daniel O'Connell's House		
				5.311 Add a Discovery Point at Bird Island		
				5.321 Add a Discovery Point at Knightstown Cable Station - first transatlantic transmission between Newfoundland and Europe		
				5.331 Add a Discovery Point at Clashmealcon Caves		
				5.341 Add a Discovery Point at Meenaghane Pier		
				5.351 Add a Discovery Point at Glendathalan Well		
				5.361 Add a Discovery Point at St Finian's Bay - Foul Wave after a Monk threw his sandal into the sea		
				5.371 Add a Discovery Point at Valentia Island - WW1 look out tower		
				5.381 Add a Discovery Point at Kenmare Pier		

PUBLIC CONSULTATION FEEDBACK - KERRY

WAW Independent Travellers Route

- 1.1
- (13) Extend route to Knightstown, Valentia Island via ferry to follow Skelligs Ring

• Extend route to follow Skelligs Ring as suggested

- 1.2
- (12) Exclude route on Lamb’s Head - road too narrow



- Remove route as road is unsuitable for independent tourism traffic and coaches

- 1.3
- (11) Extend route around Kerry Head coastline



- Road around Kerry head suitable for independent tourism traffic but unsuitable for coaches



- North Road suitable for independent tourism traffic and coaches

- 1.4
- (6) Ensure route uses the Tarbert to Killimer Ferry

• proposed route reflects this

- 1.5
- (5) Extend route to Brandon Point



- Road unsuitable for independent tourism traffic and coaches

- 1.6
- (2) Extend route through Listowel

• Recommend stage four loop

- 1.7
- (2) Extend route to Kilshannig, Maharees



- Road unsuitable for coaches
- No suitable discovery point location

- 1.8
- (1) Realign route from Adfert to Clougherbrien

• Route via Fenit provides more scenic views

- 1.9
- (1) Extend route to Bonane

• Recommend stage four loop

- 1.10
- (1) Exclude route around Ballybunion - roads unsuitable for increased traffic volumes

• Road suitable for independent tourism traffic and coaches

- 1.11
- (1) Extend route into Tarbert

• Route runs around edge of village centre

WAW Coach Route

- 2.1
- (3) Extend coach route from Portmagee, to Skelligs Experience Centre, Valentia Island



- Road to Skelligs Experience suitable for coaches

- 2.2
- (3) Extend coach route from Portmagee to Viewing Point of Skellig Rock, Valentia Island



- Road to Western Viewing Point unsuitable for coaches

- 2.3
- (2) Extend coach route from Ballybunion to Asdee via Beale Strand



- Route unsuitable for coaches

- 2.4
- (1) Extend coach route to Cloghane



- Road to Brandon Point, beyond Cloghane, unsuitable for independent tourism traffic and coaches
- Little scenic value extending route to Cloghane only

- 2.5
- (1) Extend coach route to Maharees

• Road beyond Castlegregory Beach unsuitable for coaches

- 2.6
- (1) Extend coach route around Kerry head coastline and North Road



- Road around Kerry head unsuitable for coaches



- North Road suitable for coaches

PUBLIC CONSULTATION FEEDBACK - KERRY

Scenic Driving Experience Sections

- 4.1 (9) Add a continuous scenic driving section along the entire Skellig Ring



- Add a continuous scenic driving experience section between Ballinskelligs Village and Valencia Island

Discovery Points

- 5.1 (12) Exclude Lambs Head Discovery Point



- Road unsuitable for all vehicles

- 5.2 (6) Add a Discovery Point at Waterville Village (shoreline behind Mick Odwyer Park) - history, Charlie Chaplin, Geo Park, Salmon and trout fishing, mythology of the Celtic invaders, the Milesians and the Transatlantic telephone Cable
- Opportunity to add a stage four discovery point in Waterville Village Centre

- 5.3 (6) Move Skelligs Viewpoint Discovery Point to Cum an Easboig car park - highest carpark in ROI, Nine bishops



- Close proximity to Skelligs Viewpoint

- 5.4 (4) Add a Discovery Point at Derrynane Harbour



- Road unsuitable for independent tourism traffic and coaches

- 5.5 (4) Add a Discovery Point at Brandon Point - St Brandon sailing to America



- Access road unsuitable for all vehicles

- 5.6 (4) Coomakesta Discovery Point - Needs further development - Slavery in South Kerry
- Accepted

- 5.7 (4) Add a Discovery Point at Bromore Cliffs - Song-Cliffs of Doneen
- No access to Bromore Cliffs
 - Tell story at Ballybunion Beach

- 5.8 (3) Add a discovery point at Faha West, Adrigole - highest waterfall in Ireland
- Opportunity to add a stage four discovery point in Adrigole Village Centre

- 5.9 (3) Add a Discovery Point at Daniel O’Connell Memorial Church
- Opportunity to add a stage four discovery point in Cahersiveen Village Centre

- 5.10 (3) Add a Discovery Point at O’Connell Park, Cahersiveen
- Opportunity to add a stage four discovery point in Cahersiveen Village Centre

- 5.11 (3) Add a Discovery Point at White Strand, Cahersiveen
- Opportunity to add a stage four discovery point in Cahersiveen Village Centre

- 5.12 (3) Add a Discovery Point at Caherdaniel
- Opportunity to add a stage four discovery point in Caherdaniel Village Centre

- 5.13 (3) Relocate Ba Na Scealg Discovery Point to the blue flag beach beside Ballinskelligs Abbey - 6th century monks travelled from Ballinskelligs to the Skelligs and returned in the 12th century and set up the Abbey



- Amendment accepted

- 5.14 (3) Add a Discovery Point at Western Viewing Point of Skellig Rock, Valentia Island



- Amendment accepted

- 5.15 (3) Add a Discovery Point at Ballyheigue - Ballyheigue Castle, Casement Memorial, Richard Cantillon
- Tell this story at Ballyheigue Beach Discovery Point

- 5.16 (2) Add a Discovery Point at Tarbert Bridewell Visitor Centre - Home of the Leslie family for 300 years
- Opportunity to tell this story at Tarbert-Killimer Ferry Discovery Point

- 5.17 (2) Add a Discovery Point at Adfert - St Brendan the Navigator
- Opportunity to add a stage four discovery point in Ardferf Village Centre

PUBLIC CONSULTATION FEEDBACK - KERRY


- 5.18

(2) Ballybunion Beach Discovery Point - Virgin Rock and Nine Daughters Hole
 - Tell this story at Ballybunion Beach Discovery Point
- 5.19

(2) Add a Discovery Point at Littor Strand
 - Close proximity to Beale Strand Dsicoverly Point
- 5.20

(2) Add a Discovery Point at Beale Strand
 - Discovery Point at Beale Strand included
- 5.21

(2) Add a Discovery Point at Ballybunion Cliffs - Cliff walk, Druids layer, Nine daughters, Pookeenее Castle
 - * Tell stories at Ballybunion Beach Discovery Point
- 5.22

(2) Add a Discovery Point at Kerry Head
- 
- Road suitable for independent tourism traffic but unsuitable for coaches
 - Scenic views along 3km stretch on south side of Kerry Head
 - No appropriate Discovery Point Location evident
- 5.23

(2) Add a Discovery Point at Banna - Casement Memorial
 - Tell stories at Banna Strand Discovery Point
- 5.24

(2) Add a Discovery Point at Fenit
 - Discovery Point at Fenit Beach included
- 5.25

(2) Carrigafoyle Castle - Shannon Estuary, Field Marshall Lord Kitchener baptism, Poet Brendan Kennelly birthplace, St Michaels Church, Aghavallen Church, Carrigafoyle Church, Carrigafoyle Castle, Carrig Island, Lislaughtin Abbey, Scattery Island, Cromwell Forces vs Franciscan
 - Tell stories at Carrig Castle Discovery Point
- 5.26

(2) Tarbert - Killimer Ferry Discovery Point - requires enhancement
 - accepted
- 5.27

(2) Add a Discovery Point at Portmagee - Irelands first national tourism Town
 - Opportunity to add a stage four discovery point in Portmagee Town Centre

- 5.28

(2) Add a Discovery Point at Kilmore Beach, Ballyduff
- 
- Medium scenic quality at Discovery Point
 - Road unsuitable for independent tourism traffic and coaches
- 5.29

(1) Add a Discovery Point at Lechanbuile and Cahercal Stone Forts
 - Opportunity to add a stage four discovery point in Cahersiveen Village Centre
- 5.30

(1) Add a Discovery Point at Daniel O’Connell’s House
 - Opportunity to add a stage four discovery point in Cahersiveen Village Centre
- 5.31

(1) Add a Discovery Point at Bird Island
- 
- Road unsuitable for independent tourism traffic and coaches
- 5.32


(1) Add a Discovery Point at Knightstown Cable Station - first transatlantic transmission between Newfoundland and Europe
 - Opportunity to add a stage four discovery point in Knightstown Village Centre
- 5.33

(1) Add a Discovery Point at Clashmealcon Caves
 - Opportunity for stage four Discovery Point

- 5.34


(1) Add a Discovery Point at Meenagohane Pier
- 
- Road unsuitable for independent tourism traffic and coaches
- 5.35

(1) Add a Discovery Point at Glendathalan Well
 - Opportunity for stage four Discovery Point
- 5.36

(1) Add a Discovery Point at St Finian’s Bay - Foul Wave after a Monk threw his sandal into the sea
- 
- Road suitable for independent tourism traffic but unsuitable for coaches
 - Close proximity to Skelligs Viewpoint
- 5.37

(1) Add a Discovery Point at Valentia Island - WW1 look out tower
 - Opportunity for stage four Discovery Point

- 5.38

(1) Add a Discovery Point at Kenmare Pier
- 
- Road suitable for independent tourism traffic but unsuitable for coaches
 - Low scenic quality

PUBLIC CONSULTATION FEEDBACK - CORK

1.0 WAW Independent Travellers Route (please refer to accompanying report)	2.0 WAW Coach Route (please refer to accompanying report)	3.0 Island Connections (please refer to accompanying report)	4.0 Scenic Driving Experience Sections (please refer to accompanying report)	5.0 Discovery Points (please refer to accompanying report)	6.0 Regional Gateways	7.0 Stage Four Loops
1.14 4 Extend route to Cunnamore Pier, via Lisheen L44286 and Church Cross	2.1 3 Revise coach route along L3222 from R600 to connect to R604 at Garretts town Beach	3.1 4 Add ferry link from Cunnamore to Heir Island	4.1 3 Add a continuous scenic driving section along L3222	5.1 3 Add a Discovery Point at viewing area on L3222 (near Garretts town Beach)	6.1 3 Identify Bantry as a regional gateway <i>Response: Regional gateways have been removed from the route masterplan map.</i>	7.1 4 Develop themed loops in west Cork - whale watching, food, culture, gardens
1.2 4 Extend route into Castletownshend, Castlehaven, Toe Head and Tragumna	2.2 3 Extend coach route from Durrus to Kilcohane	3.2 3 Add ferry link from Colla, Schull to Long Island (western side)	4.2 1 Add a continuous scenic driving section around Old Head	5.2 2 Add a Discovery Point at Kilcoe Castle		7.2 2 Develop loop to Clonakilty, Bandon and Kilbrittain - Castle (1039)
1.3 3 Realign route from R600 to R604 at Garretts town Beach via L3222	2.3 1 Exclude coach route beyond Castletown/Bearhaven to Cahermore	3.3 2 Rename Hare Island - Heir Island		5.3 1 Add a discovery point at Whiddy Island		7.3 2 Develop loop to Courtmacsherry and Seven Heads
1.4 2 Extend route through Main St, Clonakilty	2.4 1 Extend coach route to Dursey Sound and Allihies	3.4 1 Add ferry link from Baltimore to Sherkin Island and Clear Island		5.4 1 Add a discovery point at Ahakista - Memorial to air India Jet-329 deaths		7.4 2 Develop Cork Harbour loop via Cork City- Passage West-Monkstown-Carrigaline- Crosshaven
1.5 2 Extend route from Kinsale to the car ferry point at Ringaskiddy via Belgooly, Ballyfeard and Carrigaline or via Niohoval, Minane Bridge, Myrtleville and Crosshaven		3.5 1 Access to Horse Island is difficult - Island privately owned		5.5 1 Add a discovery point at Sams Cross - Birthplace of Michael Collins		7.5 2 Develop loop to Timoleague Abbey
1.6 1 Extend route to Toe Head				5.6 1 Add a discovery point at Whites Marsh, Clonakilty - WW2 plane crashed with two pilots and Tojo the monkey		7.6 2 Develop loop Bantry to Skibereen via Drimoleague, Dunmanway, Ballineen, Enniskeane and Bandon
1.7 1 Extend route to make a complete loop at Old Head				5.7 1 Add a discovery point at Castletownshend - whale watching		7.7 2 Develop loop to tie in with walking and cycling routes around Kinsale
1.8 1 Realign route via coast road between Eyeries to Ardroom				5.8 1 Add a Discovery Point at Timoleague - Abbey, Seven Heads peninsula, Courtmacsherry walk, Michael Collins Centre, Kilbrittain Burren		7.8 1 Develop loop to Bonane - Heritage Park
1.9 1 Extend route into Eyeries Village				5.9 1 Add a Discovery Point at Kilkileen pebble beach		7.9 1 Develop DeCourcsey loop - Kinsale to Ballinspittle
1.10 1 Begin route at Kinsale, not Donegal				5.10 1 Add a Discovery Point at Kilbrittain - oldest inhabited Castle, Dower House, Fin whale skeleton, woodland walk		7.10 1 (1) Develop loop along St Finbar's Pilgrim Way
1.11 1 Begin route at Galley Head				5.11 1 Long Island Discovery Point - first coconuts to have arrived in Ireland were found at Long Island		7.11 1 Develop loop from Ringaskiddy to The Dingle Way coastal path
1.12 1 Highlight various options to connect between Cork and Kinsale						7.12 1 Add supporting destination - ferry at Cork Harbour for angling
1.13 1 Skibereen to Cork City is not Atlantic so should not be included on the route						
1.14 1 Extend route to Passage West and Monkstown						

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Feedback comment accepted
For future consideration
Feedback comment not accepted

PUBLIC CONSULTATION FEEDBACK - CORK

WAW Independent Travellers Route

1.1 (4) Extend route to Cunnamore Pier, via Lisheen L44286 and Church Cross



- Road unsuitable for independent tourism traffic and coaches

1.2 (4) Extend route into Castletownshend, Castlehaven, Toe Head and Tragumna



- Views over Toe Head
- Road suitable for independent tourism traffic but unsuitable for coaches

1.3 (3) Realign route from R600 to R604 at Garrettstown Beach via L3222



- Road suitable for independent tourism traffic but unsuitable for coaches

1.4 (2) Extend route through Main St, Clonakilty

- Route runs within 0.5km of the town centre

1.5 (2) Extend route from Kinsale to the car ferry point at Ringaskiddy via Belgooly, Ballyfeard and Carrigaline or via Niohoval, Minane Bridge, Myrtleville and Crosshaven

- Route agreed to commence/finish at Kinsale
- Opportunity for stage four loop

1.6 (1) Extend route to Toe Head



- Route extended as far as Castlehaven and Tragumna
- Roads on Toe Head unsuitable for independent tourism traffic and coaches

1.7 (1) Extend route to make a complete loop at Old Head



- Road unsuitable for independent tourism traffic and coaches

1.8 (1) Realign route via coast road between Eyeries to Ardgroom



- Road unsuitable for independent tourism traffic and coaches

1.9 (1) Extend route into Eyeries Village

- Route runs within 0.5km of the village centre

1.10 (1) Begin route at Kinsale, not Donegal

- Route agreed to commence/finish at Kinsale

1.11 (1) Begin route at Galley Head

- Route agreed to commence/finish at Kinsale

1.12 (1) Highlight various options to connect between Cork and Kinsale

- Route agreed to commence/finish at Kinsale

1.13 (1) Skibereen to Cork City is not Atlantic so should not be included on the route

- Route agreed to commence/finish at Kinsale

1.14 (1) Extend route to Passage West and Monkstown

- Route agreed to commence/finish at Kinsale
- Opportunity for stage four loop

WAW Coach Route

2.1 (3) Revise coach route along L3222 from R600 to connect to R604 at Garrettstown Beach



- Road unsuitable for coaches

2.2 (2) Extend coach route to Kilcrohane on Sheeps Head Way



- Durrus to Kilcrohane road suitable for coaches
- Coach turning at Kilcrohane difficult for coaches
- Extension of coach route accepted following confirmation from local authority to provide suitable turning area

PUBLIC CONSULTATION FEEDBACK - CORK

2.3 (1) Exclude coach route beyond Castletown/Bearhaven to Cahermore



- Road suitable for coaches

2.4 (1) Extend coach route to Dursey Sound and Allihies



- Cahermore to Dursey Sound - road unsuitable for coaches



- Cahermore to Dursey Sound - road unsuitable for coaches

Island Connections

3.1 (4) Add ferry link from Cunnamore to Heir Island



- Road unsuitable for independent tourism traffic and coaches

3.2 (3) Add ferry link from Colla, Schull to Long Island (western side)



- Road to Colla, Schull unsuitable for independent tourism traffic and coaches

3.3 (2) Rename Hare Island - Heir Island

- Accept recommendation

3.4 (1) Add ferry link from Baltimore to Sherkin Island and Clear Island

- Plan already illustrates this

3.5 (1) Access to Horse Island is difficult - Island privately owned

- Remove access link to privately owned Island

Scenic Driving Experience Sections

4.1 (3) Add a continuous scenic driving section along L3222



- Continuous scenic driving section between Ballinspittle Forest and Garretstown Beach

4.2 (1) Add a continuous scenic driving section around Old Head

- Road to the east is of a high scenic quality but unsuitable for independent tourism traffic and coaches

Discovery Points

5.1 (3) Add a Discovery Point at viewing area on L3222 (near Garretstown Beach)



- Suggested viewing area location compromised by adjacent development

5.2 (2) Add a Discovery Point at Kilcoe Castle



- Road unsuitable for all vehicles

5.3 (1) Add a discovery point at Whiddy Island

- Recommendation accepted

5.4 (1) Add a discovery point at Ahakista - Memorial to air India Jet-329 deaths



- Recommended stage four location

5.5 (1) Add a discovery point at Sams Cross - Birthplace of Michael Collins

- Suggested stage four destination

PUBLIC CONSULTATION FEEDBACK - CORK

- 5.6

(1) Add a discovery point at Whites Marsh, Clonakilty

- WW2 plane crashed with two pilots and Tojo the monkey

• Close proximity to Inchydoney Island Discovery Point

• Opportunity to tell story in Clonakilty Town Centre
- 5.7

(1) Add a discovery point at Castletownshend - whale watching

• Opportunity to add a stage four discovery point in Castletownshend Village Centre
- 5.8

(1) Add a Discovery Point at Timoleague - Abbey, Seven Heads peninsula, Courtmacsherry walk, Michael Collins Centre, Kilbrittain Burren

• Inclusion of additional Discovery Point accepted

- 5.9

(1) Add a Discovery Point at Kilkileen pebble beach



- Road unsuitable for all vehicles

- 5.10

(1) Add a Discovery Point at Kilbrittain - oldest inhabited Castle, Dower House, Fin whale skeleton, woodland walk

• Opportunity for satge four loop
- 5.11

(1) Long Island Discovery Point - first coconuts to have arrived in Ireland were found at Long Island

• Utilise story at Discovery Point



Fáilte Ireland
National Tourism Development Authority

the **paulhogarth** company