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.

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.
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 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
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**

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.

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”.

**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

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).
BACKGROUND

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.

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 DiscoverIreland.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

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

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.
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:

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
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.

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.
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.

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
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
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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
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

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.

- Muckross 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 Kenmare 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, Ballyunion, 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), Traanmore, Doonega, 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 Gweeore, 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 publish 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, Killbogs, 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.

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, Killybogs, Carrick, Glencolumbkillie to Ardara via the Glengesh Pass amid Maghera Caves, Ballybofey, 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, Crolly, 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 Ballylifin 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 Ballyiffin, 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, the route goes through Yeats country to the coast with views of Innishmurray, Streedagh beach, through inland country to Mullaghmore, through mountains around Gleniff 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)
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), Mulranny, Achill Sound, Dooega, Keel, Dooagh Keem Bay, Dugort (http://blog.goireland.com/2010/01/19/scenic-drives-in-ireland/#axzz25bRcrZUg)

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 Scrab the route takes the R340, with a detour to Rosmuc, to Roundstone, Gurteen Bay, Ballyconeeely (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 (Killy 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 Killy 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)

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 Craitloe Woods. Day trip Downloadable 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/TrailName,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/TrailName,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/TrailName,5875,en.html)

Good Food Ireland Shannon Food Trail – downloadable brochures but not a driving route.
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 rather than treating it as a daytrip. The route is given as Kenmare 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.

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.

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/rio-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

2) Ring of Kerry Wikipedia
No description of driving route.

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.paddywagonrents.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 Ballaghearna 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 Dinis 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, Ardfer, 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 Castlesisland Google map.
(http://www.discoverireland.com/gb/ireland-things-to-see-and-do/listings/product/?fid=FI_70828)

(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 Slea Head Drive
Kerry circular, brown-signed driving and cycling route from Dingle. Usually driven clockwise to avoid buses. Dingle, Ventry, Slea Head. Dún Chaoín for Blasket Islands, inland to Ballyferriter, 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/sleahead.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-ballinarscarthy)
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 Slea Head cliff path. From Dunquin to Ballycurran is a mix of roads, beaches and cliff paths. The trail then goes over the mountains to Cloghane where it traverses Fermoy 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 Dunlewy 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 Glencolmille. 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.

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 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 R558 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, Slea 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, currachs, 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
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

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## PUBLIC CONSULTATION FEEDBACK - DONEGAL

### 1. WAW Independent Traveler Route (please refer to accompanying report)

- **4** Extend route to follow the Inishowen 300 in its entirety (Response: Feedback comment accepted)

### 2. WAW Coach Route (please refer to accompanying report)

- **2** Extend route to Rossbeg

### 3. Island Connections (please refer to accompanying report)

- **3** Rename Kinegoe Bay - Kinnagoe Bay

### 4. Scenic Driving Experience Sections (please refer to accompanying report)

- **4** Add a Discovery Point at Rossbeg - Doon Fort, Doon Lake, Kilconway Dolmen, Fishing harbour, Herring trade, Sheeskinmore Nature Reserve, Tramore Strand, Ballinreavy Strand, Views over Doneen Bay, Enquesta Santa Anna wreckage, Boat building, Boat trips to Roan Inish, "The Secret of Roaminish", O’Byrnes clan Flight of the Earls

### 5. Discovery Points (please refer to accompanying report)

- **5** Add a Discovery Point at Rossbeg - Many coaches access Sand House Hotel

### 6. Regional Gateways

- **6** Identify Donegal Town as a Regional Gateway Response: Regional gateways have been removed from the route masterplan map.

### 7. Other Suggestions

- **7** Develop loop to Glenveagh National Park via Glenties > Fintown > Doe Valley > Doeveigh Mountains > Girvin Lake > Bunbeg

### General

- **General** Local story tellers should be encouraged to interact with local people, experience the culture and the people. It is expected that visitors will wish to stay longer in an area. It gets right out to the coast, often in the most part, the Discovery Points, toilet facilities are likely to be under-developed or non-existent. They are located where the very best Wild Atlantic Way Discovery Points have been created in the future.

---

**Feedback comment not accepted**

**Feedback comment accepted**

**For future consideration**
(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

(2) Extend route to Rossbeg

Road from Portnoo to Rosbeg unsuitable for all vehicles

Excluding Carraigart to Fanad peninsula too narrow for passing cars. Suggest Carraigart - Millford - Kerrykeel - Fanad Peninsula

Extend route to St. John’s Point

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

(2) Extend route to St. John’s Point

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

(1) Align 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 Buncrana and Meanlarcha must be included on route

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

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

Road unsuitable for independent tourism traffic and coaches

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

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

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

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

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

Road to the north suitable for independent tourism traffic and coaches

Road to the south suitable for independent tourism traffic and coaches

Road unsuitable for independent tourism traffic and coaches

Road unsuitable for independent tourism traffic and coaches

Road to the north suitable for independent tourism traffic and coaches

Road unsuitable for independent tourism traffic and coaches
Discovery Points


5.2 (3) Add a Discovery Point at Creevy Pier

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.

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

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

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

5.7 (1) Streedagh Point Discovery Point - Spanish Armada

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

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

5.10 (1) Rename Stocker Strand - Ballymastocker Strand

5.11 (1) Rossnowlagh Discovery Point - Irish surfing history

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

5.13 (1) Rename Kinego Bay - Kinnagoe Bay

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

**3.1** Add ferry link from Rosses Point, Sligo and Mullaghmore to Inishmurray
- Not a scheduled route

**3.2** Add ferry link from Rosses Point, Sligo and Mullaghmore to Coney Island
- Not a scheduled route

### Discovery Points

**5.1** Add a Discovery Point at Poulaheeney Harbour - Margaret Bannister wreck
- Close proximity to Inishcrone Beach

**5.2** Rosses Point Discovery Point - W.B. Yeats writings
- Tell story at Rosses Point Discovery Point

**5.3** Add a Discovery Point along coast road between Inishcrone and Ballina
- Road suitable for independent tourism traffic but unsuitable for coaches

**5.4** Add a Discovery Point west of Inishcrone pier - Humbert landing point, explain total movement
- Close proximity to Inishcrone Beach

**5.5** Add a Discovery Point at Yeats Grave, Drumcliff
- Close proximity to Rosses Point
- Opportunity for stage four Discovery Point

**5.6** Add a Discovery Point at Lough Gill
- Opportunity for stage four loop around Lough Gill

**5.7** Add a Discovery Point at Grange
- Close proximity to Streedagh Point
1. Extend route along coast road (LP124).

2. Add a Discovery Point at the Quay Village, Ballina - Belleek Castle and Woods, Crete Boom, Ice house, Add Spanish Armada, World Wars.

3. Must be marketed carefully to.

4. Add a Discovery Point at Erris Head - Weather Station, Sea Arch, No.62 Coastal Point, Geo Cache location.

5. Add a Discovery Point at Tallaghan Bawn, Doohoma - Tallaghan Bay, Fahy Castle, Spanish Armada - Sancta Claggan Island Discovery Point - Tir Saile - Acknowledgement, Kileen - unbaptised children graveyard, Oyster.

6. Signage should be developed in.

7. Fragment the route into.

8. Extend route on Belmullet peninsula to.


10. 7.0  Stage Four Loops.

11. Tra Oiligh Discovery Point - Chieftain Oiligh's fort, Bingham's castle, Whaling station, Tir Saile - "Idir Dha.

12. Promote only Failte Ireland.

13. The WAW could benefit.

14. Signage indicating driving, cycling.

15. Route Selection Criteria.

16. Include Discovery Points in Towns.

17. Roads and bridges with height or.

18. Local story tellers should be.

19. Signs should Include distances and.

20. Signage at Discovery Points.

21. Signage in Gaeltacht regions.

22. A brochure marketing the Route.

23. Positive Initiative for the west.

24. Discovery Points.

25. Infrastructural standards along.

26. Add ferry link from Cloughmore Pier to.

27. (please refer to accompanying report)
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 unsuitable for independent tourism traffic and coaches

Island Connections

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

3.2 (1) Add ferry link from Blacklod Pier to Iniskeen 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 Roosagh 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

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

5.3 (8) Add a Discovery Point at Delphi Valley
• Road suitable for independent tourism traffic but unsuitable for coaches
• Medium scenic quality
5.3 (6) Add a Discovery Point at Louisburgh - Louisburgh
HQ, President de Valera's visit-1940's, Grainne Male, 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 Inish Turk Island Discovery Points

5.5 (4) Add a Discovery Point at Lacken Pier
• Close proximity to Old Head
• Road unsuitable for independent tourism traffic and coaches

5.6 (3) Add a Discovery Point at Portacloy - Extensive sandy green coast beach, last resident eagle in Ireland
• Road unsuitable for independent tourism traffic and coaches

5.7 (3) Add a Discovery Point at Doohoma Head [Kinvarra] - Spanish Armada, LaRata Santa Maria Encoronada
• Accept

5.8 (3) Add a Discovery Point at Kilcummin Pier - French landing-1798
• Close proximity to Barr Na Binne Bui Discovery Point

5.9 (2) Change Old Head Discovery Point to Carrowmore Beach - short walk from Louisburgh
• Close proximity to Old Head
• High scenic value

5.10 (2) Add a Discovery Point at Belmullet Town - Tir Saile-
• 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
• Road unsuitable for independent tourism traffic and coaches

5.12 (2) Relocate Tra Oligh Discovery Point from Elly Bay to Cross Point
• 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
• Tell stories at Fal Mor Discovery Point

5.14 (2) Fal Mor Discovery Point - 'Deirble's Twist', St Deirble's church and Well, The Iniskea Islands–the Naobh Og, 1927 Drowning, Whaling Station, Proposed Railway Station, Blackrock Lighthouse, Maud Gonne's factory, Vernacular architecture, Roccard Bailrad poetry, Seocal Clann Lir
• Tell stories at Fal Mor Discovery Point

5.15 (2) Add a Discovery Point at Belderrig Harbour - Metadolerite volcanic cones
• Road unsuitable for independent tourism traffic and coaches

5.16 (2) Lackan Strand Discovery Point - Looped walk, Court tomb, Saltmarsh, Blanket bag, 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-separation 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 (2) Add a Discovery Point at Ballycroy National Park
• Discovery Point added at recently developed Cloggan Mountain car park and viewpoint

5.20 (2) 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 Durnna Goint

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, Coastguard 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, Termocarrra 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 Olligh Discovery Point - Chieftain Olligh's fort, Bingham's castle, Whaling station, Tir Saille-'Idir Dha Sale', Irish Summer School, UISCE watersports, Dolls factory
• Tell story at Tra Olligh 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 Saille-'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-Santa Maria Rata Enoronada
• Road suitable for independent tourism traffic but unsuitable for coaches
• High Scenic Value
## WAW Coach Route

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

## Discovery Points

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<th>Description</th>
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| 5.1 | 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 | Add a Discovery Point at St Annin’s Church, Knock Inverin - ancient famine church | Close proximity to Ceibh an Truathain
- Opportunity for stage four Discovery Point |
| 5.3 | Add a Discovery Point at Scríb - waterfall | Opportunity for stage four Discovery Point |
| 5.4 | Bunowen Bay Discovery Point - Connemara smokehouse | Tall story at Bunowen Bay Discovery Point |
| 5.5 | Add a Discovery Point at Derryniver Bridge between Letterfrack and Tullycross - Dawros River-freshwater pearl mussels, local flora and fauna | Discovery Point low scenic quality |

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<td>Ceibh an Spideal Discovery Point - Further develop coastal walkway, designated seating and picnic area</td>
<td>Opportunities to further develop Discovery Point</td>
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<td>5.7</td>
<td>Add Discovery Points in the Connemara Gaeltacht areas - An Chaithru Rua, Casla, Lettermoir, Ros a Mhíl, Camus, Rosmuc, Cill Chiarain and Carra</td>
<td>Opportunity for stage four Discovery Point in these villages</td>
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<td>5.8</td>
<td>Add a Discovery Point at Léitrí Mucá</td>
<td>Opportunity for stage four Discovery Point</td>
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<td>Add a Discovery Point at Upper Camus Bay</td>
<td>Opportunity to Gort Mor</td>
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<td>Add a Discovery Point at Droichead na Tóir</td>
<td>Opportunity for stage four Discovery Point at this location</td>
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<td>Rename Doolin Pier - Doolin Port</td>
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<td>Rename Doonbeg Beach Discovery Point - Double Point</td>
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Feedback comment accepted

For future consideration

Feedback comment not accepted
WAW Independent Travellers Route

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

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

1.3 (1) Exclude route to Foynes

1.4 (1) Ensure route extends to Doonbeg

WAW Coach Route

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

2.2 (1) Coach route should indicate that small coaches can access Loop Head beyond Kilbaha

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

Island Connections

3.1 (2) Add ferry link from Doolin to Liscannon via the Cliffs of Moher

3.2 (1) Add ferry link from Ballybunion to Carrigaholt

• Amendment accepted

• 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

• R478 suitable for coaches
Scenic Driving Experience Sections

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, Bases 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, Clave 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, Murroughtubber 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, Tsunami 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 Ballmacruinnagh 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 Killmer - 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 Stfin-buried village at sea, Travelling trollope, Surfing, Anzom Park
- Tell stories at Lehinch Beach Discovery Point
### Discovery Points

5.1 (2) Add a Discovery Point at Kilteery 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

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<tr>
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### Feedback comments

- **Feedback comment accepted**
- **Feedback comment not accepted**
- **For future consideration**

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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

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

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

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 O’Dwyer 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 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

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 Adfert Village Centre
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 Discovery 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, Pookeenee 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, Lismaulfn Abbey, Scattery Island, Cromwell Forces vs Franciscans
  • 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 Cahercaul Stone Forts
  • Opportunity to add a stage four discovery point in Cahersween Village Centre

5.30 (1) Add a Discovery Point at Daniel O’Connells House
  • Opportunity to add a stage four discovery point in Cahersween 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 Meenaghane Pier
  • Road unsuitable for independent tourism traffic and coaches

5.35 (1) Add a Discovery Point at Glandathalan Well
  • Opportunity for stage four Discovery Point

5.36 (1) Add a Discovery Point at St Finian’s Bay - Foul Wave after a Monk throw his sandal into the sea
  • Road suitable for independent tourism traffic but unsuitable for coaches
  • Low scenic quality

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

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<th>WAW Coach Route (please refer to accompanying report)</th>
<th>2.0</th>
<th>Island Connections (please refer to accompanying report)</th>
<th>2.5</th>
<th>Scenic Driving Experience Sections (please refer to accompanying report)</th>
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### Feedback Comment Accepted

**For future consideration:**

Response: This is something that could be considered when the Discovery Point is developed. It is expected that visitors will wish to explore Ireland's coastal areas, and this point could serve as a gateway into an area of special interest.

### Feedback Comment Not Accepted

Response: This is a matter that is being considered, therefore, that for the most part, the Discovery Points are being developed. This is a good idea and will be considered.

### Feedback Comment Not Accepted

Response: This is a matter that is being considered, therefore, that for the most part, the Discovery Points are being developed. This is a good idea and will be considered.
WAW Independent Travellers Route

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

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

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

1.4 (2) Extend route through Main St, Clonakilty

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

1.6 (1) Extend route to Toe Head

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

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

1.9 (1) Extend route into Eyeries Village

1.10 (1) Begin route at Kinsale, not Donegal

1.11 (1) Begin route at Galley Head

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

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

1.14 (1) Extend route to Passage West and Monkstown

WAW Coach Route

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

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

- Cahermore to Dursey Sound - road unsuitable for coaches

Island Connections

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

- Road suitable for coaches

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

- Road 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

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

- 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

- 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
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 (2) 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 stage 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