

*Walking Routes
and other
Leisure Activities
at the*



DERRYNANE
HOTEL



Ring of Kerry



Teetering on the edge of the Eurasian landmass, Derrynane is situated on the peninsular tip of Ireland's Southwest coast. Washed by the expansive mass of the unadulterated Atlantic Ocean it is an enchanting and unstained paradise of pristine land, sea and air. To walk about its deserted coastal beaches and flower-decked meadows or to climb up into its wild, heathered glens and rolling mountain heaths is an experience that is unmatched on mainland Europe.

Contents

Walking hints	2
Walk A. The Mass Path	4
Walk B. Lamb's Head	6
Notes on the Natural History, flora/fauna.....	8
Walk C. Derrynane beach + National Park.....	10
Derrynane Regional Map	12
Walk D. Eagles Hill	14
Places of interest in Derrynane	16
Walk E. Cahernageha Mountain.....	18
Walk F. Coomnahorna River Valley.....	20
Day trips from Derrynane.....	22
Other leisure activities.....	24
Hotel information.....	25

WALK SUMMARY

*(times calculated for casual walking. No rest periods included.
Follow the No. points beginning with point 1. and so onto 2. etc)*

Walk	Length	Time	Degree of difficulty
A	5ml/8km	3hrs	Moderate
B	4.8ml/7.6km	2.5hrs.	Very casual
C	2ml/3.2km	1hr.	Casual
D	9ml. 14.5km	5hrs	Very Tough
E	7ml/11.2km	3.5hrs	Moderate
F	2ml/3.2km	1hr.	Very casual

DISCLAIMER

Rights-of-way were followed and sought where possible, however the fact that a walk is outlined in this booklet does not necessarily guarantee a right-of-way. *Land ownership may change.* The author nor the Hotel management do not accept any responsibility where trespass may occur, neither do they accept responsibility for accident or loss when carrying out the walks. Common sense should prevail at all times. Heed all warning signs and take the advice of locals.

Walking Hints

Simple rules to bear in mind: These when applied can make all the difference between an enjoyable day's excursion or a painfully miserable experience.

Clothing: Essential to dress in accordance with the weather, especially the changeable Irish variety. Be prepared for 'four seasons in the one day'.

- a. Several layers are better than one thick garment as these can be peeled off or put on to suit changing temperatures.
- b. Carry a waterproof outer layer including jacket, leggings and hat.
- c. Cotton trousers that dry quickly after a shower are better than denims - which are not recommended.
- d. Keep a complete change of clothes at the ready for the end of the walk. These can be left in the car.

Footwear: Strong, waterproof boots with a good grip and ankle support are necessary for off-road walking and in the hills. Comfortable, reasonably waterproof, walking shoes, but not runners, are fine for casual walking on country by-roads.

Backpack: Essential to carry additional clothing and refreshments. Keep it as light as possible. It also allows you to keep your hands free for better balance.

General:

1. Listen to the weather report the night before.
2. Check map, gear and walk details before leaving.
3. Avoid high peaks if rain or low cloud and fog seem imminent.
4. Do not enter the uplands alone.
5. Let someone know your expected time of return.
6. Most accidents happen when descending rather than ascending a mountain. Thus keep your hands out of your pockets.
7. Bring a whistle and a first aid kit.
8. Pick one person to lead and read the map.
9. Analyse a walk to take account of the slowest member of the party.

Finally it is only with experience that you will learn to adapt these rules to suit yourself and your party. Start simply and remember it is 'how often' rather than 'how much' you walk that is the key to long term health and stamina when taking up hill walking. 'Bain taitneamh as an tsuiloid.'



The spectacular Fern trees, Dicksonia antarctica, are quite amazing to see growing here on the edge of Europe. Normally found in the Southern Hemisphere from South America to New Zealand they prefer a warm, moist habitat reasonably free of frost. Because of the unusual temperate climate on the coastline of West Cork and Kerry they thrive with great luxuriance.



Pristine sands, crashing waves and timeless footpaths that wander about the rocky, coastal glens and woods of Derrynane make for an exhilarating hike about this hidden corner of Kerry.

Walk Information A.

The Mass Path

Length: 5ml./8km.

Time: 3hrs.

Terrain: A moderate circular walk for those with some experience of hill walking. The route follows well defined, but in parts overgrown, paths. One stone fence to be climbed and parts of the rocky paths become slippery after rain. Thus one needs to be agile.

Equipment: Good hiking boots with ankle support and grip. Long legged trousers. Rucksack to carry refreshments and jacket.

Location: Take the sign-posted road from the village of Caherdaniel to Derrynane House. At the Y-junction leading to Derrynane House take the adjacent avenue on your **LEFT** - under the barrier - and drive down to the car park. Do not follow the main road.

Walk outline:

1. Follow the footpath at the end of the car park out onto the back of the dunes. Then go to the **LEFT** and follow the edge of the mudflats clockwise, out to the beachfront.
2. Once on the beach go to the **RIGHT** and walk its entire length to the protruding rocks ahead. If the tide is in, stay on top of the dunes.
3. On passing the rocks watch for a path that takes you up onto the top of the sandy embankment and continue to walk **STRAIGHT** ahead towards the beach end.
4. On reaching the end of the beach swing to the **RIGHT** into the car park and follow its exit road up to the main road where you go to the **LEFT**. Follow the sign for 'Abbey Island' down to the road's end at Derrynane pier.
5. As you approach the pier, watch for and take the footpath on your **RIGHT** onto the 'Mass Path'. This consists of a few steps in a low stone wall, just before the house adjacent to the pier.
6. Following the delightful footpath you will eventually arrive onto a small beach. Cross this and clamber up the crudely cut stone steps on the rocks to the **RIGHT**. This will bring you back onto the path.
7. You eventually emerge out onto a track via a stone stile. Follow the track to the **LEFT** across the back of Bealtra beach and pier. Then follow the tarred road that spirals up the hill.
8. On reaching a junction at a right-hand bend ignore the left turn-off and continue to follow the road to the **RIGHT** for another 0.5mls./0.8km. until you reach a severe left-hand hairpin bend.
9. At this hairpin bend take the track on your **RIGHT**, which has a cul-de-sac sign. Following it, you pass through a gate (please reclose) and approx., 200m. further on take the rough path branching off to the left, just beside some poles.
10. When the track swings to the right a line of poles marks your turn off as they rise up the heath on your **LEFT**. Leave the lane way here, following the poles and the overgrown path up the hill until the more distinct track is again reached.
11. On arriving at a stone fence with wire on top, cross it with care. Presently, the track swings to the **RIGHT** down to a stone wall. There go to the **LEFT** and follow the rough footpath down beside the wood and out by a stile onto a tarred road.
12. At the road follow it downhill to the **RIGHT** and after another 0.5ml/0.8km. you go **RIGHT** again at a Y-junction.
13. Shortly after, on your **LEFT**, you arrive at the white-washed Bell Gate to Derrynane House. Pass through and take the first turn-off on your **RIGHT** that leads you to the rear of the main House.
14. Passing out by the front of the House go to the **RIGHT**, down the steps and cross the front lawn towards the back of the beach. On passing through a stile at the lawn end go diagonally to the **LEFT** and walk back to the walks start by the mudflats.



Wandering about twisted and buckled lanes that weave their way between rocky hill and coastal inlet. A tingling freshness in the salty air. Lace-decked waves bursting in fountains of spray against ragged rocks. The rhythmic crash and boom of a sparkling, turquoise-blue, bubbling surf. The ultimate in peace and tranquillity.

Walk Information B.

Lamb's Head

Length: 4.8ml/7.7km.

Time: 2.5hrs.

Terrain: A one-way walk along a delightful, cul-de-sac road that predominantly skirts the rocky shoreline. Ideally suited for those that are not experienced in cross-country terrain or do not have the usual walking gear.

Equipment: Comfortable walking shoes. An umbrella if rain seems imminent. Sun tan lotion if sunny and a watch when you lose track of all time.

Walk B

Lamb's Head

Location: Drive towards the village of Caherdaniel. About 100m. before the village, park in the lay-by on the right-hand-side where the sign-posted road for Lamb's Head branches off to the **LEFT**.

Walk Outline:

1. Carefully cross the road and take the small minor road on the **LEFT** that doubles back and below the main road. A number of small cottages as well as some holiday homes are located along the initial stretch of the road, thus a small amount of traffic will be met. This decreases significantly as you proceed.
2. Maintaining a **STRAIGHT** course you presently pass down beside the riding stables on your right. The stables are adjacent to the remains of a 16th century tower house, which would have been used for defensive purposes at that time.
3. Gradually the coastline begins to make its appearance as you approach the mudflats. Surrounded by reeds and the dune system it is a sheltered feeding area for many birds, especially during the winter months.
4. As you approach the seafront a lane branches off to the left, ignore this and continue to follow the road **STRAIGHT** ahead. Pass down beside the caravan park and a little further on, the curious but delightfully shaped ship house.
5. Beyond the ship house the views begin to open up and there are beautiful views across Derrynane Bay towards the National Park. Hidden amongst the coastal trees is the historic home of the 18th century Irish Liberator Daniel O'Connell.
6. On arriving at a Y-junction, atop a small rise in the road, go to the **RIGHT**. Looking to the right across the bay there are fine views out to the distant Bolus Head, with its attendant Napoleonic watchtower just about visible. Directly out to sea from this headland are the famous Skellig Rocks. These two pinnacles hold ancient monastic settlements and the second largest 'Gannet' colony in the northern hemisphere.
7. As you approach the end of the road, the wire fencing on your right begins to disappear and there is unfettered access to the wave washed rocks.

However if you are not accustomed to the unpredictable nature of the Atlantic Ocean keep a sensible distance from the shoreline. There is a phenomenon known as the 'freak wave'. This is a much higher wave that does turn up every so often, especially when the sea is more turbulent. Each year naive individuals get too close to the immediate waves and have been washed away.

8. On reaching the pier at the road end one has to **return by the outward route**. Several small fishing boats operate from this point, usually fishing for lobster.

Basking on the adjacent rocks allows one time to absorb the smells and sounds of this delightful spot. Out to sea is the larger Scariff Island. In front of this is Deenish Island which has one house upon it. The ultimate in isolation. However looking towards the Skellig's it is hard to imagine the peace and solitude that the monks of those bygone times had to endure.

The Natural History Of Ireland's Southwest

The Southwest of Ireland with its mountain ranges projecting far out into the Atlantic presents an area that is unsurpassed in any portion of Europe as regards both the loveliness of its scenery and the interest of its botany.

"It is from almost every point of view the most interesting region in Ireland for the botanist and is the area where the special features of the Irish climate and vegetation attain their most pronounced expression," said Robert Lloyd Praeger, one of Ireland's most prominent 19th century botanists.

The areas special interest lies in the fact that many of its plants are rare or almost absent from the rest of central Europe and they belong to countries like Spain, the Mediterranean or North America. It is also thought possible that its strange group of 'Lusitanian' plants have miraculously survived from before the last Ice Age, over 2 million years ago!

Additionally many plants from around the globe thrive in its unusual, almost mini sub-tropical climate. The well-known Fuchsia hails from South America, the Fern Trees of Derrynane from as far away as the Azores and the delightful Montbretia from South Africa. The list is endless with a species from every continent growing here as in the gardens of Glanleam on Valentia Island.

Geographic location: Primarily responsible for its uniqueness. Unlike the rest of Ireland and Europe, Kerry's peninsular coastline is washed by the water-laden winds of the Gulf Stream. Thus it has a more temperate climate, being usually mild and moist. It does not experience extremes of temperature and frost is practically unknown within its sheltered bays.

Geological composition: This has also affected the wildlife character. Its many mountain folds of 'Old Red Sandstone' were formed over 400 million years ago and buckled into their present shape 150 million years later. This created a very close aggregation of sheltered hills, valleys and sea inlets conducive to plant life. Finally the successive series of Ice Ages that ended about 6000 B.C. and the final rise in sea levels did the final sculpturing,

Bird life and Fauna: One of the best places in Europe to observe the migratory species as well as the various ocean dwelling ones. The Skelligs, Puffin Island and numerous other sea crags are protected breeding sites for an endless list of Internationally important species such as Gannets, Puffins, Auks and Guillemots. In spring and autumn the various Whale species migrate along the coast, our seas being a protected whale sanctuary. Walking the hills one can hear the spring Cuckoos court-call across the glens and the illusive Hare will more than likely be spotted racing across the mountain heath. The flower-decked meadows and hedgerows are a clatter with spring's songbirds, while in summer numerous butterflies and a diverse collection of other insects are readily encountered. All in all, a naturalists paradise.



Kerry boasts unusual Flora that can be very different from the rest of Ireland and its European neighbours. However, unlike the dryer climes of southern Europe its milder and moister climate allows the vegetation to grow in great abundance throughout the summer. Walking the Mass Path in August floods the senses with a profusion of colour as exhibited by these wonderful Montbretia plants.



*"There is a pleasure in the pathless woods,
 There is a rapture on the lonely shore,
 There is society where none intrudes,
 I love not humans less but nature more". (Anon.)*

Walk Information C Derrynane Beach & National Park

Length: 2ml/3.2km.

Time: 1hr.

Terrain: A delightful walk around the beach and dunes of Derrynane House. It follows simple paths for the most part with one small stretch of tarred road.

Equipment: Comfortable walking shoes. A wind/rain-proof jacket.

Location: Take the sign-posted road from the village of Caherdaniel to Derrynane House. At the first Y-junction take the adjacent avenue on your **LEFT** down to the carpark. Do not follow the main avenue up to the House.

Walk C Derrynane Beach and National Park

Walk Outline:

1. Follow the footpath at the rear end of the car park out onto the back of the dunes. There go to the **LEFT** and follow the edge of the mudflats clockwise out to the beachfront.

The dunes are a rare and diminishing ecosystem that supports an incredibly rich diversity of plants and insects. Watch for the pink 'Sea Thrift', yellow 'Sea Pansies' and the colourful black-and-red 'Cinnabar Moths', - just to name a few. You will also notice the vast amount of snail shells amongst the 'Marram grass'. They thrive in the calcium rich sands of the coast.

2. Once at the beachfront descend carefully onto the beautifully clean strand, or if the tide is in walk carefully to the **RIGHT** along the crude path atop the dune edge. During hot summers it is not unusual to encounter dead jellyfish, such as the purple 'Aurelia', washed up on the beach.
3. On reaching the rocks by the water-front continue to follow the line of the beach **STRAIGHT** to its very end - just below the timber holiday home which sits atop the grassy promontory visible ahead. You will notice many markings on the rocks warning against the dangers of swimming here. Please heed these and swim adjacent to the life guards hut at the western edge of the beach.
4. On reaching the end of the beach swing to the **RIGHT** into the car park and follow its exit road up and out onto the main road.
5. On reaching the main road go to the **LEFT** and follow the road down to the car park at Derrynane pier.
6. From the carpark cross the beach and the dunes on your **LEFT**, when the tide is out, if you wish to visit the ruins of Derrynane Abbey on Abbey Island. Otherwise **return to point 5**, stopping at Keating's pub for a relaxing pint.
7. Pass up the entrance to the beach. Maintaining a **STRAIGHT** course, follow the main road for approximately another 5 minutes. Be careful of the summer tourist traffic and walk on the right-hand-side, facing the on-coming traffic.
8. On presently reaching a gate lodge on your left, pass through the gate and onto the avenue immediately opposite on your **RIGHT**.
9. The avenue leads down through the magical woods of Derrynane, where you can take another sign-posted detour on the **RIGHT** to visit the ancient remains of an Irish 'Ring-fort'. Return to the main avenue.
10. The avenue eventually brings you up by the historic Derrynane House. This is the centrepiece of the National Park. It is open to the public and well worth a visit. The delightful gardens with their exotic South American plants are also worth exploring. On arriving at the House take the footpath to the **RIGHT**, just below the steps. This crosses the flower-decked lawn and brings you back out onto the dunes.
11. Passing through a stile, go to the **LEFT** and walk diagonally back to the walks start by the mudflats.













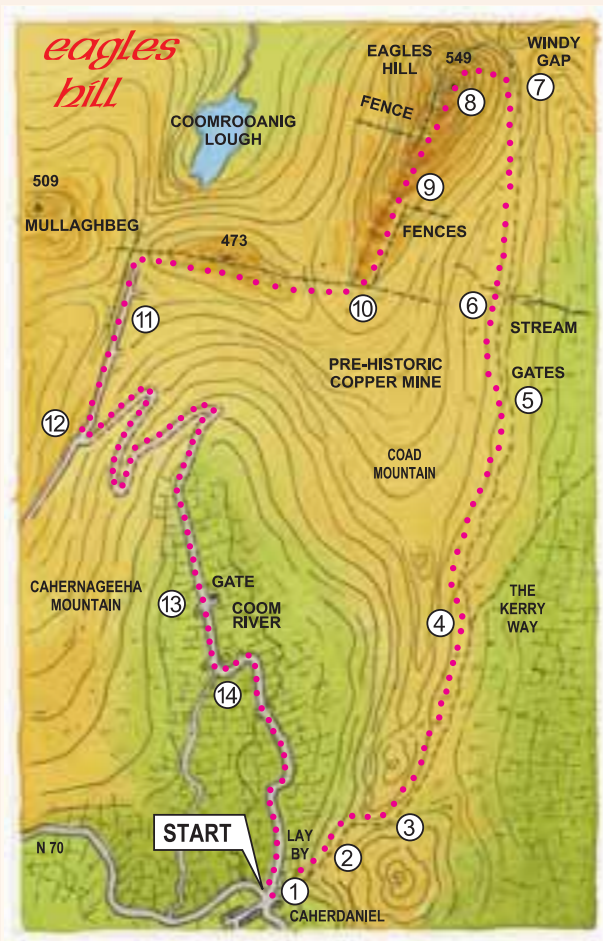
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DERRYNAME HOTEL

-  = RIDING
-  = SWIMMING
-  = SHORE FISHING
-  = BOAT FISHING
-  = DOCKING
-  = ARCHEOLOGY
-  = SEA SPORTS
-  = WALKS (A)
-  = SCENIC VIEW
-  = KERRY WAY



A warm sun kisses the heather slopes. Waves of purple blooms roll off into infinity. Secret cascades echo from hidden glens. The heart of the uplands lies exposed and you are gone, lost to the seas of heath, melting into the land of the wild and free.

Walk Information D

Length: 6ml/9.6km.

Eagles Hill

Time: 6hrs.

Terrain: A very tough trek to a height of 549m/1812ft. Follows part of the 'Kerry Way' and crosses strenuous, unmarked, mountain terrain. For the experienced hill walker. (Some parts may need permission)

Equipment: Good hiking boots with ankle support and grip. Rucksack. Wet gear. Whistle and First-aid Kit. Refreshments. O.S. Map No 83. Walking cane.

Location: Take the sign-posted 'Kerry Way' path to Coad Mountain. This is on the **RIGHT** of the crossroads at the centre of Caherdaniel. Just beside the lay-by, where you can also park.

Walk Outline:

1. Having crossed an awkward stile follow this ancient, old butter route **UP** onto the rocky hills above the village.
2. Presently you pass through a small gate. Then past some old stone ruins, after which the path swings to the **RIGHT** and ultimately up and over the hilltop.
3. From the hilltop the path drops **DOWN** into the next valley and crosses the waterlogged bog by a number of ladder-like footbridges. From the hilltop there are excellent views up the Bay.
4. Beyond the last of the footbridges the path forks. Take the sign-posted **LEFT** route for Waterville that winds its way up the side of Coad Mountain.
5. A stepped stile is later crossed and you pass through two metal gates, beyond which the more open side of Eagles Hill appears.
6. Further on another gate and stile are encountered before the path crosses a stream that sinks into a deep gully. (Do not cross if in flood).
7. The path eventually reaches the top of the 'windy gap' and begins to curve around the side of Eagles Hill. Choose your point of ascent and begin the steep climb to the top of Eagles Hill on your **LEFT**. Be careful of the cliffs to the right. (Note: Permission may be needed)
8. Once on top follow the sheep wire fence **STRAIGHT** ahead to its very end, keeping the fence on your right.
Excellent vistas are available in all directions. Over to the right is Lough Currane emerging from the foothills of Coomcallee Mountain. Further north again is Valentia Island and the Dingle peninsula. To your left across Kenmare Bay is the Beara peninsula. Looking back over your shoulder the expansive mountain ranges run back to Carrauntouhil, Ireland's highest peak.
9. When the fence ends a vast expanse of open heath runs downwards in front of you. Maintain a **STRAIGHT** course until you pass another fence on your left and ultimately a second one crosses your path on top of Coad Mountain.
10. On reaching the second fence that blocks your way cross it with extreme care at a low point. Please **DO NOT** climb on top of it or damage it. Having crossed the fence responsibly, turn to the **RIGHT**. Keeping it on your right, walk up and across the course heath until a bog road is reached behind the 473m summit.
11. On reaching the bog road turn to the **LEFT** and follow it down to a T-junction as it heads towards Cahernageeha Mountain.
12. At the T-junction go to the **LEFT** and follow the track as it zigzags down the hillside.
13. The bog road eventually passes through a gate out onto a tarred road. Maintain a **STRAIGHT** course.
14. On arriving at a Y-junction, go to the **LEFT** and walk the remaining mile back to the village of Caherdaniel.

Places Of Interest In Derrynane

Derrynane National Park:

Derrynane House sits at the centre of this beautifully preserved park. Surrounded by delightfully wooded hills, ornate gardens and coastal beaches it is an enchanting spot to visit and explore. Originally the home of the Irish historical figure Daniel O'Connell, it is now in the care of the Irish government and open to the public. The sheltered aspect of the woods has allowed a wonderful garden to develop. This holds many exotic species as in the South American 'Fern trees' and the Mediterranean 'Strawberry tree'.

The adjacent coastal dunes are also a fully protected nature reserve. They harbour numerous rare and delicate plants, as well as the more endemic dune flora. Throughout the summer they are a kaleidoscope of wild flowers and a joy to behold.

The adjoining beach is described as the most enchanting on the 'Ring of Kerry' with its wide arc of golden sands encircling Derrynane Bay. Truly a wonderful spot to wander through and explore.

Saint Fionan:

Adjacent to Derrynane House are the ruins of Derrynane Abbey, accessible by crossing the strand to Abbey Island. St. Fionan founded a monastic settlement here, possibly around the 7th century. The Abbey replaced this in the 10th century. The area gets its name from the saint. 'Doire Fionan' translates as 'the woods of Fionan' which has been anglicised to its present pronunciation, 'Derrynane'.

Staigue Fort:

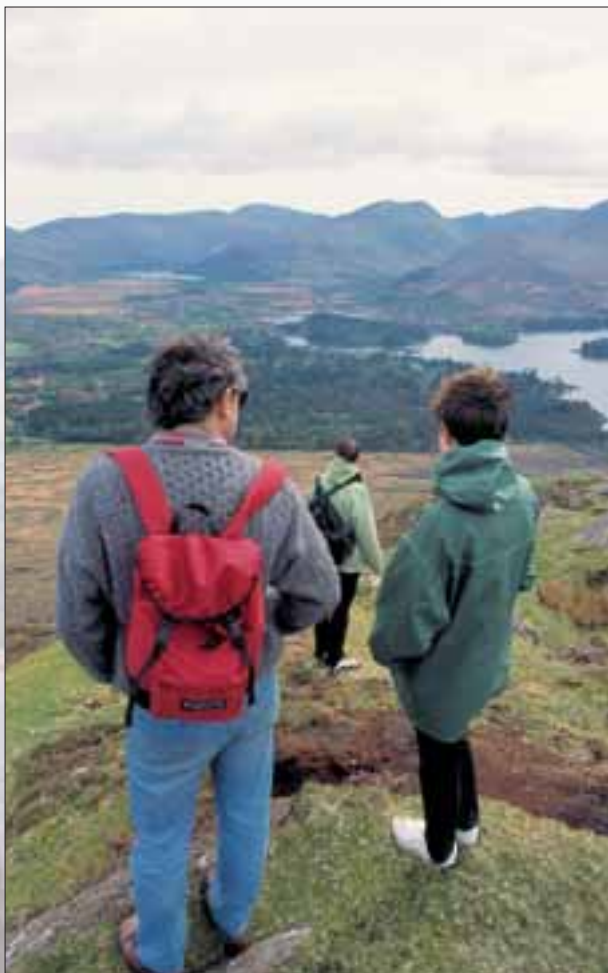
All of three thousand years old this fine stone fort is one of the best preserved in Ireland. Little is known of its occupants except that they would have had timber buildings within and the fort was purely for defensive purposes. The large number of steps to the ramparts made for quick and easy defence.

To visit travel 2.5ml./4km. on the N70 towards Sneem. Then take the sign-posted **LEFT** turn-off at the Exhibition Centre. The fort is another 2.5 ml./4km.

The Skelligs:

These precipitous pinnacles of rock pierce the ocean just off the tip of the Iveragh peninsula. The *Great Skellig* contains the remains of a remarkable monastery 183m above the sea and only accessible by a long flight of stone steps. It was part of St. Fionan's settlement in the 7th. Century and lasted for over 600 years. In medieval times it became a place of great pilgrimage, it being at that time on the edge of the world. Its beautifully preserved stone beehive huts quickly transport one back to those early days of *Irish Christianity*.

The adjacent *Little Skellig* is an important breeding colony for sea birds. It is not accessible and visitors to it should keep at a respectable distance in order to prevent disturbance during the delicate summer breeding season. The birds can be seen quite as easily as they fish the surrounding waters.



Looking down over the waters of the Kenmare River the numerous sheltered inlets support a rich tapestry of wilderness. Many of these were exploited in the 19th Century in order to develop wonderful Victorian gardens. These could support exotic species from as far away as Chile, Tasmania, Madeira, South Africa, Java and New Zealand, as at 'Glanleam' on Valentia Island or here in 'Dereen' on the nearby Beara peninsula.



Spiralling up into the uplands watching the landscape unfold as a three dimensional map. Land and water, clouds and sea in their extremity.

Walk Information E Cahernageeha Mountain

Length: 7ml./11km.

Time: 3.5 - 4hrs.

Terrain: A fine healthy walk to a height of 460m. (1500ft.). The route follows a well-defined track right to the top of the ridge.

Equipment: Walking boots. A rucksack to carry refreshments and spare clothing. Rain gear if weather unpredictable.

Location: Start at the crossroads in the village of Caherdaniel by taking the tarred side road up to the **RIGHT**.

Walk Outline:

1. Leaving the village behind follow the road with its flower-decked hedgerows into the valley.
All about traditional homesteads peer from the hillocks, many surrounded by picturesque clusters of trees.
2. Several lane-ways branch off to the left and right but maintain a **STRAIGHT** course for approximately 1ml/1.6km. until a distinct T-junction is reached.
The heather clad slopes of the surrounding hills pour down on either side. The slope to the right leads up to Coad Mountain where a number of pre-historic copper mines have been discovered. Those on your left lead to the highest point of Cahernageeha Mountain at 499m. (1650ft.)
3. At the T-junction the adjacent 'Coom Cottage' indicates the right position. Here go to the **RIGHT** and follow the road as it leads deeper into the back of the valley.
4. After the last farm house there is a gate, and the tarred road reverts to a stoney track. Proceed **STRAIGHT** ahead.
Beyond this point the vegetation begins to change and takes on the more upland character of heather and moss.
5. The track ultimately swings around a sharp bend to the **LEFT** and begins to climb the steep side of the hill by taking a diagonal direction. This makes for easier though somewhat longer climbing. It also affords excellent views back over the approach route from Derrynane Bay.
Out to your left the tip of the opposing Beara peninsula begins to make its appearance across the other side of Kenmare Bay. At its end is the island of Dursey, accessible by a scary cable-car ride. Off its headland are the unusually named sea crags, the 'Bull', the 'Cow' and the 'Calf'.
6. Gradually the track zigzags its way to the top. When it swings to the **RIGHT** again, better and better views unfold up the expansive bay towards Kenmare and its attendant mountains in neighbouring West Cork. The highest point on the opposite Beara peninsula being 'Hungry Hill' (685m).
7. On reaching the ridge a junction in the track is met. Go to the **LEFT**. This gradually climbs in a **STRAIGHT** line towards the top of Cahernageeha Mountain.
As the track rises spectacular vistas unfold over the other side of the peninsula on your right. Away down by the coast is the village of Waterville, sandwiched between the sea and the trout-filled waters of Lough Currane. Further north is Valentia Island and beyond that again the Dingle peninsula.
8. The track eventually comes to an end but due to enclosing sheep wire fencing it is not possible to continue to the top of Cahernageeha. However the people of the area are friendly and helpful, thus if you should meet the owner do not fear asking for permission to proceed. Just be sure to respect their rights and property.
9. You must now **return by the outward route**. But not before relaxing in the heather and taking a final look out over the expansive mountains that make up this spectacular peninsula.



*"Up the airy mountain Down the rushy glen,
 We daren't go a-hunting, For fear of little men,
 Wee folk, good folk, Trooping all together;
 Green jacket, red cap, And white owls feather".*

(William Allingham)

Walk Information F

Length: 2.5mk/4km.

The Coom River

Time: 1.5hrs.

Terrain: A delightfully casual walk along the tarred side roads. It is suitable for all types and requires little other than a sense of curiosity about the countryside.

Equipment: Comfortable walking shoes. Dress according to weather conditions.

Location: Park your car in the lay-by on the **RIGHT** at the crossroads in the village of Caherdaniel.

Walk Outline:

1. Approaching from the Derrynane Hotel take the side road that goes up to the **RIGHT** at the village crossroads.
These enchanting minor roads are typical of the many that permeate the Irish countryside. They form a vast maze where you can become wonderfully lost in this virgin landscape.
2. As you proceed the surrounding farmsteads exude their country charm, with chickens, ducks and typical multi-coloured cattle still encountered. Being trapped within the many rocky folds of the Kerry landscape, it has necessitated many of the farms retaining their traditional character of environmentally sensitive farming. Hedgerows are still awash with numerous colourful blooms that pour onto the roadside verges. Besides the more characteristic, introduced Fuchsia with its delicate red, Chinese lantern-shaped flowers, watch for typically common species like *Foxglove*, *Buttercup*, *Red and White Clovers*, *Bugle*, *Hawkweed* and a thousand other varieties. All changing with the seasons.
3. Eventually you cross over a small bridge. Just beyond it there is a lane to the left but ignore this and continue on **STRAIGHT**. Under the bridge flows the Coomnahorna River. Fed by the vast, waterlogged sponges of turf that cloak the uplands, it is sparkling clean and supports its own share of wildlife. In spring, Sea Otters will travel up such small tributaries to raise their young.
4. When the road swings around a sharp, left-hand bend you may notice some standing stones within the field on your left. They are the surviving remnants of a pre-celtic culture that thrived in these parts several thousand years ago, possibly attached to the community that occupied the impressive Staigue Fort in the neighbouring valley. Their function is debatable and it is believed by some that they were used in conjunction with astronomy to tell the passing of the seasons. Others believe they were erected to commemorate great individuals or battles, but since they did not have a written language that survived no one really knows for certain.
5. On reaching a T-junction go to the **LEFT**, following the road as it meanders about the foothills of Cahernageeha Mountain up on your right.
6. As you proceed you may notice several stone ruins scattered about the fields. The former occupants would have been in total empathy with the environment. Thatched with straw and using the mountain bogs for fuel they would have lived lives of great simplicity and honesty. Sadly such communities were decimated by the famine. However much of their rich heritage, in song and story still survives with the present occupants of the valley.
7. The road eventually arrives onto the main Ring of Kerry road at a T-junction. Go to the **LEFT** and walk the short distance back to the village. Be careful of the busy tourist traffic, *Walk on the Right and face the on-coming traffic*.

The area has a wealth of lovely Art Galleries, Craft Shops, Potters, Woollen Mills & Local Markets.

Day Trips

The Skellig Ring:

Travel on the main N70 road through Caherdaniel and on over the mountain pass into Waterville.

Waterville is internationally famous for its fine golf course overlooking the sea and its excellent freshwater fishing. The nearby Lough Currane is naturally stocked with brown and white sea trout, making it an attraction for anglers from all over the world.

Continue on the Caherciveen road and approximately 3ml./5km. beyond Waterville take the sign-posted **LEFT** turn-off for Ballinskelligs. Here you can visit the art gallery and craftshop or visit the pre-famine village of Cill Rialaig and its restored artists retreat out on Bolus Head.

From Ballinskelligs continue by the minor roads over Canuig Mountain where there are fabulous views out over the wide expanse of St. Finan's Bay. A visit to the delightful Chocolate Factory overlooking the bay is a must, as is the nearby beach.

Continue to follow the coast road over the high hill and then down to the fishing village of Portmagee. Crossing the adjacent bridge brings you onto Valentia Island. At its western end the Tropical gardens of Gleanleam are worth visiting as are the abandoned Slate Quarry and Grotto. You can then take the car ferry from Knightstown across to Renard Point and drive back up to the N70. Turn **LEFT** here if you want to explore the lovely town of Caherciveen 2ml./3km. up the road or go **RIGHT** to get back to Derrynane. When it comes to a bite to eat you will find no shortage of good restaurants, coffee shops and pubs offering quality food in Waterville, Ballinskelligs, Portmagee or Caherciveen.

The Beara Peninsula Route:

Travel on the N70 to the village of Sneem for some delightful shopping in its well-stocked woollen and pottery centres. Take your time to browse and discover the more traditional shops of the village or relax in the local coffee shops. Additionally it has an interesting museum and sculpture park, which are worth a visit.

From Sneem continue to the heritage town of Kenmare. Its delightfully painted streets are a joy to explore with a fine selection of bookshops, craftshops, woollen centres, old-world pubs, coffee shops and restaurants to be discovered.

Continue on the N71 for a spectacular drive over the Caha Mountains until you reach the picturesque village of Glengarriff. Both its magnificent Italian Gardens on the adjacent Garinish Island or its newer Bamboo Park (open 2000) should not be missed. They represent the jewels of the Southwest's spectacular botanical potential. For a lunchtime break it has a good selection of restaurants and pubs, as well as woollen and craft shops.

From Glengarriff continue on the R572 towards Castletownbere. At Adrigole go to the **RIGHT** up the spectacular Healy Pass. This brings you back over the mountains onto the R571 where you can easily visit the enchanting lakes of Cloonee and Inchiquin Lough. These wonderful, mountain-enclosed lakes with waterfall and walking trails are a pleasure to explore or to indulge in an afternoon's picnic. Staying on the R571 brings you back up to Kenmare and so on back to Derrynane.

Other Leisure Activities

Derrynane House & National Park:

Home of the liberator, Daniel O'Connell
Open Mon-Sat. 9am-6pm. Sun. 11am-7pm. Tel. (066) 9475113.

Deep Sea fishing:

Details available in your Guest Information Folder.

Lake and River Fishing:

Details available in your Guest Information Folder.

Skellig Trips:

Boats depart locally from Beal Tra pier, Ballinskelligs, Portmagee and .
See Hotel notice board or ask at reception for sailing schedules.

Sea Sports:

A variety of facilities available including wind surfing and canoeing.
Contact Helen Wilson, Derrynane Sea Sports. Tel. (066) 9475266.

Horse Riding:

Available at the nearby 'Eagle Rock' riding stables in Caherdaniel.
Contact Caroline Donnelly. Tel. (066) 9475145.

Staigue Fort:

The Exhibition Centre and Fort are open daily from 10am-9pm.
Tel. (066) 9475127.

Llama Farm:

Llama Breeding & Trekking Centre. Tel: (066) 9475006

Seafari:

Eco Nature & Seal watching Cruise, Kenmare. Tel. (064) 83171.

Skellig Experience Centre:

Tel. (066) 9476306.

The Barracks:

Cahirciveen Heritage Centre. Tel. (066) 9472777.

GOLFING FACILITIES		
GOLF CLUB	TEL.	DISTANCE
Waterville Golf Links	(066) 9474102	30 minutes
Kenmare Golf Club	(064) 41291	60 minutes
Ring of Kerry Golf Club, Templenoe, Kenmare	(064) 42000	60 minutes
Dooks Golf Club, Glenbeigh	(066) 9468205	90 minutes
Dunloe Golf Club, Dunloe, Killarney	(064) 44578	90 minutes
Beaufort Golf Club, Beaufort, Killarney	(064) 44440	90 minutes
Parknasilla Golf Club, Great Southern Hotel, Sneem.	(064) 45122	40 minutes

Hotel Information

Take advantage of our very special offers for weekend and midweek breaks. Excellent group rates also available.

Your stay in the Derrynane Hotel will also be enhanced when you sample the menu and enjoy the friendly warm atmosphere.

For further information contact:

Reservations

Tel. (066) 9475136.

Fax: 066 9475160

Email: info@derrynane.com

Website: www.derrynane.com

Hotel Facilities

15 Metre Outdoor Heated Swimming Pool

Sauna and Steam Room

Power Shower

(Absolutely fantastic after a day hiking in the hills. Once experienced you will wonder how you ever managed without them)

Gymnasium

The Hotel boasts a modern state of the art facility which includes Treadmills, Bicycles, Rower and Stepper.

Tennis Court

Over looking the sea it is ideal for a good work out before a refreshing dip in the heated swimming pool.

Walking Facilities

The Hotel is well equipped to provide Drying /Cleaning facilities, Freezer packs and substantial packed lunches for its walking guests.

Future plans for Therapy & Massage Room





— Derrynane Hotel —

*Caherdaniel,
Ring of Kerry,
Co. Kerry,
Ireland.*

Tel: (066) 9475136

Fax: (066) 9475160

Email: info@derrynane.com

Website: www.derrynane.com



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for our guests to ensure that you all enjoy the
natural wonder & beauty of our unique area.*