# Graiguenamanagh Brandon Hill Loop

ν	Trailhead	Graiguenamanagh, Co. Kilkenny
	Services	Graiguenamanagh
EAD	Dist/Time	12km / 5hrs
	High/Ascent	520m / 600m
	Difficulty	Hard
WA	Terrain	Minor roadways, forestry tracks and hillside paths
AISION	To Suit	Experienced walkers
	Minimum Gear	Hiking boots, rain gear, fluids, snacks and mobile phone
	Grid Ref.	OS Sheet 68, S708 436



### **Directions to Trailhead**

Brandon Hill loop starts in the town of Graiguenamanagh. The trailhead is at the junction on Lower Main Street.

- A-B Starting from the trailhead, follow the purple arrows which guide you around this loop and begin at the exit of the town. You are also following the yellow arrows of the South Leinster Way. Ascend to reach the end of a cul-de-sac at the side of the town bypass. Cross the road to join a minor road. Follow this road for 200m to reach a junction with another minor road on your left. Turn left here.
- B-C Follow this road for almost 2km where it merges into a forestry roadway still following the purple and yellow arrows. After 200m the forestry track turns a right bend and passes through a barrier into Gorlough Wood. 300m later you reach a 3-way junction where the South Leinster Way continues straight, but you turn left.
- C-D Continue to follow purple arrows along a forestry track for 3km to reach another 3-way junction where the loop veers right. Ascend along the forestry track as it zig-zags and then skirts around Ballinvarry Hill. After nearly a 2km walk, you reach a crossroads of tracks where the loop turns sharp right onto a 'green' roadway and starts the ascent toward Brandon Hill.
- **D-E** After 500m of a climb, you reach a concrete stile and join a track where you turn right along the top of forestry and open hillside on your left. Pay close attention now because less than 200m later you will turn left again and join a path on the hillside which will take you to the top of Brandon Hill.
- **E-F** From the top, look for a waymarker which points you onto a stony path which marks the start of your inward journey. The path zig-zags and descends downhill to reach the edge of forestry where you veer right on to a forestry road.
- F-C After nearly 1km you reach a Y-junction where the loop rejoins the South Leinster Way. Veer right and start to descend again into Gorlough Wood – following the purple and yellow arrows. Pass by the site of Reneys Well to rejoin the 3-way junction (at C) where you started the loop. This time, proceed straight and follow the purple (and yellow) arrows back to the town of Graiguenamanagh.

## Tullahought Kilmacoliver Loop

Trailhead	Tullahought, Co. Kilkenny
Services	Kilmaganny (10km)
Dist/Time	6km / 2hrs
High/Ascent	120m / 110m
Difficulty	Moderate
Terrain	Laneways, fields and woodland trails
To Suit	Above average levels of fitness
Minimum Gear	Walking boots, rain gear, fluids and mobile phone
Grid Ref.	OS Sheet 75 S432 298
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### **Directions to Trailhead**

Start from the village of Kilmaganny on the R701 between Knocktopher and Carrick-on-Suir. Follow the R697 in the direction of Carrick-on-Suir for approximately 5km and then take a left turn in the direction of Tullahought Village. Follow this road for 1km and at the crossroads take a right turn and the trail head is 500 metres on the right hand side.

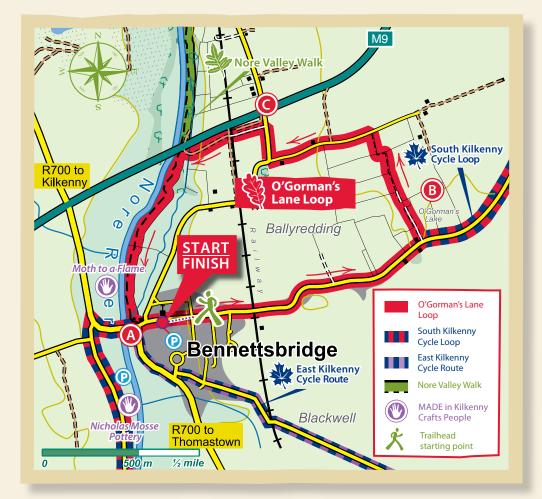
- **A-B** Starting from the car park at the Watering Place follow the tarred road for 400m, past a road on your right, to a laneway on your left. Turn left here.
- **B-C** Following the laneway (which gives way to a sandy lane) you ascend gently for almost 2km to reach a metal gate entrance to an old homestead at Bregaun. Fine views of the Kilkenny countryside begin to open up on your left and on your right the outline of the trig pillar atop Kilmacoliver Hill becomes visible. Enter the old farm via the metal stile.
- **C-D** Follow the laneway past the old house and farmyard (please do not enter), and shortly afterwards be alert as the loop leaves the laneway to your right and follows a dry ditch on the ascent to the summit of Kilmacoliver Hill.
- **D-E** Take time on the summit to enjoy the circular enclosure of stones and (depending on the weather) the views over counties Kilkenny, Tipperary, Waterford, Carlow and Wexford. The substantial hill in front of you is Carrigadoon Hill. Leaving the stone circle behind, descend downhill following the fence on the border of the field and enters privately developed woodland of broadleaf trees including oak, beech, birch, larch, ash and cherry. The trip through the young woodlands is a pleasant one which ends at a metal gate as you rejoin the laneway on which you traveled outward.
- **E-A** Turning left, you reach a T-junction where you take a right for the final 400m to the trailhead.

# Bennettsbridge O'Gorman's Lane Loop

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Primary School, Bennettsbridge, Co. Kilkenny	
Bennettsbridge	
4km / 1hr	
60m / 20m	
Easy	
Country roads, old laneways, woodland tracks, riverbank	
All levels of fitness	
Walking boots, rain gear, fluids and mobile phone	
OS Sheet 67 S554 493	





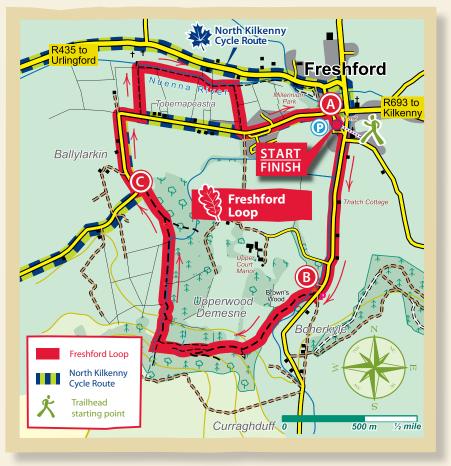
### **Directions to Trailhead**

From the N77 Kilkenny City Ring Road, take the R700 at the Bennettsbridge Road Roundabout (signposted New Ross). After approx 8km you enter the pretty village of Bennettsbridge crossing a bridge over the River Nore. As the R700 swings sharp right – cross straight over onto the road to Gowran. The mapboard is attached to Tynan's butcher shop at the bridge, car parking is available in the Primary School 100 metres through the village on the right hand side.

- A-B With your back to the Primary School turn right and follow the purple arrows along the road to exit the village. Cross the railway bridge and along the road for almost 1km to reach O'Gorman's Lane (at the side of a house on your left). Turn left here onto the lane.
- **B-C** Follow this old disused laneway as it makes its way across farmland to reach a surfaced road in the townland of Bishopslough West. Turn left and follow the road for 500m to reach a junction where you turn right. After another 500m (and just before you reach the M9 motorway), turn left and cross a stile onto an old roadway which takes you under a tunnel (the railway line) and onto the River Nore. Turn left onto the riverbank.
- C-A The final section of the loop follows the river back to Bennettsbridge. Note that the loop now overlaps the Nore Valley Walk. A set of steps takes you into the village at the bridge turn left and walk 100m back to the trailhead.

# Freshford Loop

Trailhead	Village Green, Freshford, Co. Kilkenny
Services	Freshford
Dist/Time	8km / 2hr - 2.5hrs
High/Ascent	160m / 100m
Difficulty	Moderate
Terrain	Riverbank, woodland track, laneways
To Suit	All levels of fitness
Minimum Gear	Walking boots, rain gear, fluids and mobile phone
Grid Ref.	OS Sheet 60 S407 647
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### **Directions to Trailhead**

Leave Kilkenny City on the Freshford Road (R693), pass straight through the roundabout at St. Luke's Hospital and continue straight along this road for 12km until you reach Freshford village. The green is straight in front of you as you enter the village. The trailhead mapboard is situated on the green.

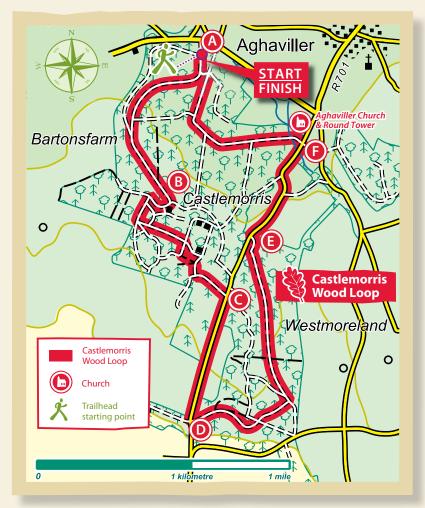
- A-B From the trailhead follow the purple arrows along the road to the end of the village green and continue straight ahead to pass the church (on your left). Continue along the road for 300m to reach a 'gap' in the wall on your right where you turn right and cross the stream by footbridge. Now the loop follows the right bank of the stream through a lovely section of broadleaf woodland this takes you to the entrance roadway to Upper Court Manor. Cross the roadway and join the bank of the stream again for a short section which takes you into Brown's Wood. After the wooden sign turn right and cross the wooden footbridge.
- B-C Continue to follow the forestry roadway as it sweeps uphill. After more than 1km you turn right (leaving the 'official' roadway and joining a narrow path through woodland). After 20 metres you leave the woods, cross a stile and enter the top of planted forest. Follow the fence along the boarder of the forest until it descends down hill on an old roadway. Exit the forest area over a gate with a built in stile to join the surfaced roadway.
- C-A After a short section of surfaced road, the loop turns left and takes you across a field to reach the banks of the Nuenna River. At the river bank turn right and follow the river through a number of farmers fields. On entering the last field follow the arrows along the boarder of the field and onto a tarred road. On meeting the road take a left and follow the road back to the trailhead.

## Kilmaganny/Knocktopher **Castlemorris Wood Loop**

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Trailhead	Castlemorris Wood Loop, Co. Kilkenny	
Services	Knocktopher. Picnic tables on site	
Dist/Time	7km / 2hrs - 2.5hrs	
High/Ascent	160m / 90m	
Difficulty	Easy	
Terrain	Forestry roads, grassy path and country roads	
To Suit	Above average levels of fitness	
Minimum Gear	Walking boots, rain gear, fluids and mobile phone	
Grid Ref.	OS Sheet 68 S489 357	
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### **Directions to Trailhead**

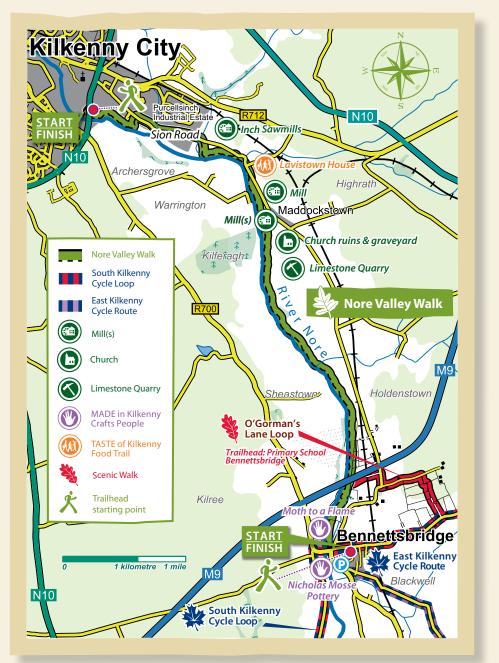
Starting in Kilkenny City take the M9 Motorway south in the direction of Waterford. Take Exit 10 and proceed in the direction of Newmarket. After 3km take a right turn onto the R701 and proceed 1km. The trailhead is on the right hand side of the road and the entrance to the wood is on the left hand side. Note: The trailhead is signposted from Knocktopher.

- **A-B** Starting from the car park opposite the Grand Gates, enter Castlemorris Woods and pass the Gate Lodge to reach a metal stile. Cross the stile to join a forestry road and follow the purple (and green and red) arrows. The green and red arrows are for shorter loops. Follow the forest road for over 1km to reach an archway through which stone outbuildings (which were part of the courtyard of Castlemorris House) are visible. The green loop turns left here - you turn right following the purple and red arrows.
- **B-C** The loop now sets off to further explore the expansive estate of 200 acres and after approximately 1km joins a minor public road where the red turns left. Turn right here.
- C-D Now you start a long ascent through the townland of Coalpitparks (passing some large houses on your left) before entering woodland again. After 500m you reach a T-junction where the loop turns left for the return part of the journey.
- **D-E** A downhill trek of approximately 1km takes you to a junction with a surfaced roadway where you turn right. After 300m at a right bend you rejoin the red loop as it emerges from the forestry on the left. Turn right here, staying on the surfaced roadway.
- E-F After approximately 200m both loops (red and purple) turn left and enter Castlemorris Wood by way of a metal barrier. At this point you are just short of Aghaviller Church and Round Tower – 200m along the surfaced road. If you decide to visit the site, remember to return to this junction.
- **F-A.** Only 500m along this final section of the loop you rejoin the green loop as it comes in from the left. Another 500m takes you to a crossroads of forest tracks where you turn left onto a narrow winding track to emerge on a forestry road only 200m from the trailhead. Turn right and enjoy the short trek!



## **Kilkenny to Bennettsbridge**

Nore Valley Walk





### **Directions to Trailhead**

From Kilkenny: The river walk leaves Kilkenny City under Ossory Bridge

From Bennettsbridge: Under the six arch bridge – take the steps down to the riverbank by Tynan's Butchers shop.

DifficultyModerateLength12kmDuration2-3 hours

**Note:** 2km outside Kilkenny City the trail leaves the river bank and heads along a laneway and onto the Sion Road. Follow this road for 1.5km then cross a green stile, through a field and back to the river bank.

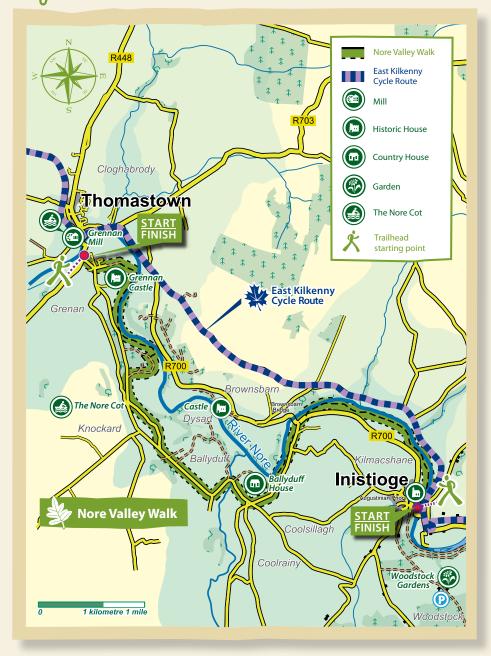
### Overview

This stretch of the Nore Valley walk takes roughly 2 hours at a relaxed pace. Follow the river as it meanders through meadows, shady glades and past ancient mills; woollen, grain, paper and saw mills from where Kilkenny's famous 'black marble' was honed (Maddockstown). Rich in riverside flora and fauna – spot a swift, a heron or catch a fleeting glimpse of kingfisher or an otter emerging from the riverbank. Described by *The Irish Times* as 'a delightful walk' and by *The Irish Independent* as 'one of the most delectable river walks in Ireland, an unfolding tale of kingfishers, otters, Sleeping Beauty castles and wicked young princelings – pure distillation of magic in the floodlands of Kilkenny'.



# Thomastown to Inistioge

Nore Valley Walk





### **Directions to Trailhead**

**From Thomastown:** Starting in the town of Thomastown go south across the bridge and follow the green arrows to the Thomastown GAA pitch. Walk along the border of the GAA pitch to the river bank.

Difficulty	Moderate
Length	10.9km
Duration	2-3 hours

**From Inistioge:** Approaching form the village square, arrive at the riverbank and turn left along the river.

### Overview

This stretch of the Nore Valley Walk takes you through diverse countryside, pastoral lands and woodland; rich in flora and fauna. The river is noted for its salmon and also holds crayfish and otters and the arches of its bridges are favoured roosting spots for Daubenton bats. Steeped in history, since the 12th century the Nore was a vital trading route for export of corn, hides and livestock and the importation of exotic goods from other parts of the world such as wine, tobacco, cloth and spices via New Ross and Waterford. There is the ruin of Grennan Castle built by Strongbow's son-in-law in the 13th century at the start of the walk and through the pretty Dysart Woods, carpeted in springtime with wood anemones, bluebells and primroses. You'll pass the ruins of Dysart Castle, home to philosopher Bishop George Berkeley who mused 'are objects there if we do not perceive them'?! The trail leads you on by Ballyduff House; a glorious Georgian country house in its stunning parkland setting, before entering the broadleaf Brownsbarn Wood and along a grassy riverside track where the view of the 10 arch bridge in picturesque Inistioge opens up ahead of you.

