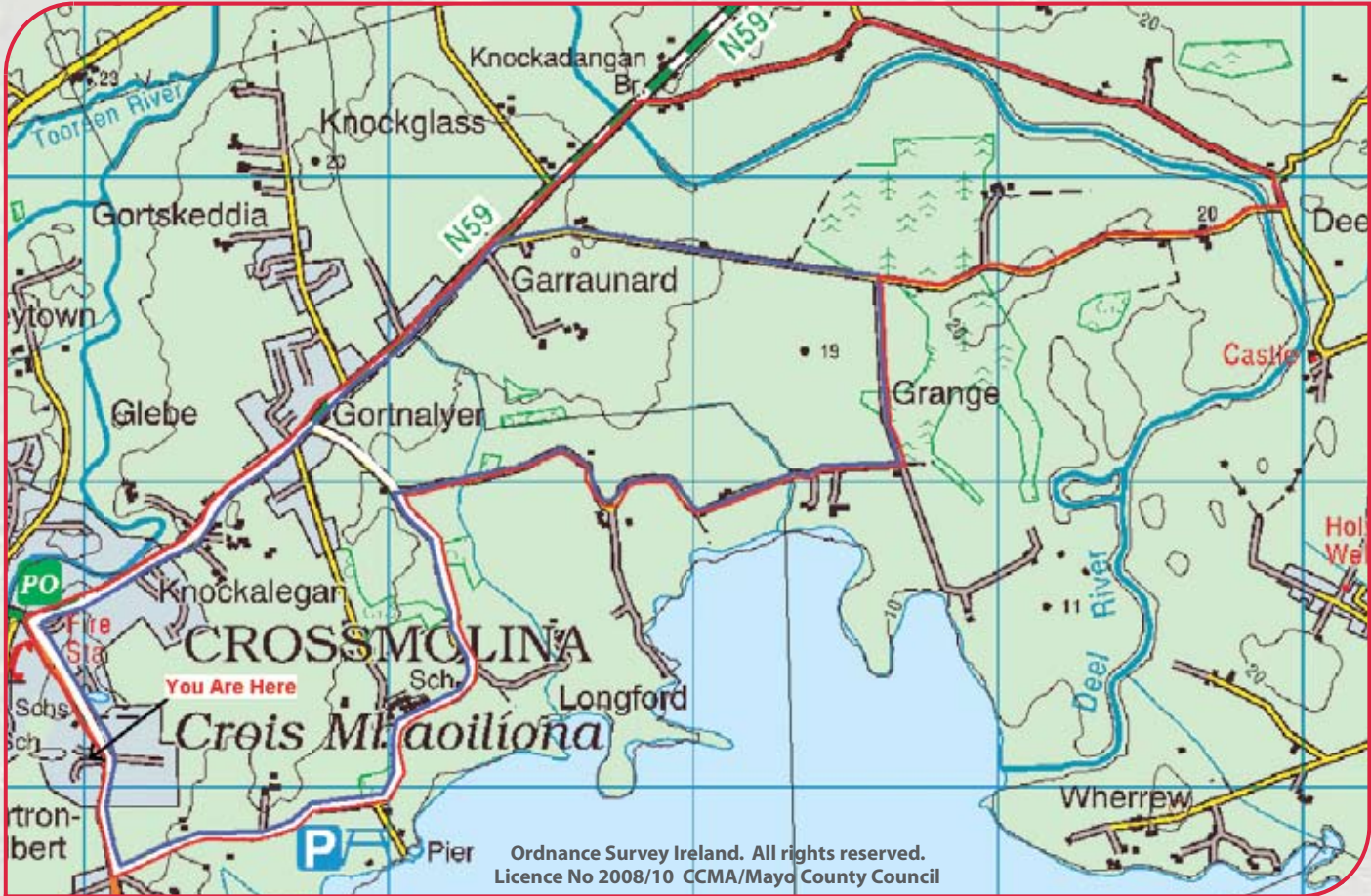


CROSSMOLINA LOOP WALK TRAILHEAD

The trailhead is located at the children's playground in Crossmolina town.



AT A GLANCE

White Walk (Gortnor Abbey)

Services: Crossmolina Town
Start / Trailhead: Children's Playground, Crossmolina Town.
Distance: 4km
Terrain: Multi – Access trails includes side roads & country lanes
To Suit: All levels of fitness
Minimum Gear: Trekking Shoes, Raingear & Fluid
O.S Map: Sheet No. 23

Blue Walk (Grange)

Services: Crossmolina Town
Start / Trailhead: Children's Playground, Crossmolina Town.
Distance: 6km
Terrain: Multi – Access trails includes side roads & country lanes
To Suit: Average levels of fitness
Minimum Gear: Trekking Shoes, Raingear & Fluid
O.S Map: Sheet No. 23 & 24

Red Walk (Deel Castle)

Services: Crossmolina Town
Start / Trailhead: Children's Playground, Crossmolina Town.
Distance: 11 km
Terrain: Multi – Access trails includes side roads & country lanes
To Suit: Average levels of fitness
Minimum Gear: Trekking Shoes, Raingear & Fluid
O.S Map: Sheet No. 23 & 24

WAYMARKERS

The walks are waymarked using black posts, about 1 metre high, with a direction of travel arrow (white, blue, red and purple).



ACKNOWLEDGMENT

These looped walks were developed in partnership with Crossmolina Development Group, Local Landowners, Enniscoe House & Country Estate, Local Rural Social Scheme, Fáilte Ireland, Moy Valley Development Company and Mayo County Development Board.

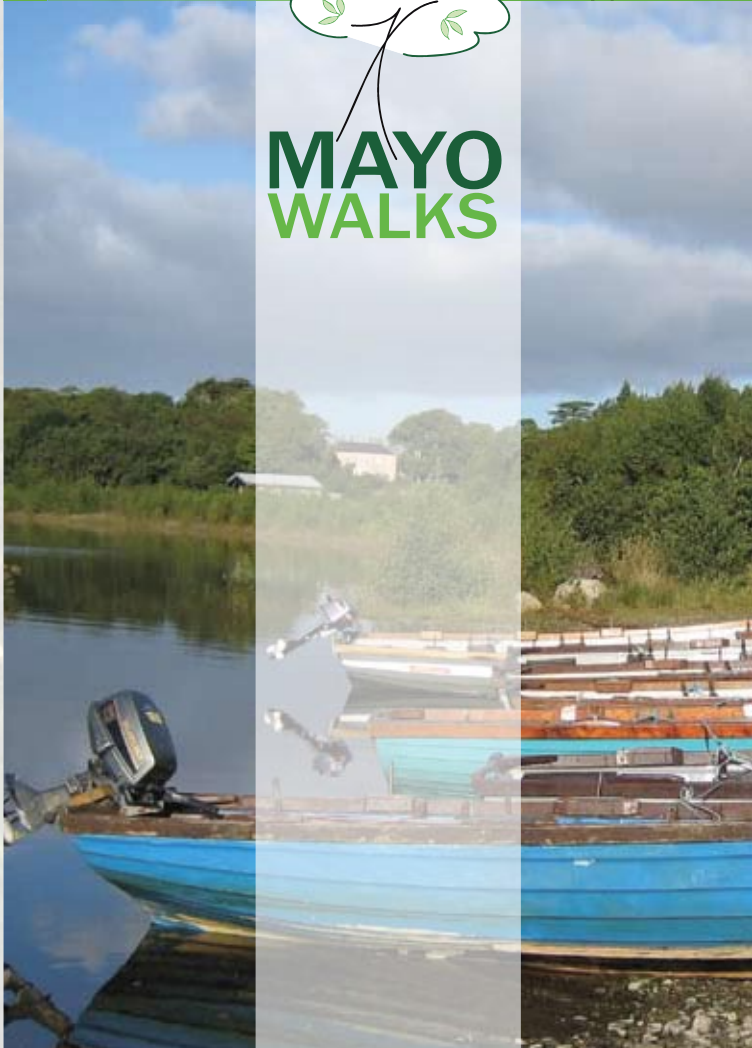


CONTACT DETAILS

Crossmolina Community Council Ltd., Mullinmore Street,
Crossmolina Tel: 096 30935, Enniscoe House & Country Estate Tel: 096 31112

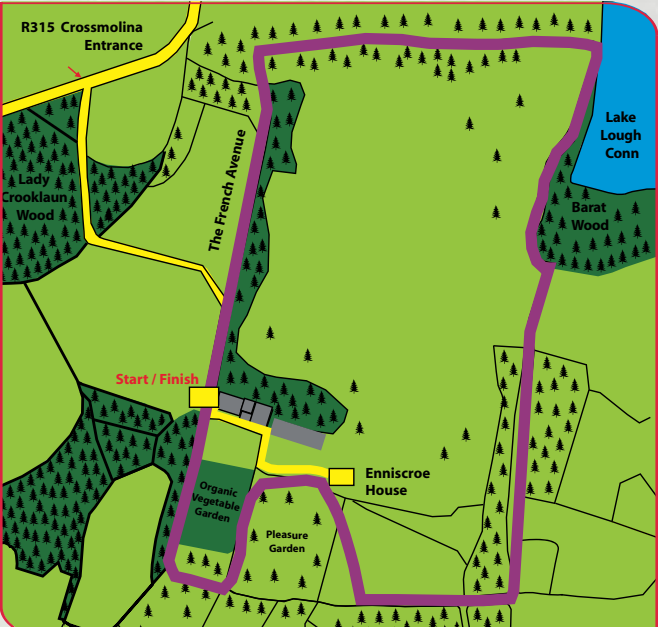


CROSSMOLINA & ENNISCOE Loop Walks



Mayo Walks
Mayo County Development Board,
Community & Enterprise Office,
Mayo County Council,
Aras an Chontae,
Castlebar, Co. Mayo.
Tel: 094 9047545 / 9024444
Email: mayowalks@mayococo.ie
Website: www.mayowalks.ie

ENNISCOE LOOP WALK, CROSSMOLINA



DIRECTIONS

Enniscoe Country Estate is located 4.5km from the Town of Crossmolina on the R345 route to Castlebar.

Trailhead
The trailhead is located at the Visitors Car Park in the estate of Enniscoe House – space for up to 20 cars. Services such as a coffee shop are available.



Enniscoe Car Park

AT A GLANCE

Loop Overview	Enniscoe Loop Walk
Theme	Nature
Terrain	Woodland Trail
Distance/Difficulty	2.5km / easy
High Point / Ascent	70m / 10m
Duration	1hr – 1hr15mins
Minimum Gear	Trekking Boots
OS Sheet No	23, G144 143



Lake Lough Conn

LOOP DESCRIPTION

Starting from the car park, follow the purple arrow and the high stone garden wall. At the end of the wall continue straight through a gateway as the loop swings left. After 200m turn left onto a path (signposted Mausoleum) which takes you into the ‘Pleasure Garden’ area.

After 50m you reach a path on your right (signposted mausoleum). While the loop proceeds straight, the mausoleum is worth a visit – just remember to return to this junction to continue the loop. Continue to follow the path as it takes you to the back of Enniscoe House. At the end of the building watch for a sharp right turn onto a narrow gravel path.

Follow this path into woodland – after 200m it turns left and shortly afterwards joins a sandy roadway at wooden footbridge. Turn left here.



Enniscoe House

Follow the sandy roadway to reach a ‘crossroads’ where you continue straight onto a grassy track. The track takes you to a tarred roadway (the ‘avenue’) – go straight across and join another woodland track. Follow this for 300m to exit a metal gate and join a surfaced roadway. Proceed straight – it’s only 200m back to the trailhead.



Mausoleum



Woodland Walkway

LEAVE NO TRACE (Principles of Outdoor Ethics)

Please adhere to this code on any trips to the outdoors.

1. Plan Ahead and Prepare: Be sure you are able for the level of walk you propose to take and that you have the correct equipment for the terrain. Follow all safety instructions that may be posted along the route. Check the weather forecast and always be prepared for changing weather conditions. Leave details of your plans with somebody and don’t forget to contact that person later to say that you have returned safely.

2. Dispose of Waste Properly: ‘Pack It In, Pack It Out’. Bring home all litter and leftover food including biodegradable waste.



3. Leave What You Find: Respect property. For example, farming or forestry machinery, fences, stone walls etc. Leave gates as you find them (open or closed). Preserve the past: examine – but do not damage – archaeological structures, old walks and artefacts. Conserve the present: leave rocks, plants and other natural objects as you find them.

4. Respect Wildlife and Farm Stock: Dogs should be kept under control at all times and should not be brought onto hills or farmland.

5. Be Considerate of Others: Respect the people who live and work in the countryside. Park appropriately – avoid blocking gateways, forest entrances or narrow roads. Let nature’s sound prevail. Keep noise to a minimum.

6. Travel on Durable Surfaces: Durable surfaces include established trails and forest roads. Aim to leave your picnic site as you would like to find it.

7. Minimise the Effects of Fire: Fires can cause lasting impacts and are dangerous to forests especially in late spring. Where fires are permitted, use established fire rings, barbecues or create a mound fire. Do not burn plastics or other substances which emit toxic fumes. Dispose of ash carefully.