

# TRAVELS NOW AND THEN

© Christopher Earls Brennan

## IRELAND 2003

# IRELAND 2003

### Ireland Aug., 2003.

Fri. Aug.1 D+C, K+fam: Fly UA934 LAX-LHR, 6.10pm-12.40am  
Dana: Fly BA66 PHL-LHR, 7.00pm-7.05am

Sat. Aug.2 D+C, K+fam: Arr. LHR 12.40am. Fly BD088, LHR-BHD, 3.20pm-4.35pm  
Dana: Arr. LHR 7.05am. Fly BD082, LHR-BHD, 8.55am-10.10am  
Drive to 56 Belvedere Park, Castlerock (Colin will have the key)

Sun. Aug.3

Mon. Aug.4

Tues. Aug.5

Wed. Aug.6

Thur. Aug.7

Fri. Aug.8

Sat. Aug.9

Sun. Aug.10

Mon. Aug.11

Tues. Aug.12

Wed. Aug.13

Thur. Aug.14

Fri. Aug.15 D+C: Fly EJ483, BFS-EDI, 6.45am-7.40am (E2CLLGP)  
Kath: Dep. BHD at 6.45am. Fly UA, LHR-LAX  
Dana: BD085, BHD-LHR, 11.10am-12.25pm, BA69, LHR-PHL, 4.15pm-7.10pm  
D+C: Alamo Rental Car (14670116) Drive to Jedburgh (51 miles)  
Stay Meadhon House, 48 Castlegate (577025)

Sat. Aug.16 Edinburgh. Drive to Kinross (27 miles) ✓ 13  
Stay with Adele and Bruce at Dulciana, Bishop Terrace, Kinnesswood.

Sun. Aug.17 Drive to Fort William (121 miles)  
Stay at Best Western Glenspean Lodge, Roy Bridge (637455809)

Mon. Aug.18 Drive to Isle of Skye (124 miles)  
Stay at Flodigarry Hotel, Staffin

Tue. Aug.19 Drive to Inverness (114 miles)  
Fly EJ192, INV-Luton, 4.15pm-5.45pm (E2CLLNH)  
6.15pm National Express bus to Heathrow?  
~~No hotel booked yet~~ LE MERIDIEN HOTEL (THREE MAGPIES)

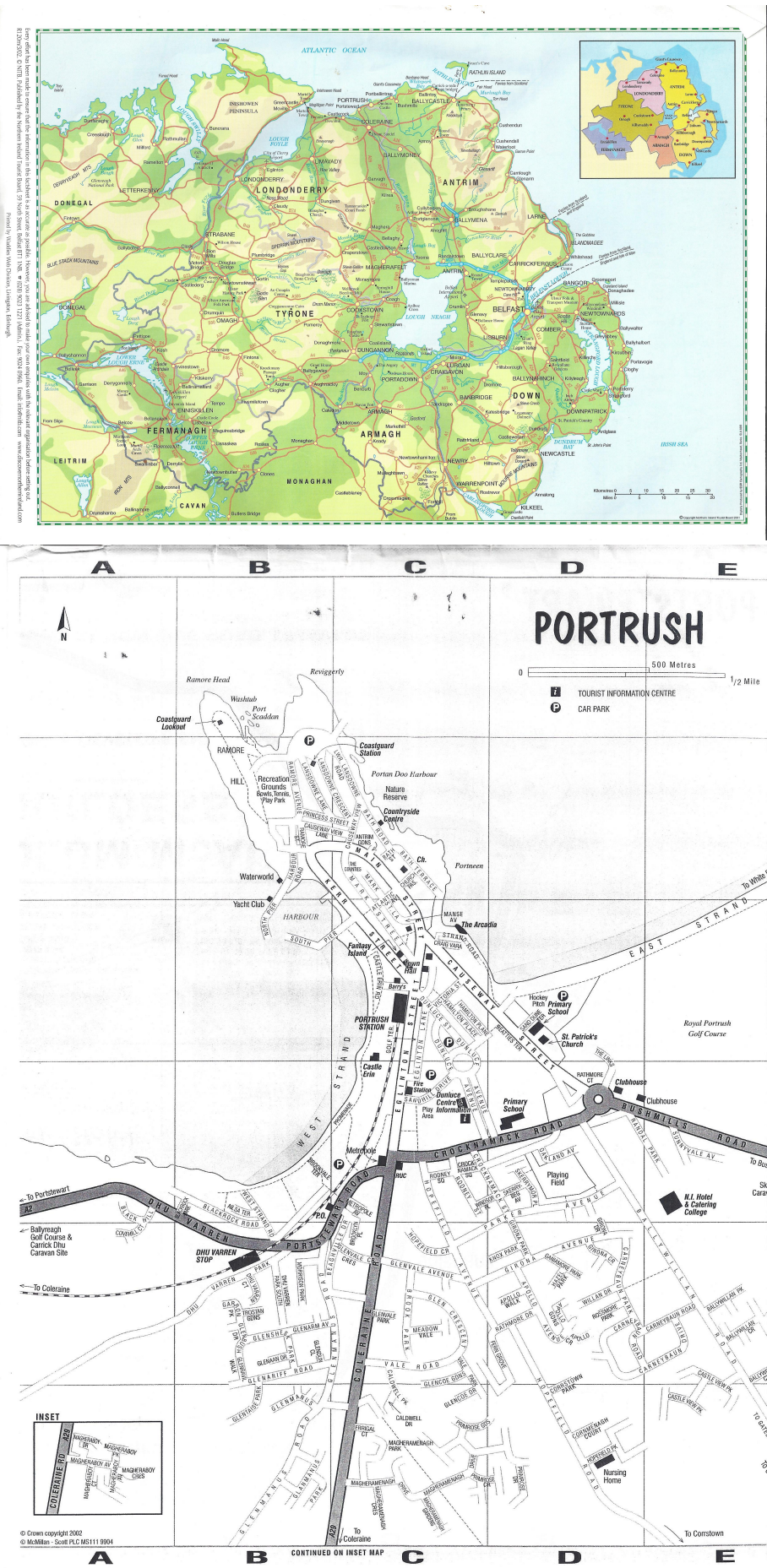
Wed. Aug.20 D+C: Fly UA935 LHR-LAX, 10.55am-2.15pm

### Fri. Aug.1

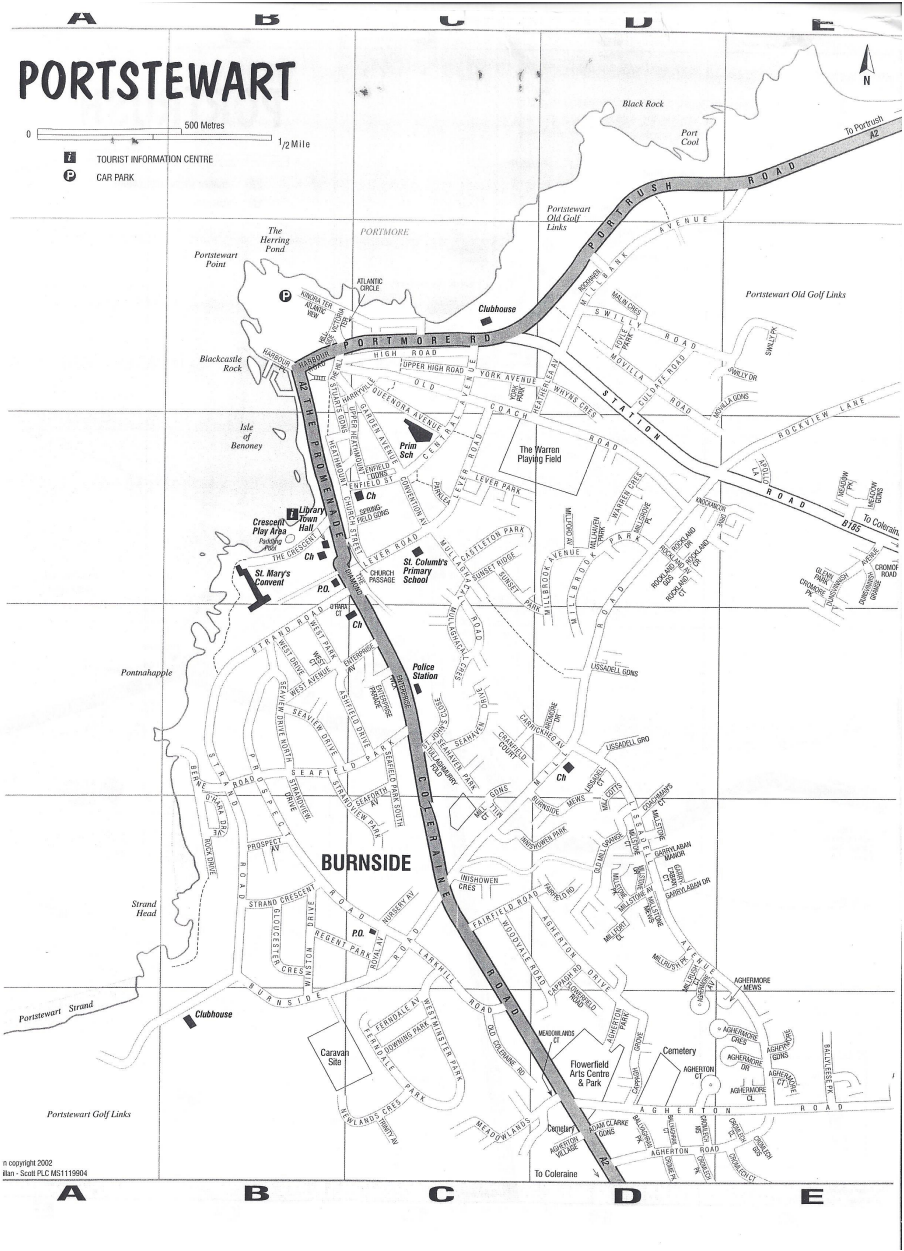
Fly UA934 from Los Angeles to London, Heathrow. leaving 6.10pm.

### Sat. Aug.2

Arrive LHR at 12.40pm. Fly BD088 LHR-BHD, 3.20pm-4.35pm







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**Web Address:**  
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**LOCAL INFORMATION**  
- local information only available in GB -



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<http://www.multimap.com/map/browse.cgi?X=-759000&Y=7359000&width=700&height=400> 6/3/2003

Main site navigation

home > places to visit > results



# Downhill Estate

| look for another place | more about Northern Ireland | information for visitors | overseas visitors | travel trade |



Set on a stunning and wild headland with fabulous clifftop walks and views over Ireland's north coast is the landscaped estate of Downhill, laid out in the late 18th century by the eccentric Earl and Bishop, Frederick Hervey. Estate includes ruins, mausoleum, beautiful gardens and the renowned Mussenden Temple perched on the cliff edge.

**What's new in 2003**  
Mussenden Temple available for weddings, concerts and conferences

WC available when Temple open

Opening arrangements:

|              |         |    |    |    |    |    |  |    |    |
|--------------|---------|----|----|----|----|----|--|----|----|
| Temple       |         |    |    |    |    |    |  |    |    |
| 1 Mar–31 May | 11–6    |    |    |    |    |    |  | Sa | Su |
| 1 Jun–31 Aug | 11–7:30 | Mo | Tu | We | Th | Fr |  | Sa | Su |
| 1 Sep–30 Sep | 11–6    |    |    |    |    |    |  | Sa | Su |
| 1 Oct–31 Oct | 11–5    |    |    |    |    |    |  | Sa | Su |

|          |           |    |    |    |    |    |    |    |  |
|----------|-----------|----|----|----|----|----|----|----|--|
| Grounds  |           |    |    |    |    |    |    |    |  |
| All year | Dawn–dusk | Mo | Tu | We | Th | Fr | Sa | Su |  |

**Notes:** Open BH Mons; also open BHols in Northern Ireland 17 March, 22 April & 14–15 July

Mid-summer concerts

Level entrance. Recommended route map. Adapted WC at Lion's Gate. – [more information](#)

Pushchairs admitted.

Suitable for school groups.

On leads only

Racks at all entrances. No cycling on estate

[C758363] 1ml W of Castlerock and 5ml W of Coleraine on the

- Useful Information**
- Map
  - Events at this property
  - Symbols key
  - Essential visitor information
  - General recreational activities
  - Local cycle routes
  - More accessibility information

**Address**  
North Derry Office, Hezlett Farm  
107 Sea Road,  
Castlerock,  
BT51 4TW

**Telephone**  
028 7084 8728  
028 2073 1582 (Learning)

**Fax**  
028 7084 8728

**Email**  
[Click here to email](#)

**Trust properties nearby**  
Giant's Causeway, Hezlett House, Portstewart Strand



Castlerock







*Castlerock*



*Castlerock*



*Castlerock*





*Castlerock*



*Castlerock*



*Castlerock*



*Castlerock*





*Castlerock and Ballykelly*



*Donegal*



*Donegal*





*Donegal*



*Donegal*



*Donegal*









Cranagh Dhu, Magherafelt





*Cranagh Dhu, Magherafelt*



*Magherafelt*



*Magherafelt*





*Cranagh Dhu, Magherafelt*



*Cranagh Dhu, Magherafelt*



*Cranagh Dhu, Magherafelt*



*Magherafelt*

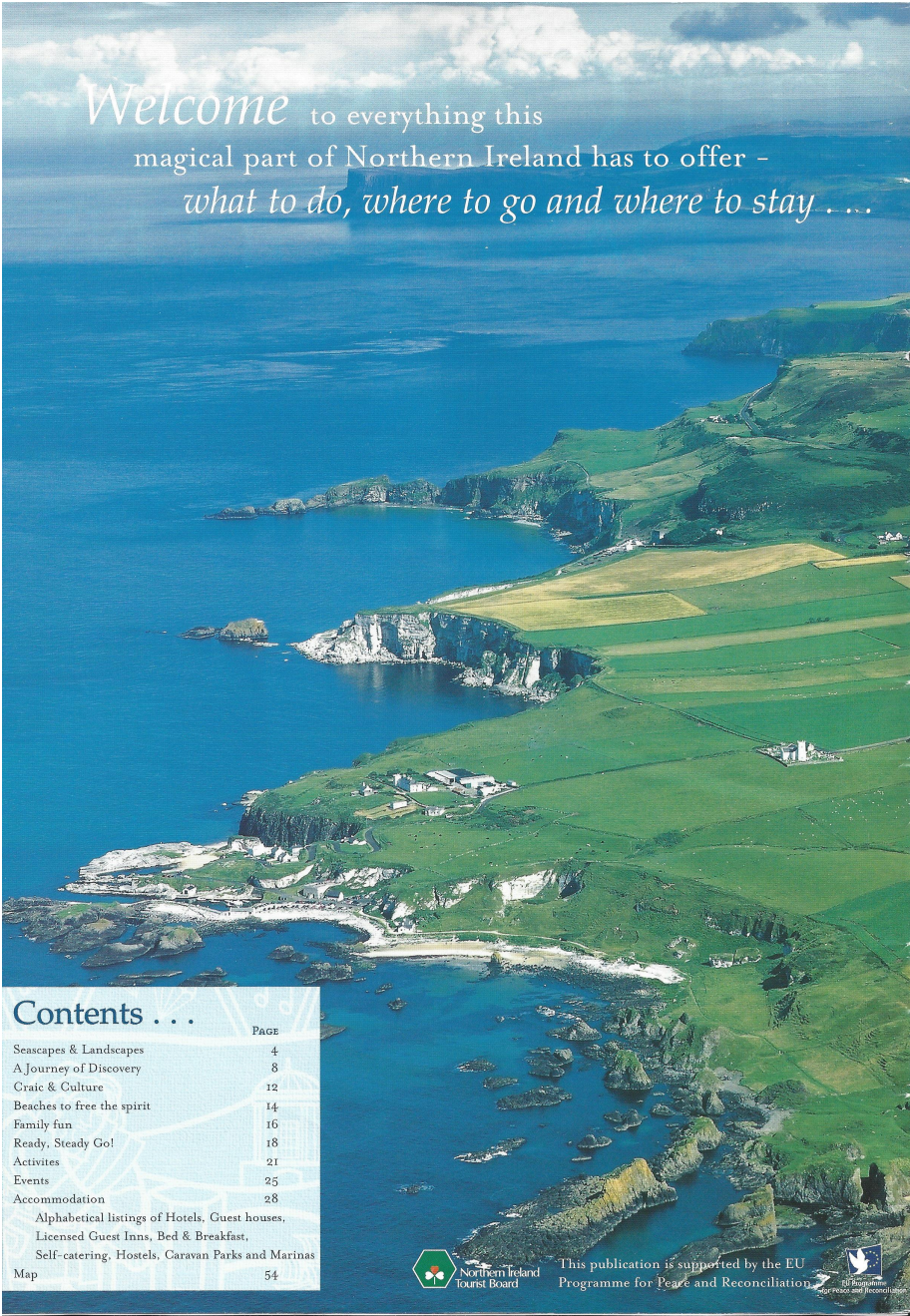


*Magherafelt*



*Magherafelt and Antrim Coast*





Welcome to everything this magical part of Northern Ireland has to offer -  
*what to do, where to go and where to stay . . .*

**Contents . . .**

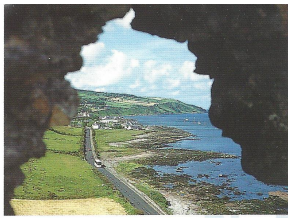
|                                                                                                                                              | Page |
|----------------------------------------------------------------------------------------------------------------------------------------------|------|
| Seascapes & Landscapes                                                                                                                       | 4    |
| A Journey of Discovery                                                                                                                       | 8    |
| Craic & Culture                                                                                                                              | 12   |
| Beaches to free the spirit                                                                                                                   | 14   |
| Family fun                                                                                                                                   | 16   |
| Ready, Steady Go!                                                                                                                            | 18   |
| Activities                                                                                                                                   | 21   |
| Events                                                                                                                                       | 25   |
| Accommodation                                                                                                                                | 28   |
| Alphabetical listings of Hotels, Guest houses,<br>Licensed Guest Inns, Bed & Breakfast,<br>Self-catering, Hostels, Caravan Parks and Marinas |      |
| Map                                                                                                                                          | 54   |

 Northern Ireland  
Tourist Board

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Antrim Coast Road

## On goes the road under bridges and arches, past bays and beaches and strange rock formations

Their very names conjure up mystery and romance: *Glenarm* 'glen of the army'; *Glenclay* 'glen of the dykes'; *Glenariff* 'glen of the plough'; *Glenballyemon* 'Edwardstown Glen'; *Glenaan*, 'glen of the little fords'; *Glencorp* 'glen of the dead'; *Glendun* 'brown glen'; *Glenshesk* 'glen of the sedges' (reeds); and *Glentaisie*, named after Taisie, princess of Rathlin Island.

Wild in their beauty each glen deserves a visit, but above all else don't miss Glenariff, the 'queen' of the glens with its gushing waterfalls

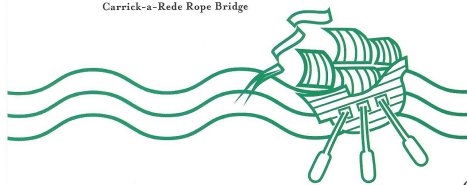
and scenic path skirting the sheer sides of the plunging gorge.

Stay a while in *Cushendall*, the "Capital of the Glens", before moving on to the National Trust Village of *Cushendun* where pretty Cornish style cottages line the streets. This too is the starting point for the cross country route to Ballycastle. Be careful not to fall prey to *Loughareema*, the mysterious "vanishing lake", watery grave to coach and horses throughout the ages.



Carrick-a-Rede Rope Bridge

Dunluce Castle

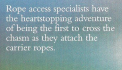


~ 6 ~

### Erecting the bridge



A large team of climbers, engineers and wardens is needed to put the bridge up every spring. Here the bridge is prepared for erection.



Rope access specialists have the heartstopping adventure of being the first to cross the chain as they attach the carrier ropes.



Finally the bridge is stretched across the gap along the carrier ropes, and attached to the island.



#### Safety Advice

- Wear appropriate footwear.
- Take care close to dangerous cliff edges on the island.
- Children must be supervised at all times.
- Take care on stoned paths and steep slippery steps.
- Keep dogs on leads at all times.
- Dogs are prohibited from crossing the bridge.
- The number of people crossing the bridge at any one time may be limited. Please follow the warden's instructions.

A wheelchair accessible platform, with telescopes, is located half way along the path providing an early view of the bridge. Toilets and tea room both have wheelchair accessibility.

**the Bridge Certificate**  
For those of you who are brave enough to cross the bridge certificates are available as evidence of your bravery! (For a small donation to the Trust). Please ask a National Trust warden.

**Have a picnic**  
Open early spring to late Sept (weather permitting) daily 10-6pm (July / August daily 9.30am-7.30pm).

**Refreshment**  
Call in and treat yourself to a delicious cappuccino, latte or pot of tea. Indulge in a tasty pastry or for something more filling, why not sample our homemade Carrick-a-Rede bread, toasted sandwiches, paninis and sausage rolls. (Take out also available). Open early spring to late September (weather permitting).

**Car & Cycle Park**  
Open all year round. Your car park fees help to pay for The National Trust's conservation work in North Antrim.

### Other local NATIONAL TRUST properties...

- Whitpark Bay*  
...picturesque beach and bay 2 miles/3 km west
- Amarr House Guesthouse/Ballymaginn*  
...Rathlin Island, ferry from Ballycastle 5 miles/8 km east
- Giant's Causeway*  
...famous rock formations 7 miles/11 km west
- Fairhead & Murlough Bay*  
...viewpoint and picturesque bay 10 miles/16 km east
- Cushendun*  
...pretty, unspoilt village 20 miles/32 km east
- Portseavoy Strand*  
...2 miles of sandy beach 15 miles/24 km west
- Hazelton House*  
...thatched 17th century cottage 22 miles/35 km west
- Downhill & Mussenden Temple*  
...historic estate 25 miles/40 km west

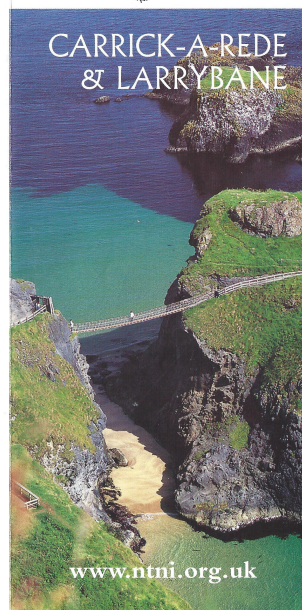
The National Trust is a charity and depends on your support. We have looked after this property since 1967. Properties like this are expensive to run and because we are separate from government we depend on our members and visitors for our income. If you would like to join us as a member, or would welcome more information about the National Trust, please see one of the property staff or telephone 028 2073 1582.

Registered Charity Number 205446



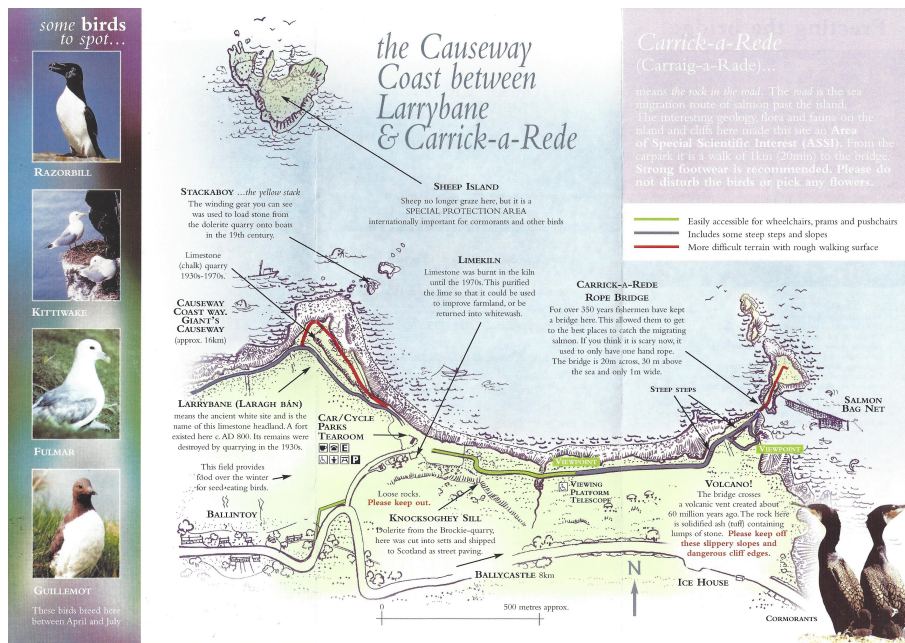
THE NATIONAL TRUST

### CARRICK-A-REDE & LARRYBANE



[www.ntni.org.uk](http://www.ntni.org.uk)







Coleraine Borough Council  
**BALLYREAGH  
GOLF COURSE**

**BYE-LAWS**

- 1. Every person must obtain a ticket before commencing play.
- 2. Every person must have a bag of clubs.
- 3. All players must use the teeing mats provided.
- 4. No more than four people are permitted to play together.
- 5. One ball matches have no priority on the course.
- 6. Golf trolleys and high heel shoes must be kept off tees and greens.
- 7. All divots and pitch marks must be replaced and repaired.
- 8. No practising on the course is permitted, unless accompanied by the professional.
- 9. All patrons using the course must keep their tickets for inspection.
- 10. Please try and keep the course clean and tidy by using litter bins provided.

**THANK YOU!**  
**LOCAL RULES**

- 1. Area marked with G.U.R. - You may lift and drop without penalty.
- OUT OF BOUNDS**
- 1. Over the fence alongside the road, at the 2nd, 3rd and 4th holes.
  - 2. Over the fence surrounding the Caravan Site on the 7th and 8th holes.

- LATERAL WATER HAZARD**
- 1. Should your ball lie in the stream, you may drop your ball not nearer the hole and incur one shot penalty.

Player .....  
Date .....  
Competition .....  
Handicap .....

| Marker's Score | Hole No. | Metres | Par | Gross Score | Stroke Index | Nett Score | W H Pts. | 0 | Marker's Score     | Hole No. | Metres | Par | Gross Score | Stroke Index | Nett Score | W H Pts. | 0 |
|----------------|----------|--------|-----|-------------|--------------|------------|----------|---|--------------------|----------|--------|-----|-------------|--------------|------------|----------|---|
| 6              | 1        | 120    | 3   | 5           | 11           | 6          |          |   |                    | 10       | 120    | 3   |             | 12           |            |          |   |
| 5              | 2        | 130    | 3   | 3           | 9            | 6          |          |   |                    | 11       | 130    | 3   |             | 10           |            |          |   |
| 6              | 3        | 160    | 3   | 6           | 3            | 6          |          |   |                    | 12       | 160    | 3   |             | 4            |            |          |   |
| 5              | 4        | 149    | 3   | 4           | 5            | 5          |          |   |                    | 13       | 149    | 3   |             | 6            |            |          |   |
| 4              | 5        | 120    | 3   | 4           | 13           | 6          |          |   |                    | 14       | 120    | 3   |             | 14           |            |          |   |
| 4              | 6        | 118    | 3   | 5           | 15           | 6          |          |   |                    | 15       | 118    | 3   |             | 16           |            |          |   |
| 4              | 7        | 95     | 3   | 5           | 17           | 6          |          |   |                    | 16       | 95     | 3   |             | 18           |            |          |   |
| 6              | 8        | 140    | 3   | 5           | 7            | 5          |          |   |                    | 17       | 140    | 3   |             | 8            |            |          |   |
| 4              | 9        | 180    | 3   | 2           | 1            | 6          |          |   |                    | 18       | 180    | 3   |             | 2            |            |          |   |
|                |          | 1212   | 27  |             |              |            |          |   |                    | 2424     | 27     |     |             |              |            |          |   |
|                |          |        |     | Total       |              |            |          |   | Player's Signature |          |        |     | Total       |              |            |          |   |
|                |          |        |     | Handicap    |              |            |          |   |                    |          |        |     | Handicap    |              |            |          |   |
|                |          |        |     | Nett Score  |              |            |          |   | Marker's Signature |          |        |     | Nett Score  |              |            |          |   |

★ AVOID SLOW PLAY ★ REPLACE DIVOTS ★ REPAIR BALL-MARKS ★



Antrim Coast



Antrim Coast





*Antrim Coast*



*Antrim Coast*



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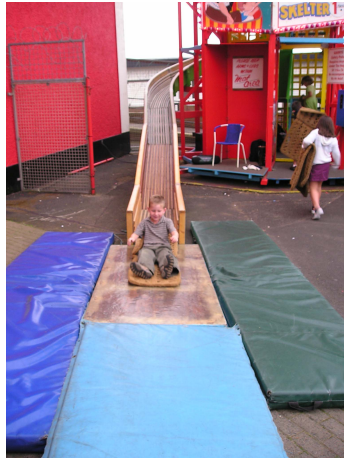


*Antrim Coast*





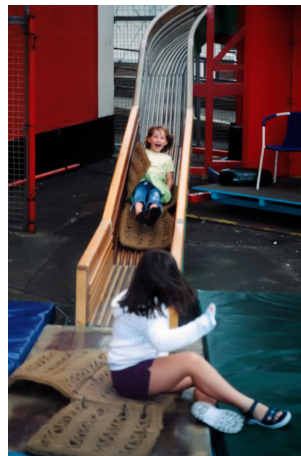
*Antrim Coast*



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Antrim Coast



Antrim Coast



Antrim Coast



Antrim Coast





*Antrim Coast*



*Antrim Coast*



*Sadie's birthday, Carrickfergus*





*Sadie's birthday, Carrickfergus*



*Sadie's birthday, Carrickfergus*



*Sadie's birthday, Carrickfergus*



*Sadie's birthday, Carrickfergus*





*Sadie's birthday, Carrickfergus*



*Sadie's birthday, Carrickfergus*



*Sadie's birthday, Carrickfergus*





*Sadie's birthday, Carrickfergus*



*Sadie's birthday, Carrickfergus, and at Castlerock*



*At Castlerock*



*At Castlerock*





*At Castlerock*



*At Castlerock*



*At Castlerock*





*Coleraine restaurant*



*Coleraine restaurant*

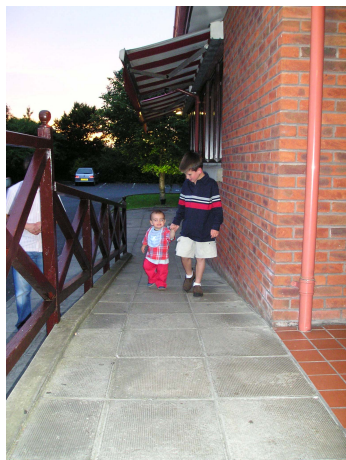


*Coleraine restaurant*



*Coleraine restaurant*





*Coleraine restaurant*



*Coleraine restaurant*



*Castlerock*





Castlerock



Dungannon

*places of interest in Omagh* District

2002 The Ulster American Folk Park Map & Guide

Welcome to the ULSTER AMERICAN FOLK PARK

an open air museum which tells the story of emigration from Ulster to North America in the eighteenth and nineteenth centuries.

The Old World and New World layout illustrates the various aspects of emigrant life on both sides of the Atlantic.

This map will help you find your way around the museum site and ensure that you have an enjoyable visit. Simply follow the numbered sequence on the map and the directional signs in the grounds.

MAGNI National Museums & Galleries of Northern Ireland

2 Melton Road, Castletown, Omagh, Co. Tyrone, N. Ireland, BT18 5D

www.folkpark.com

15. Schoolhouse - Castletown National School, built in 1845, was moved from its original site and re-erected.

16. Mountjoy Post Office - Moved to the Folk Park from nearby Mountjoy Village, where it was used as a Post Office from 1861 until the early years of the 20th century. It is complete with a Victorian letterbox.

17. Ulster Street - A recreation of 19th century shops, using restored Victorian shop fronts, which were brought in from local towns and villages. The shops include Hill's Chemist and Blair's Printers, originally from Strabane and Rell's Spilt Grocers, from Newtownbutler. The street also includes a Saddlers shop and Ropeworks.

18. Ship and Dockside Gallery - Here you board the Brig Union, an exact replica of an early 19th century sailing ship. The Dockside buildings are original. The Merchant's office is from Great George's Street in Belfast, while an 18th century house from Bridge Street in Derry represents the type of boarding house available prior to setting sail for the New World. Exit 'tween decks' and pass through the Arrivals Area.

19. The American Street - Based on a 19th century American streetscape representative of ports such as Baltimore and Boston. It features a General Store, Trasmith's Exhibition, a replica of the First Mellon Bank and a Wheelwright's Shop.

20. Samuel Fulton Stone House - This stone building from Lancaster County, Pennsylvania was the home of Samuel Fulton. Samuel emigrated from Donegal and settled in Lancaster County in 1724.

21. The Log Cabin - The type of cabin built or occupied by early emigrants such as the young Thomas Mellon and his family when they first arrived in America. (R)

22. The Pennsylvania Log Barn - The main outbuilding on the frontier farm, used for housing animals and storing fodder crops. (R)

23. Corn Crib - A small store house for Indian corn (maize). (R)

24. Smoke House - Used for smoking meat and fish. (R)

25. Spring House - Used for keeping dairy produce fresh. (R)

26. Pennsylvania Log Farmhouse - A replica of a six-roomed dwelling which was built by Thomas Mellon and his father, four years after arrival in Pennsylvania. (R)

27. The herb garden - Which was used to supply fresh vegetables and herbs.

28. Cunningham Springhouse - Part of the original Cunningham farmstead from Allegheny County, Pennsylvania. The cool spring water kept milk and other perishable foods from spoiling.

29. Western Pennsylvania Log House - This 19th century dwelling was originally built on the Cox family farm, Greene County, Pennsylvania by Uniah Hupp. The three room log house is a well-preserved example of American vernacular log housing.

30. The Centre for Migration Studies / Library. The Centre supports the Park's main activities by providing reference resources for the study of the history of both the United States and Ulster in the 18th and 19th centuries and the link between the two. Researchers, students and the general public are welcome.





1. Matthew T. Mellon Information Centre - with ticket desk, gift shop, toilets and other visitor facilities. Your visit begins and ends here.



2. Emigrants Exhibition - Make your way to the Exhibition Gallery through the entrance marked 'Gallery and Outdoor Museum'. 'Emigrants' - This major exhibition tells the story of over 200 years of emigration and is divided into four principal sections.  
U People and Places - Stories of individual emigrants.  
U Failure and Opportunity - The history of emigration.  
U Transport and Migration - Details of routes, ports and ships.  
U Survival and Prosperity - An insight into life in the New World.



3. Single Room Cabin - A one roomed dwelling with bed outshot. This building came from the Sperrin Mountains and dates from the late 18th century. An example of the type of dwelling occupied by many of the landless poor in the pre-famine period.



4. Forge - A typical blacksmith's forge of the 19th century where you will see demonstrations of the blacksmith's craft. (R)



5. Weaver's Cottage - The type of house in which a 19th century weaver would have lived and worked. (R)



6. Meeting House - A replica of the Presbyterian Church at Mountjoy in which Thomas Mellon worshipped as a boy. Press the button on the pulpit for taped commentary on the building. (R)



7. Vestry - The vestry was the minister's study. (R)  
N.B. Please take care crossing the public road.



8. Mellon Homestead - The birthplace of Judge Thomas Mellon, who, in 1818 at the age of five, emigrated with his parents to Pennsylvania. The house stands on its original site.



9. Viewpoint - Views of the River Strule and the Sperrin Mountains. Take the return path to the Folk Park.



10. Campbell House - The home of the Campbell brothers of Aghalane, Plumbbridge, who emigrated to America in the early 19th century. Robert Campbell became a fur trader in the Rocky Mountains and later a successful merchant in St. Louis, Missouri.



11. Tullyallen Mass House - Built in 1768 and extended in 1830 after Catholic Emancipation. It has been reconstructed in its original form with plain sash windows, whitewashed walls and thatched roof.



12. Tullyallen Field - Planted with traditional crops.



13. Turf Bank - Turf cutting exhibit.



14. Hughes House - The boyhood home of John Joseph Hughes, the first Roman Catholic Archbishop of New York. The building comes originally from the townland of Derravane in County Monaghan. Please see back page to continue.

**Contact Telephone Numbers:**

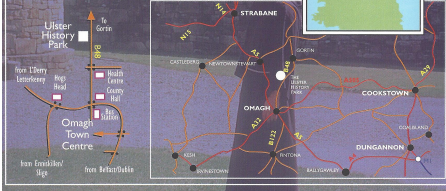
|                                           |               |
|-------------------------------------------|---------------|
| Education Services / group bookings       | 028 8225 6320 |
| Marketing and public relations            | 028 8225 6330 |
| Curatorial donations                      | 028 8225 6340 |
| Centre for Migration Studies              | 028 8225 6315 |
| Museum Restaurant / Residential Centre    | 028 8224 0918 |
| Main switchboard and recorded information | 028 8224 3252 |

**Admission Times:**  
April to September:  
Monday - Saturday 10.30am - 4.30pm, museum closes 5.00pm. Sundays and public holidays, 11.00am - 5.00pm, museum closes 6.30pm.  
October to March:  
Monday - Friday, 10.30am - 3.30pm, museum closes 5.00pm. Closed weekends and public holidays.  
All the buildings in the Folk Park are original structures except those indicated above as (R) which are replica buildings.  
Sorry guide dogs only.

**Recommended Route**  
Old World Area  
Streets and Ship Gallery  
New World Area

31. Museum Restaurant and Residential Centre. Open daily for snacks and full meals.





Map showing the location of Ulster History Park in Omagh, Co. Tyrone, and its proximity to other towns like Strabane, Cookstown, and Dungannon.

**Opening Times**

April - June & September Daily  
10:00am - 5:30pm

July & August Daily  
10:00am - 6:30pm

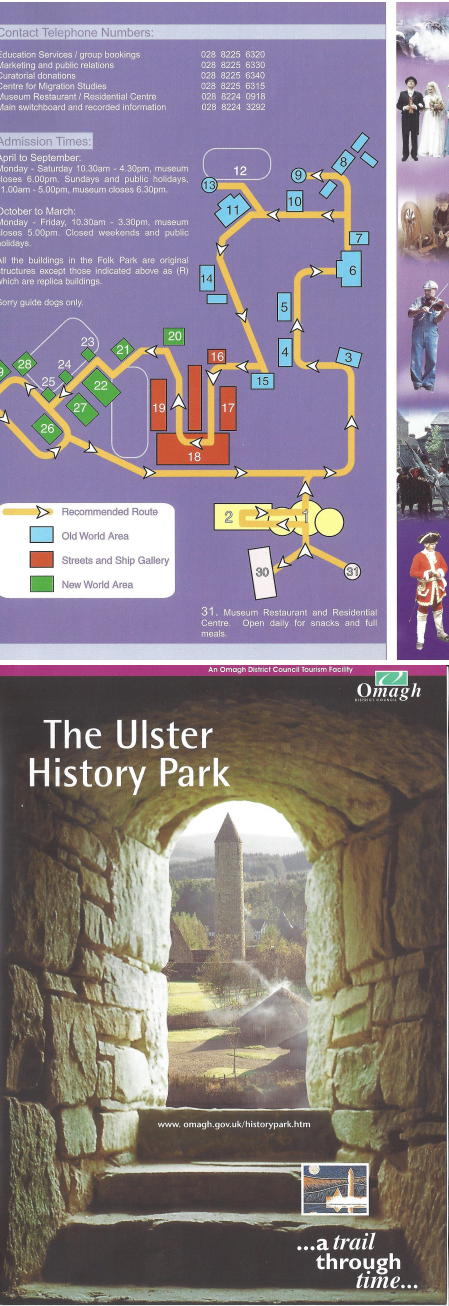
October - March Mon - Fri  
10:00am - 5:00pm

Last Admission:  
One hour before closing time

Sorry, no dogs except guide dogs

**...a trail through time...**

**THE ULSTER HISTORY PARK**  
Ulster History Park,  
Cullion, OMAGH, Co Tyrone  
Tel: 028 8164 8188 email: [uhp@omagh.gov.uk](mailto:uhp@omagh.gov.uk)  
[www.omagh.gov.uk/historypark.htm](http://www.omagh.gov.uk/historypark.htm)



An Omagh District Council Tourism Facility

**The Ulster History Park**

[www.omagh.gov.uk/historypark.htm](http://www.omagh.gov.uk/historypark.htm)

**...a trail through time...**



# THE ULSTER HISTORY PARK

## Crannóg

*Artificial, defended island settlement constructed in the early medieval period. Crannógs are high-status, aristocratic sites. They were occupied until the end of the sixteenth century. They are mainly found in the drumlin belt stretching from north Connacht through south Ulster into north Leinster.*

## Fulacht Fiadh

*Literally, 'cooking place of the deer'. These cooking places date to the Bronze Age but they also feature in the heroic literature of medieval Ireland. They are found throughout the country.*

## Field

*Enclosed fields were a feature of early medieval Ireland. Different types of field fences are described in the seventh-century *Law of Neighbourhood* called *Bretha Comaithchesa* in Irish.*

## Rath

*Protective, enclosed settlement of the early medieval period. Rathes were the farmsteads of the prosperous farmers and aristocracy. Some contain souterrains, underground passages or chambers used for refuge and/or storage. Rathes are the most numerous monument type in Ireland and are found throughout the country.*

## Stone Circle

*A ritual enclosure of the Bronze Age. Stone Circles occur in two main concentrations – in mid-Ulster and in south-west Munster. Some have small burial cairns in the centre. They vary considerably in size.*

## Standing Stone

*Can be a grave marker or boundary marker from almost any period. Single standing stones are found throughout Ireland, while alignments of stones are found in the south-west in particular.*

## Wedge Tomb

*A type of megalithic tomb dating to the late 3<sup>rd</sup> – early 2<sup>nd</sup> millennium BC. Built at the end of the Stone Age / beginning of the Bronze Age. They are so called because of their wedge-like shape. They are found mainly in the western half of Ireland.*

## Early Monastery

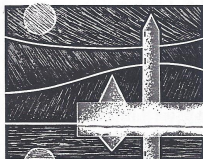
*Distinctively Irish church settlement of the early medieval period. Most early church settlements were timber-built with earthen-bank enclosures. By the tenth and eleventh centuries more were being built in stone. They are found throughout Ireland.*











## THE ULSTER HISTORY PARK

### ABOUT THE PARK

#### WELCOME

Welcome to the Ulster History Park. The Park traces the history of settlement in Ireland from the time of the first people to arrive here, nearly 10,000 years ago, through to the seventeenth century A.D. In the Park you can see full-scale models of the houses and other monuments that people built at different times through the 10,000 years. Huts, houses, megalithic tombs, a stone circle, an artificial island settlement, a round tower, a corn mill - these are some of the reconstructions you can see - and enter - in the History Park.

The Park is laid out clockwise, so you can start at the beginning and trace your way forward in time. Or, you can go backward in time, starting at the Plantation settlement and peeling back the layers like the skins of an onion. The choice is yours.

Whichever way you go around the Park, we hope you enjoy your visit. If you have any queries, the staff will be only too pleased to help you.

#### MESOLITHIC CAMP



(Mesolithic = middle stone age c. 8000 B.C. - 4000 B.C.)

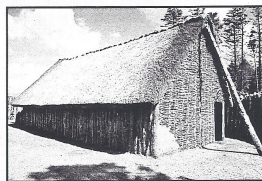
The first human settlers arrived in Ireland some ten thousand years ago, around 8000 B.C. They probably came across the North Channel from northern Britain. These first inhabitants of Ireland were hunters and gatherers: they lived by

hunting, fishing and gathering wild fruits, seeds and nuts. Wild pigs seem to have been the largest animals that they hunted in the earliest stages of settlement; later, they hunted red deer, possibly using dogs to assist them. They took salmon, trout and eels from the rivers and sea-bass and flounder from the estuaries. They also ate pigeon, duck and grouse, as well as hazel nuts, water-lily seeds and wild apples.

The first settlers in Ireland lived along the coasts and in the river valleys. They lived a fairly transient existence, moving about from place to place according as food supplies became scarce here and plentiful there. Because they were not settled in one place, their dwellings were fairly flimsy - simple huts covered with animal skins or, possibly, tree bark. The huts in the Ulster History Park are based on evidence excavated at Mount Sandal, near Coleraine, County Londonderry.

This hunter-gatherer way of life lasted in Ireland for about 4,000 years.

#### NEOLITHIC HOUSES



(Neolithic = new, or late, stone age c. 4600 B.C. - 2300 B.C.)

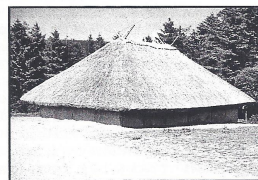
Three things in particular distinguish the Neolithic period from the Mesolithic age which went before: farming, the use of pottery, and a settled way of life.

The earliest evidence for farming anywhere in the British Isles comes from County Tyrone, around 4600 B.C. Ireland was thickly wooded and the first farmers had to clear the forests to create fields in which to graze cattle and sheep, and in which to cultivate wheat and barley. These early farmers also

continued to hunt, fish and gather hazel nuts, fruits and berries.

People who tilled the land and reared animals needed to settle in one place, and the first farmers in the land built themselves sturdy houses. The earliest houses had walls made of split oak logs set upright in the ground and roofs of thatch. They were square or rectangular in shape. A number of houses of this type have been excavated in different parts of Ireland - in County Tyrone, County Mayo, County Antrim and County Limerick, all dating to the fourth millennium (4000 - 3000) B.C. The rectangular house in the History Park is based on that excavated at Ballyglass, County Mayo while the other, square, house is based on one from Tankardstown, County Limerick.

Later in the Neolithic period, between 3000 and 2300 B.C., a different technique of house building was used. While the roof continued to be thatched, the wall structure was different. The walls were not as solid as the oak-plank walls of the earlier Neolithic, but they did insulate the house better, for they were cavity walls. These walls consisted of a double row of wattle - hazel rods woven tightly together - with the space between filled with bracken or straw to provide insulation. The History Park model is based on such a house excavated at Lough Gur, County Limerick.



The pottery of the Neolithic period was fairly simple, often coarse. Unlike modern pottery, it was not wheel-thrown and was unglazed. Irish neolithic pottery is similar to that of western Europe at the time and there is little doubt that the technique of pottery-making was imported from Europe.



## THE ULSTER HISTORY PARK

## MEGALITHIC TOMBS

During the Neolithic period farming communities in Ireland built large stone tombs for their dead. These tombs are called *megalithic* tombs; the term *megalithic* derives from the Greek *mega*, "large", and *lithos*, "stone". Although not the only places in which people disposed of their dead in these centuries, the megalithic tombs are the most prominent burial places in the landscape. There are more than 1,450 of these tombs scattered throughout Ireland, divided by archaeologists into four main types based on their shapes. These are *court tombs*, *portal tombs*, *passage tombs* and *wedge tombs*. Originally, megalithic tombs were covered with mounds of stone called cairns, although in many instances nowadays these cairns have disappeared, leaving the main structure of the tombs exposed.

## COURT TOMB

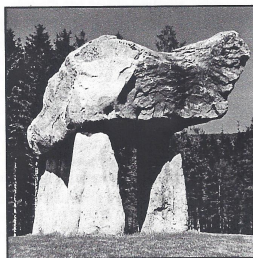


The court tomb is a type of megalithic tomb found mainly in the northern half of Ireland. There are nearly four hundred in all, many of them in County Tyrone. The court tomb is so called because of the forecourt at the entrance to the tomb which is usually at the eastern end. The tomb has a corbelled roof and two or more burial chambers. For the most part, the forecourts are semi-circular to horseshoe-shaped or oval in plan, although a few, such as the tomb at Creevykeel, County Sligo, have almost fully enclosed forecourts. A small number of sites are called dual-court tombs because they have courts and chambers set back to back, like the tomb at Audleystown, County Down. Court tombs may have served as burial places for the communities of the areas in which they were situated, and they may have been used for considerable periods of time. In general, these communities seem to have cremated their dead before placing the ashes in the tombs. Elaborate

ceremonies, including funeral feasts, may have been part of the burial rites.

In general, court tombs date to the early-to-mid fourth millennium B.C. (c. 4000 - 3500 B.C.)

## PORTAL TOMB



The portal tomb is often better known by the name *portal dolmen* or, more simply, *dolmen*. The portal tomb in the Ulster History Park is located on a rise between the main gate and the entrance to the reception building.

The tripod portal dolmen is, for many people, the classic image of a megalithic tomb and that at Legananny, County Down, is probably the best known in Northern Ireland; in the Republic of Ireland, the best known is, undoubtedly, Poulmabrone in County Clare.

Surprisingly, perhaps, the portal tomb is the least numerous type of megalithic tomb in Ireland - only 175 are known. They are mainly distributed across the northern part of Ireland although there are some 35 in the south-east of the country and a few in County Clare and south County Galway.

The portal tomb consists of a single, smallish chamber, usually narrowing towards the rear, having an entry at the eastern end between two large portal stones set inside the line of the side-stones. It is covered by a single huge capstone that often rests on the portal stones and the backstone and slopes down towards the back of the chamber. In many instances the sidestones have disappeared, leaving only the portal stones, backstone and capstone - the tripod dolmen with which we are familiar.

Both cremated and inhumed remains have been found in the small number of portal tombs that have been excavated, although there is no clear indication of which was

the preferred rite of deposition. The portal tombs may date to the early - to mid-fourth millennium B.C. (c. 4000 - 3500 B.C.)

## WEDGE TOMB



Wedge tombs are the most numerous type of megalithic tomb found in Ireland; there are about 470 in all, many of them in County Tyrone. For the most part, the tombs open to the west. At the front end of the tomb is a small portico or ante-chamber, behind which is the main chamber of the tomb. Wedge tombs are wider and higher at the western end, and narrower and lower at the eastern end: they are wedge-shaped, hence their name. The sides of the main burial chamber consist of a line of *orthostats* (large flat stones set upright or on edge) outside which again is usually a second line of upright stones. Large capstones resting on the orthostats form the roof of the tomb. Sometimes, the capstones were decorated with what we now call "cupmarks", hollow depressions carved in the stone and averaging five centimetres in diameter.

Although the excavated evidence for burial practice is slight, it seems that cremation was the preferred rite. It is difficult to date these tombs precisely. They appear to belong to the third millennium B.C. although they may have continued in use into the second millennium - into the Bronze Age.

## STONE CIRCLE

There are two great concentrations of stone circles in Ireland: one in mid-Ulster, especially in County Tyrone, and the other in Counties Cork and Kerry in the south-west of the country. They may have begun to be erected in the Neolithic period but they are generally regarded as being monuments of the Bronze Age - between c. 2500 B.C. and c. 600 B.C. The stone circles in Ulster differ from those in Munster: the northern circles are



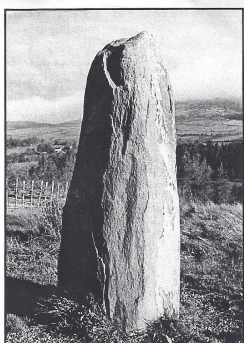
## THE ULSTER HISTORY PARK



composed of many, smaller, stones, while those in the south-west have fewer, but larger, stones. The northern stone circles often occur in groups and several also have straight rows of stones projecting from them. Many of the circles have burials within them. The most impressive group of stone circles is that at Beaghmore, County Tyrone, where there is a complex of straight rows, small burial cairns and seven stone circles.

Although a number of sites have been excavated, we still do not really know what stone circles were "for". It seems likely, however, that they played some role in the spiritual life of their builders, although what that role may have been, we cannot say.

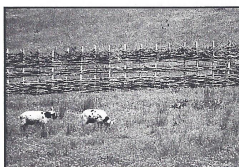
## STANDING STONE



Single standing stones occur throughout Ireland and have been erected in every age, from the Neolithic period down to the present. They are enigmatic monuments and individual standing stones are often impossible to date. They seem to have had a number of functions. Some mark prehistoric burial places. Others may have been erected as boundary markers. Many, especially the more recent stones, were put up as scratching

posts for cattle. We cannot tell, simply by looking at a standing stone, what it was erected for, and excavation often provides no explanation. Some standing stones may have been erected for reasons we can only guess at.

## FIELD



In the Early Christian Period, between c. A.D. 450 and 1150, fields were enclosed by four different types of fence: a stone wall, a ditch, an oak fence and a post and wattle fence. A law text of the mid-seventh century describes how the post and wattle fence should be made. It should be 12 fists high, i.e., 6 feet or 1.80 metres (1 fist = 6 inches = 15 cm.). It has three courses of wickerwork, one at the bottom, one in the middle and one on top. The posts are pushed into the ground and tapped down with three blows of a mallet; they are smooth on top. The posts extend 3 fists (45cm.) above the wickerwork and the fence has a crest of blackthorn on it. The law says that the fence should be effective against both small and full-grown animals. The field fence in the History Park was constructed from this description.

## RATH



The rath was the homestead of the prosperous farmer in the Early Christian Period. Typically, it was a circular area about 30 metres in diameter surrounded by an earthen bank and ditch with a palisade fence on top of the bank. Some raths had two banks and ditches and a few had three. Within the enclosure were the

house and other buildings. While house types vary, most were made of wood and were usually of post and wattle construction. The houses in the History Park rath are based on houses excavated near Glenarm in County Antrim and consist of two circular rooms joined together. The walls of the houses consist of a double row of wattle spaced about 20 cm. apart with the cavity filled with straw and bracken for insulation. The roof was thatched with straw.

Also in the rath is a *souterrain*, an underground passage with chambers off to the left and right. Not all raths had souterrains. Some souterrains were tunnelled into the clay and had very narrow creepways between chambers. The entrance to the souterrain was usually very carefully concealed. It is uncertain what the souterrain was used for: because it was hidden, it may have been used by the farmer and his family as a refuge in troubled times; alternatively, it may have been used for storage.

## FULACHT FIADH



The Irish term *fulacht fiadh* means "cooking pit of the deer". These sites are found throughout Ireland but are most numerous in the south-west. The Fulacht Fiadh was used as follows. The pit, its sides lined with stone slabs or timber planking, was filled with water. A large fire was lit off to one side and small stone boulders were heated in it. When these were hot they were transferred to the pit of water. In this way, the water could be brought to the boil in thirty or forty minutes. By occasionally adding more hot stones from the fire, the water could be kept simmering for hours and a joint of meat, wrapped in a straw rope, could be boiled in it.

The fulacht fiadh gets its name from medieval Irish literature where it features in tales of hunting. However, the sites themselves have been dated to the Bronze Age, nearly 2,000 years before they feature in the medieval tales.



## THE ULSTER HISTORY PARK

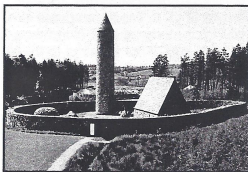
## CRANNOG



A crannog is an artificial island usually built in a lake. People have used small islands in lakes as places from which to fish or hunt wildfowl since the time of the first settlers in Ireland, and they may also have used them as places of refuge. Although some of these small islands were added to in order to create platforms, especially in the late Bronze Age, they were not true crannogs. A true crannog is an artificial, or substantially artificial, island surrounded by a palisade and containing a proper dwelling. True crannogs were built in the Early Christian Period and continued to be used, or were reused, in succeeding centuries down to the seventeenth century.

Crannogs are defensive sites, built and occupied by the nobility and aristocracy, people who had something to fear. They could be reached only by boat or across a submerged causeway. Some crannogs, such as Lagore in County Meath and Cro-linis in Lough Ennel in County Westmeath, were royal sites. In the later middle ages, some crannogs, such as Island McHugh in County Tyrone, had stone castles called tower houses built on them.

## EARLY MONASTERY

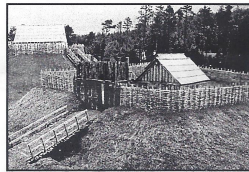


After Christianity came to Ireland in the fourth or fifth centuries, the church in Ireland developed along different lines to the way it developed elsewhere in Europe. The early Irish monastery contained one or more very small churches and

individual cells for the monks. Other buildings included a kitchen, refectory, scriptorium, guest house and agricultural buildings. For the most part, all the buildings, including the churches, were constructed of timber. In general, it was only in areas where timber was not available, particularly along the western seaboard, that stone was used. Elsewhere, stone churches were very rare before the eleventh and twelfth centuries. The buildings of the monastery were usually enclosed by a circular or sub-circular earthen bank and ditch.

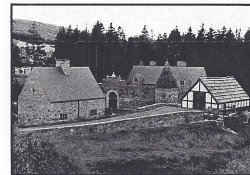
Round towers do not occur before the middle of the tenth century and they continue to be built into the twelfth century. The round tower was primarily a bell tower - it is always called a bell tower in Irish - but it was also used for the storage of valuables and as a place of refuge in time of need.

## MOTTE AND BAILEY



The motte and bailey is a type of castle common throughout north-western Europe. It was brought to Ireland by the Normans in the later twelfth century. The motte is the high circular mound. The bailey is the earthen-banked enclosure at the base of the motte. Not all mottes have a bailey at the base. Both mottes and bailey were usually surrounded by a deep ditch called a moat. In Ireland, most of these moats were dry; in Britain and on the continent, many moats were filled with water. The buildings on the motte and in the bailey were usually made of timber. The Irish motte and bailey castles are generally smaller than those elsewhere. There are some 350 mottes in Ireland, most of them in areas conquered by the Normans. They were strategically located to defend the newly conquered territories and were erected during the period of expansion of the colony. New motte and bailey castles ceased to be built after the year 1230 although they may have continued in use for some further decades.

## PLANTATION SETTLEMENT



After the Gaelic Irish of Ulster were conquered at the beginning of the seventeenth century, large tracts of land were confiscated by the crown and granted to new settlers from Scotland and England. These Planters built themselves new settlements and established new towns in Ulster. Many of the new settlements consisted of several stone and timber-framed houses built close to a large, strongly defended main house called a bawn. The bawn consists of a manor house facing onto a courtyard that is enclosed by thick high walls. For added defence there are no windows in the exposed walls of the house. Flanking towers on the corners have very narrow slits called loops through which pistols and muskets can be fired. There are also loops in the bawn wall. In the event of attack, settlers in the surrounding area would seek protection in the bawn.

At the corn mill, the settlers had their grain ground into flour. The mill was water-powered. Water, released from the mill-pond, turned the mill-wheel which, through a simple gearing mechanism, rotated the grinding stones.

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[Back to table of contents](#)

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*Last updated 7/30/99.*  
*Christopher E. Brennan*