

Baltimore has a history that can be traced back to prehistoric times. Pirates, smugglers and sea battles all had a share in the story. In 1631 much of the population was carried off by pirates never to be seen again in a event know as the Sack of Baltimore. The village recovered fully and today the labyrinth of creeks and islands once the haunt of pirates is now a playground for seafarers of a more peaceful kind. The community has waymarked a number of trails around Baltimore to help you explore this area.

Walks



Coney Walk (Green arrows) is 2.8 km on road and track. The track section is uneven. Not suitable for buggies.



Beacon Walk (Blue arrows)
Is 3.2 km on road The beacon
is not part of this walk. Care is
required if walkers leave the road
and access the land around the
beacon.



Hill Loop Walk (Orange arrows) is 2.1 km on track and road.

All Walks are suitable for most levels of fitness.

Key

- 1 Baltimore Village
- 2 The Hill
- 3 The Cove
- 4 Coney Island
- 5 Eastern Hole
- 6 The Beacon

- 7 Ba
 - Baltimore Harbour
- 8 Whale Rock
- 9 Trafraska
- 10 Harbour Mouth
- 11 Sherkin Island
- 12 Horseshoe Harbour

- 13 The Sound
- 16 Bull Point
- 14 Spanish Island
- 17 Church Strand Bay
- 15 Reengaroga Island
- 18 Skibbereen Road



Wallis Rock



Lousy Rocks



Ferry Port



Path Blocked



Start / You are here



Finish

Spot Hight (metres)



Lifeboat Station



Dun na Sead Castle



Tullagh Church



Sherkin Lighthouse



Rocket house



Rocket house



Dun na Long Castle



Sherkin Abbey

Part of this trail crosses private property. Persons entering such private property do so by permission with the consent of the landowner and no right of access or right of way is created as a consequence. No amount of expenditure by the partners to this agreement or by private individuals on the route being used will alter this position. Nothing in this notice shall impact or address any pre-existing public rights of way.

- 1. Plan ahead and prepare
- 2. Be considerate of others
- 3. Respect farm animals and wildlife
- 4. Leave what you find
- 5. Dispose of waste properly

Take only memories, leave only footprints











