



## **FREE Ireland Trip Planner**

**Car-optional. Heritage-led. Built for independent European travellers.**

Quick win: choose one storyline, stack your Day Cards, then build a 7, 10 or 14-day route in under 20 minutes.

How to use: Fill Module A (10 minutes). Build Module B. Module C makes it booking-ready.

## 1) Route Matcher - pick your storyline

Tick one. This keeps your trip focused and unrushed.

	<b>Storyline</b>	<b>Best for</b>
<input type="checkbox"/>	Dublin Culture Days	Walkable culture + coastal air on the edge of the city (no car needed).
<input type="checkbox"/>	Ireland's Ancient East	Myth, monastic sites, castles, craft and food trails (car or rail + local tours).
<input type="checkbox"/>	Wild Atlantic (choose ONE segment)	Big nature + small communities (best with car, add coach day trips).
<input type="checkbox"/>	Ireland's Hidden Heartlands	Quiet waterways, slow villages, space to breathe (car optional).

## 2) Your non-negotiables

Tick what MUST be true for this trip to feel like you.

	<b>Non-negotiable</b>
<input type="checkbox"/>	Heritage & stories (castles, monastic sites, museums)
<input type="checkbox"/>	Food & craft (local producers, markets, workshops)
<input type="checkbox"/>	Nature (coast, lakes, forest walks)
<input type="checkbox"/>	Slow mornings / late starts
<input type="checkbox"/>	No long driving days (arrive before dinner)
<input type="checkbox"/>	Car optional (rail / bus / coach day trips)
<input type="checkbox"/>	One special evening (music, tasting, memorable dinner)

### Pacing rules:

- 1-2 anchor moments per day (everything else is optional).
- Keep driving days light - arrive before dinner when possible.
- Mix transport: rail/public transport for cities; car for rural; coach for single-day hops.
- Leave one unplanned half-day every 3 days - that's where Ireland happens.

## 7-day itinerary builder

Choose one overnight base per cluster. Add 1-2 anchors per day.

### 7-day grid

Day	Overnight base	AM anchor	PM anchor	Evening	Transport
1					
2					
3					
4					
5					
6					
7					

## 10-day itinerary builder

Add 2 slower days to avoid rushing and to protect your evenings.

### 10-day grid

Day	Overnight base	AM anchor	PM anchor	Evening	Transport
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

## 14-day itinerary builder

Two 7-day halves. Keep the middle day lighter (laundry, reset, slow evening).

### Days 1-7

### Days 8-14

Day	Overnight base	AM anchor	PM an	Day	Overnight base	AM anchor	PM anchor
1				1			
2				2			
3				3			
4				4			
5				5			
6				6			
7				7			

## Day Card templates (10 blanks)

Use one card per day. If you're car-optional, write the mode beside each anchor.

Day title	
Overnight	
AM	
PM	
Evening	
Transport	
Notes	

Day title	
Overnight	
AM	
PM	
Evening	
Transport	
Notes	

Day title	
Overnight	
AM	
PM	
Evening	
Transport	
Notes	

Day title	
Overnight	
AM	
PM	
Evening	
Transport	
Notes	

Day title	
Overnight	
AM	
PM	
Evening	
Transport	
Notes	

## Day Card templates (10 blanks) - continued

Day title	
Overnight	
AM	
PM	
Evening	
Transport	
Notes	

Day title	
Overnight	
AM	
PM	
Evening	
Transport	
Notes	

Day title	
Overnight	
AM	
PM	
Evening	
Transport	
Notes	

Day title	
Overnight	
AM	
PM	
Evening	
Transport	
Notes	

Day title	
Overnight	
AM	
PM	
Evening	
Transport	
Notes	

## Booking timeline (what to do first)

<b>&lt;b&gt;When&lt;/b&gt;</b>	<b>&lt;b&gt;Book/confirm&lt;/b&gt;</b>
8-12 weeks out	Key accommodation bases (especially weekends), rail passes (if using), one must-do experience.
6-8 weeks out	Secondary stays, museums with timed entry, special dinner, coach day trips.
4-6 weeks out	Transfers, small group tours, craft workshops, parking/permits if needed.
2-4 weeks out	Final route check, opening hours, buffers, rainy-day alternates.
1 week out	Confirm bookings, download tickets, offline maps, share plan with your travel partner.

Pro tip: book your bases first. Then stack Day Cards around what matters. The trip should feel calm, not packed.

## Budget planner (simple + honest)

Category	Estimated	Actual	Notes
Accommodation			
Transport (car/rail/coach)			
Experiences & tours			
Food & drink			
Extras (souvenirs, tips)			
TOTAL			

Comfort level:  mid-range  premium  mix

## Transport choice (rail / bus / car mix)

Circle your default mode. Then write the mode beside each Day Card.

<b>&lt;b&gt;Trip moment&lt;/b&gt;</b>	<b>&lt;b&gt;Best mode&lt;/b&gt;</b>	<b>&lt;b&gt;Why&lt;/b&gt;</b>
City days (Dublin)	Rail / public transport	Walkable, no parking stress, easy timed entries.
Rural chapters	Car (optional)	Flexibility for short stops, viewpoints, and small towns.
One big sight day	Coach day trip	Zero driving, simple logistics, good for solo travellers.
Mixed itinerary	Rail + car	City by rail, countryside by car for 2-5 days.

### Your transport plan

<b>&lt;b&gt;Segment&lt;/b&gt;</b>	<b>&lt;b&gt;From&lt;/b&gt;</b>	<b>&lt;b&gt;To&lt;/b&gt;</b>	<b>&lt;b&gt;Mode&lt;/b&gt;</b>	<b>&lt;b&gt;Notes&lt;/b&gt;</b>

## Rain-day alternates plan

Write a simple indoor backup for each chapter. This protects your mood and your schedule.

<b>&lt;b&gt;Chapter&lt;/b&gt;</b>	<b>&lt;b&gt;Outdoor plan&lt;/b&gt;</b>	<b>&lt;b&gt;Rain-day alternate&lt;/b&gt;</b>
Dublin		
Ancient East		
Atlantic segment		
Hidden Heartlands		

## Final 'print this' trip summary

<b>&lt;b&gt;Trip dates&lt;/b&gt;</b>	
<b>&lt;b&gt;Arrival / departure&lt;/b&gt;</b>	
<b>&lt;b&gt;Storyline chosen&lt;/b&gt;</b>	
<b>&lt;b&gt;Main bases (overnights)&lt;/b&gt;</b>	
<b>&lt;b&gt;Top 6 anchors&lt;/b&gt;</b>	
<b>&lt;b&gt;Transport plan&lt;/b&gt;</b>	
<b>&lt;b&gt;Booking references&lt;/b&gt;</b>	