Thorntons recycling

The recorded archaeological sites within c. 1.5km of the proposed development are listed below; all noted in the Sites and Monuments Records for County Westmeath. The Monuments are listed in a standard format as follows:

RMP No.	NGR X	NGR Y	Townland	Classification
Description				

List of sites

WM027:048	25187	24739	Hightown or Ballyoughter	Earthwork

Completely levelled. What can be seen now is an approximately circular area with a slight general slope from SW- NR, surrounded by a narrow band of vegetation which is slightly different in colour to that in the rest of the field. This distinctive vegetation is on a very vague scarp on the NE. The original entrance way is not recognisable. The site, on top of a prominent ridge would be suitable for a rath. The enclosure was probably a rath. Extensive views in all directions. Diameter from inner edge of vegetation band – 28.6m NS and 28.7m E-W. Average width of vegetation band: c. 4.5m.

WM027:049	252710	247340	Hightown or Balloughter	Enclosure

Enclosure
Type = enclosure
Function = undefined
Shape = polygon
Material = ?

WM027:050	25191	24645	Hightown or Ballyoughter	Earthwork

Almost completely removed by sand quarrying. All that remains is a low steep uneven scarp extending in an arc from WNW- N- E and a small hillock of sand which is surrounded by low rushy land which tends to be wet and is boggy in places. Average height of scarp: c. 1.3m. The 'fosse' or trench looks modern.

WM027:065	25237	24609	Hightown or Ballyoughter	Ringfort (site of)
No further information.				

WM034:001	25144	24431	Pass of Kilbride	Holy Well
No further information.				

WM034:002	25142	24424	Pass of Kilbride	Church and Earthwork
No further information.				

WM034:003	25153	24420	Pass of Kilbride	Motte
No further information.				

WM034:004	252170	244370	Pass of Kilbride	Barrow

Primary class = barrow
Type = earthwork
Function = funerary
Shape = circle
Material = earth

WM034:005	252500	244210	Pass of Kilbride	Earthwork

Prinmary class = Earthwork
Type = earthwork
Function = military
Shape = polygon
Material = earth