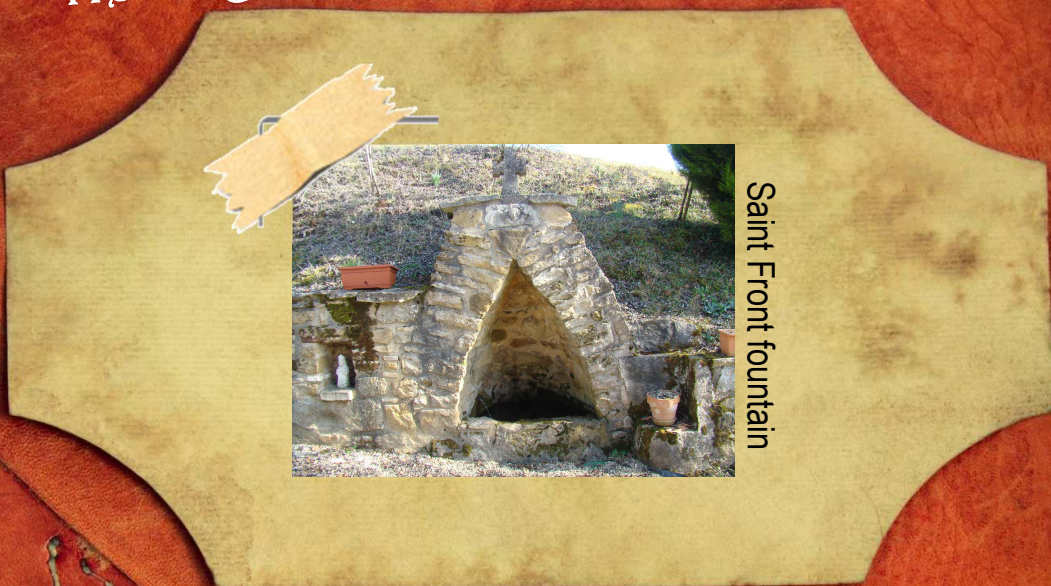


Carnet de bord de
l'Aventurier
Heritage – history



Saint Front fountain

Cognac sur l'Isle



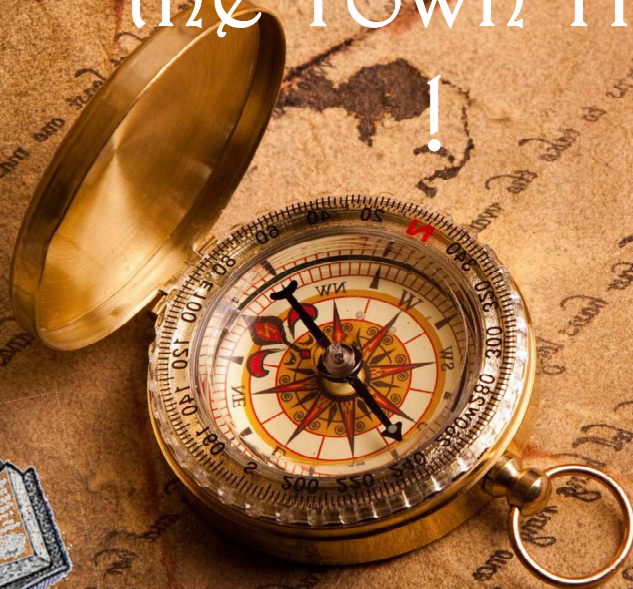
this booklet belongs to :

.....
.....



The walk begins in front of the Town Hall

!



Watch out for cars and other motor vehicles

Before we start, we present you

« *Pépito* »,

he will guide you throughout your tour. Have fun.



The circuit map is on page 15



During the course, you will find this Wells. Where is it ?

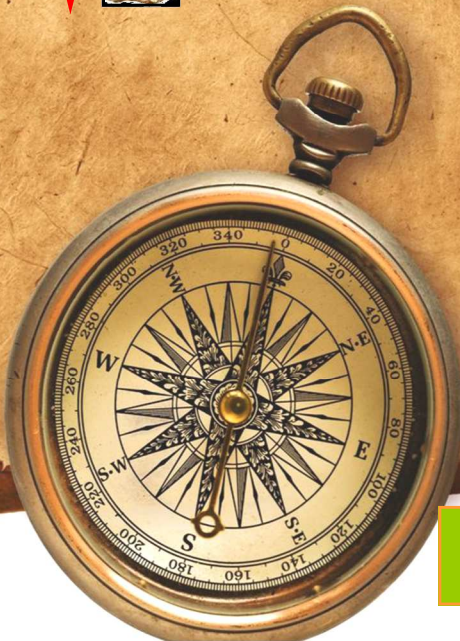
.....
.....

Welcome to Cognac sur l'Isle

This booklet is offered to you by the Tourist Information Office of the Community of Périgord-Limousin municipalities. You will find many games that will allow you to better know the town while having fun.

Discovery tour :

- 
- 
- Place de l'église
 - Rue de Salon
 - Rue du tennis
 - Rue de Salon
 - Grand Rue
 - Rue de Laxion
 - Rue Brune
 - Rue Vidalon
 - Place Carré
 - Grand Rue
 - Rue des Maisons Basses
 - Rue de l'Isle
 - Route d'Excideuil
 - Place de l'église



Cognac sur l'Isle is a village located on the north-east of the Dordogne department. It is a place where heritage, hills and rivers mix. ...

Welcome to Cognac sur l'Isle, a village rich in history. This village which is crossed by the river l'Isle, with very ancient origins. Objects dating from the Neolithic as well as traces of dinosaurs were found in the village. Richard the lionheart ravaged the village to take revenge for not having been able to take the neighboring village of Excideuil. From 1910, the paper for the playing cards Grimaud was exclusively made in a factory in Cognac

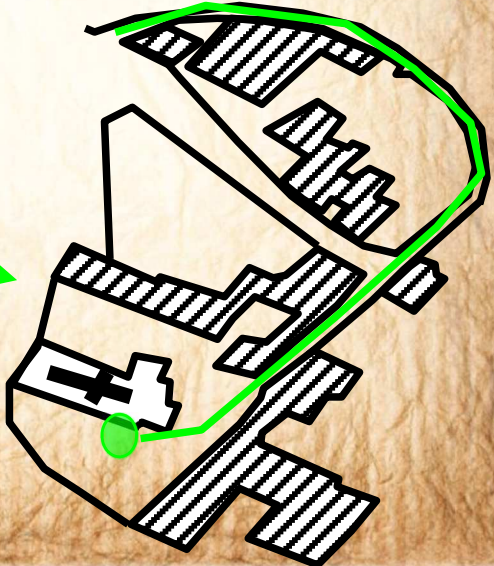
Approach the Memorial.
The soldier is wearing :



- A mustache
- A beard
- A baseball cap
- A wooly hat
- A helmet



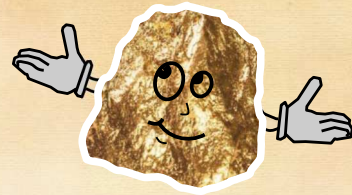
Go along the Post Office and the Party Hall and take the rue de Salon.



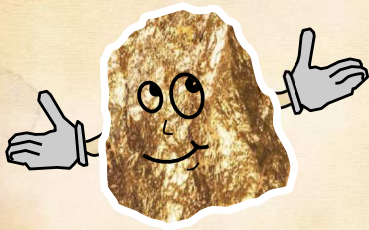
A



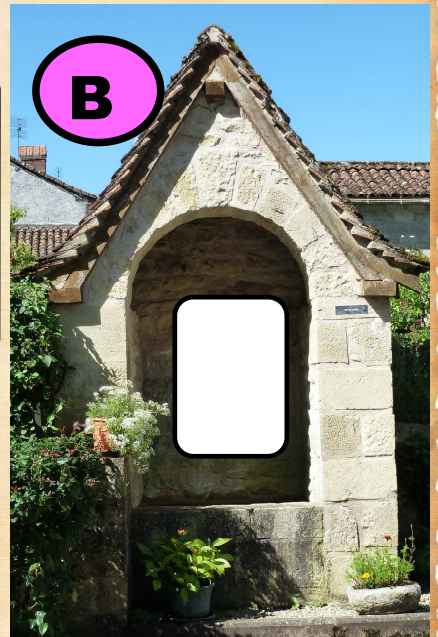
When you arrive at the house n°1, look at the window on the roof. Draw the shape and place it in the white circle.



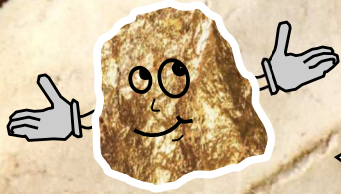
Carry on your way. At a couple of meters further you will find the St Agne fountain. How many protruding stones can you count inside?



B



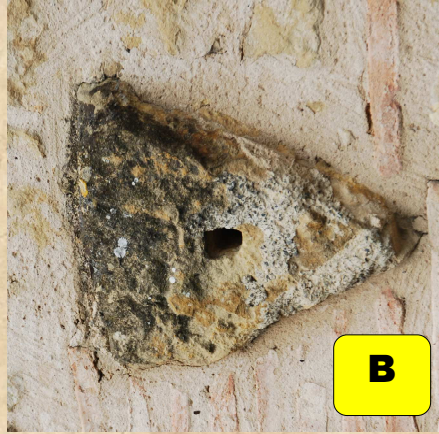
Walk to the crossroads, cross the road and take the rue de Salon.



On the wall of the first house on your right, which one of these stones can be seen?
Cross the right answer: A B C



A



B



C

Continue the rue de Salon, and turn left at the next crossroads Grand Rue



Go to the house n° 11, you will discover a beautiful door surrounding.
Draw the keystone in the space below.



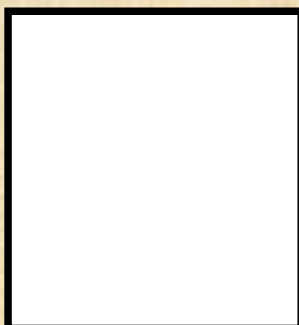
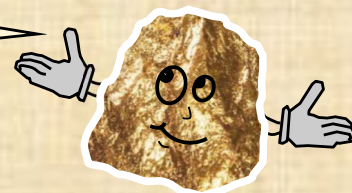
It's your turn, find the words in the grid representing the village .

C	O	E	U	R	D	E	L	I	O	N	H	U	C	CARTES GRI- MAUD
D	E	W	F	A	H	U	A	Z	B	T	P	I	A	CHÂTEAU
R	S	C	J	F	O	N	T	A	I	N	E	T	R	CŒUR DE LION
I	Y	H	L	H	A	U	X	D	R	P	L	D	T	CORGNAC
C	B	A	A	T	F	A	P	O	N	T	M	I	E	CROIX
H	N	T	X	Q	O	S	V	T	H	O	U	N	S	DINOSAURE
A	A	E	I	F	R	D	E	C	O	L	E	O	G	ECOLE
R	X	A	O	E	G	G	N	U	I	C	K	S	R	FONTAINE
D	W	U	N	C	E	A	O	Z	T	O	L	A	I	FORGES
P	M	R	O	Q	S	R	A	M	I	R	M	U	M	LAXION
P	A	P	E	T	E	R	I	E	S	G	O	R	A	PAPETERIES
D	A	R	W	E	M	A	T	H	G	N	P	E	U	PATRIMOINE
P	A	T	R	I	M	O	I	N	E	A	G	F	D	PONT
A	C	R	O	I	X	B	N	L	I	C	X	W	Z	RICHARD



Admire the beautiful stones in this road and turn left at the next crossroads Rue de Laxion.

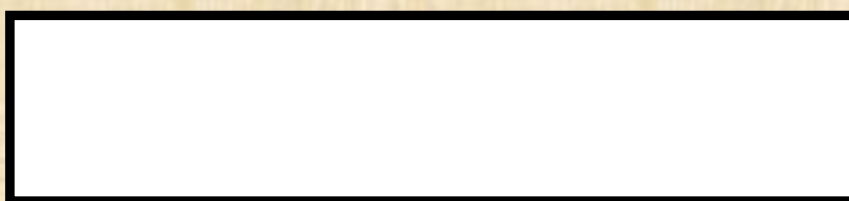
Go to the house n°6.
Put the stones in the right order
and draw the stone that is missing.



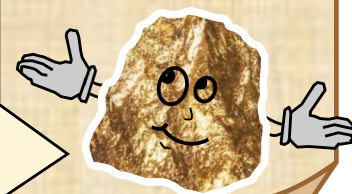
Turn right Rue de Brune.



Turn right again Rue LONDAVI
Try and put these letters in order to
find the proper name of this street.

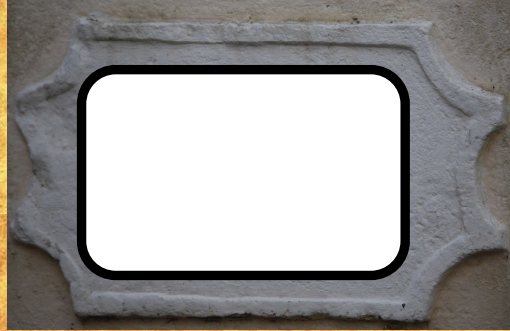


Here you can see the oldest
house in the village.
How many steps can you
count at n°3?



Turn left Grand Rue.

On your right, go towards the Place Carré.
Draw on the photo below, the symbols of the playing cards that are in relief.



Carry on your way and
turn right Rue des Maisons
Basses.



Cross the road,
and opposite, Rue
de l'Isle.

Go to the end
of the street.





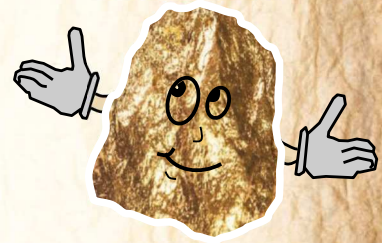
You will arrive at this building.
What is its roof like ?



What animal
is under ?

Tiled
Straw
Slates

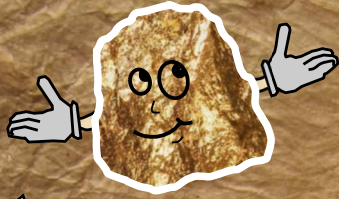
A sheep
A ladybird
A cock



Go towards the bridge.
How many arches can you
count ?



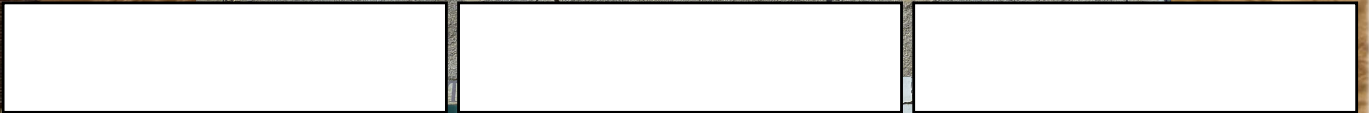
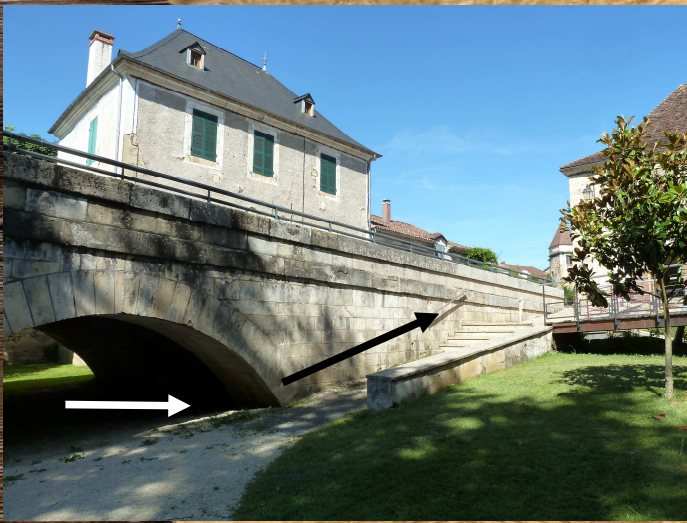
Answer :



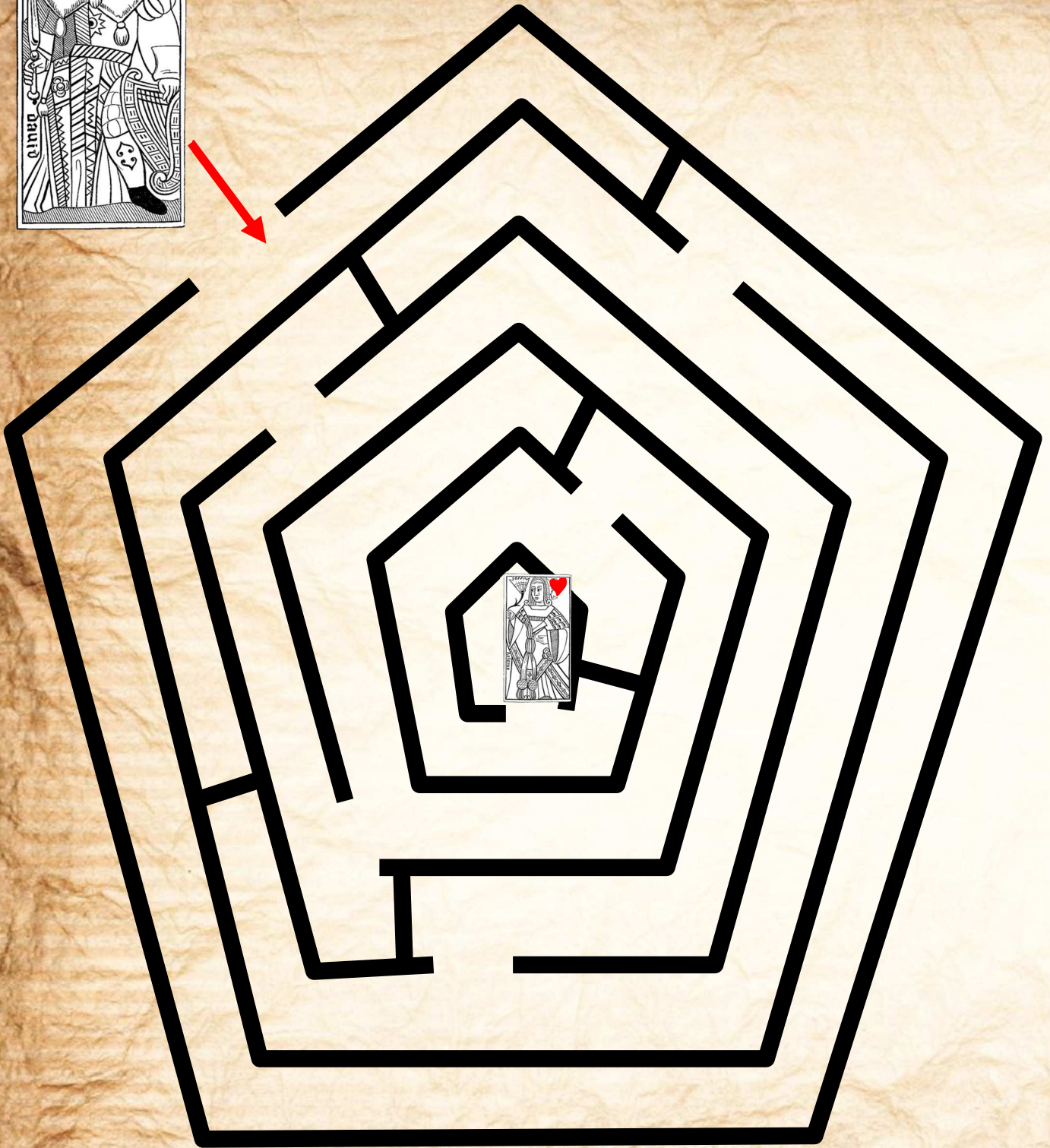
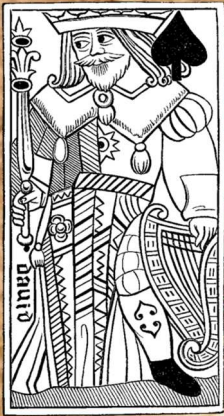
Pass under the bridge, carry on a little and take the steps.

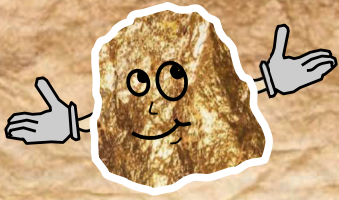


Note the inscriptions that can be seen on the house opposite you.



Find the way to lead the king to the queen.



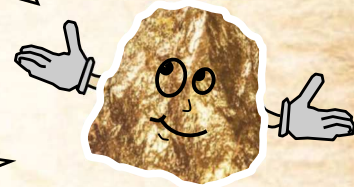


A river flows in this village, what is its name?
Little clue : find this sign and fill it in.

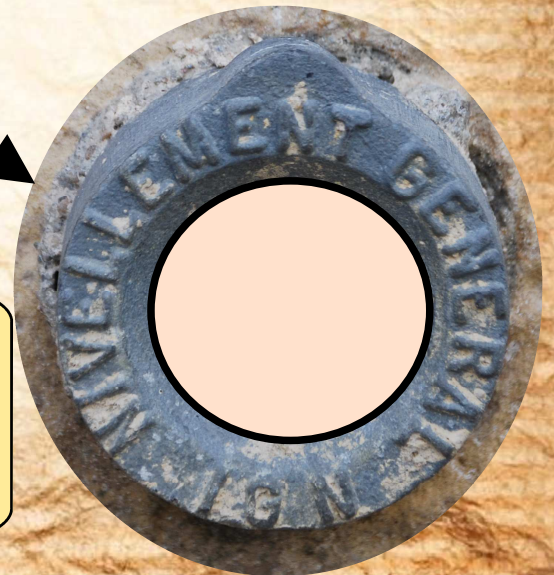


Come back to the square in front of the church by taking Route d'Excideuil, by following the stone houses (town hall).

You will find on the Town Hall wall this leveling terminal below.
Write the number that is on it.



Well done, you have finished the course.
You can finish this booklet and come back to the tourist office to check your answers.



Find the definitions by putting the right letter in the circles.



A



Bull's-eye

Opening in a wall of a building, used to pass the light. The name comes from the shape of the bull's eye.



B



Pediment

Architectural ornament which is usually made in a triangle and which is placed at the top of the main entrance of a building, above the doors.



C



Leaked

Hole in the wall so that the pigeons can nest.



D



IGN General Leveling Post.

Element where the altitude of the place is materialized and constitutes a network of altimetric landmarks scattered over the territory.



E



Genoese

Cornice composed of tiles intended to keep rainwater away from the facade and serving as decoration for the roof.

See you soon!
For new adventures
in territory!



Other booklets

- | Jumilhac le Grand
- | La coquille
- | Miallet
- | Négrondes
- | Saint Front d'Alemps
- | Saint Jory de Chalais
- | Saint Paul la roche
- | Saint Priest les Fougères
- | Thiviers

Do not throw in the street

Bureau d'Information
Touristique de Thiviers
Tél.: 05.53.55.12.50

Bureau d'Information
Touristique
de St Jean de Côte
Tél.: 05 53 62 14 15

Bureau d'Information
Touristique
de Jumilhac le Grand
Tél.: 05.53.52.55.43



Crédit photo : Dominique Guignard

