

## Walks Angus & Dundee

THE PURPOSE of this book is to bring together under one cover, as compactly as possible, a selection of the best walks in the county of Angus and Dundee. The walks include wooded riverside paths, moorland hill passes, forest walks and sandy beaches. In length, the walks range from 1/2 mile (1km) to 14 miles (22.5kms); from light strolls to strenuous hill climbs.

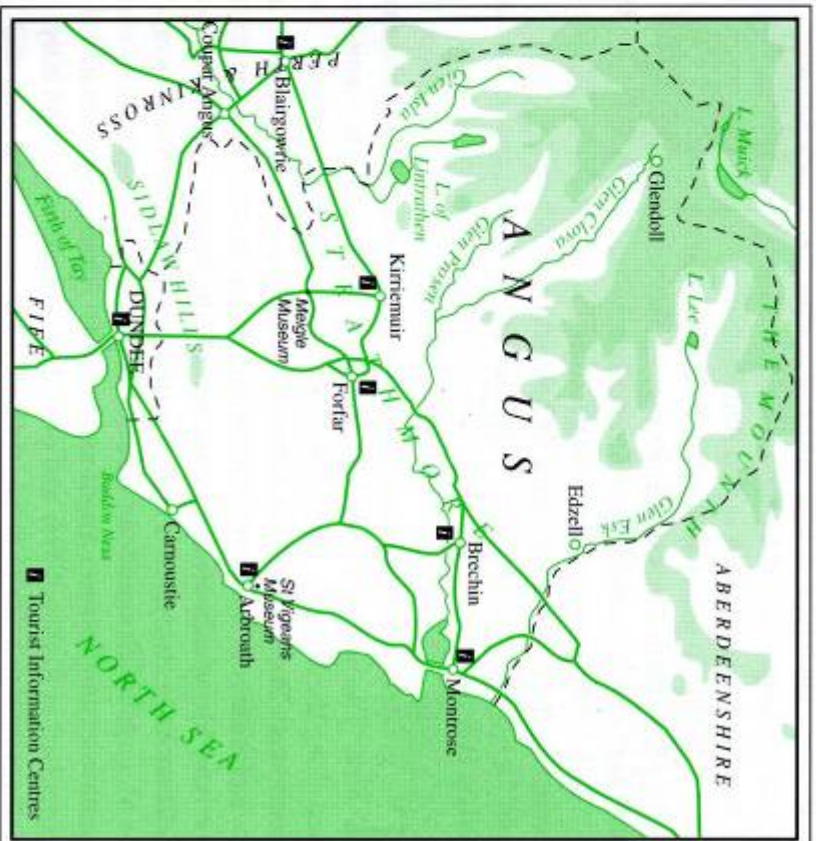
• **Maps and Grades:** The centre pages provide a general map of the area, showing the whereabouts of each route and a list of the contents. Each route is graded for difficulty: from A for the most strenuous and difficult routes to C for the simplest low-level walks. A sketch map is provided for each route, but on A-graded walks the use of the relevant Ordnance Survey map is strongly recommended – both for personal safety and to enhance the enjoyment of the walks. Sheet numbers are shown above each route map (1: 50,000 series) and grid references are provided for the starts of the routes.

• **Safety:** In addition to maps, walkers on A grade routes should take a compass (and know how to use it), a whistle, a torch, suitable footwear, warm clothing, a small supply of food and drink and a full set of waterproofs. The weather changes very quickly in the hills, and the summits are generally much colder than the surrounding glens and valleys. In addition, anyone venturing into the hills should leave a note of their intended route either on their car windscreen or with a third party.

### Key

—	metalled road	Ⓟ	parking
---	track	(267 236)	OS grid reference
•••	route	WC	toilets
▲	illustrated viewpoint	200m	contour: shaded area is above height indicated

## Introduction



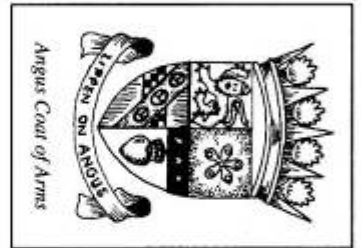
THE area covered by this book is that of the pre-1975 county of Angus: now divided into the two unitary authorities of Angus and Dundee. It is bounded to the south by the Firth of Tay and to the East by the North Sea; inland, it marches with Perth and Kinross to the west and Aberdeenshire to the north.

This is a diverse area – almost a microcosm of the country – with a long and varied coastline, wide acres of prosperous farmland and, in the north and west, high moors backed by peaks over 3000 feet. This diversity of landscape is a product of the region's geology.

The geological axis of the area runs south-west to north-east. This is the direction of the Highland Boundary Fault – the division between Highland and Lowland Scotland, which here runs a little to the north-west of a line drawn between Edzell and Blairgowrie. To the north-

west of the Fault the rocks are metamorphic, producing a landscape of high hills and heather moorland, deeply scored by long, glaciated valleys. To the south-east, the rock is Old Red Sandstone (clearly visible in the building materials of towns such as Kirriemuir), producing the flat, fertile farmland of the broad valley of Strathmore.

There is one further significant geological element in the landscape: a ridge of igneous rocks running south-east from north of Dundee as the Sidlaw Hills.



The greatest density of long walks is in the Highland section of the area. The northern boundary of Angus is formed by the watershed along the Mounth: the easternmost spur of the Grampian Mountains. The Mounth dies into the farmland west of Stonehaven, a few miles short of the North Sea, and the major lines of communication have historically tended to run through the coastal corridor.

There have always been shorter routes, however: hill tracks over the Mounth which were long used for cattle driving and general communication between Angus and Deeside. These routes are now recognised as Rights of Way and provide fine walking through hilly heather moorland (*Walks 2,3,4,10,11,12*). The routes are lineal, and travel between their termini by public transport virtually impossible, but long circuits can sometimes be formed by linking two routes (see individual walks, and also the companion guide *Walks Deeside*, which describes these routes in reverse).

Access to the high ground is provided by the famous Glens of Angus: a series of long, narrow valleys formed by glaciation some 10,000 years ago. Starting from the south, the glens are Glen Isla (the River Isla), Glen Prosen (Prosen Water), Glen Clova (River South Esk), Glen Lethnot (West Water) and Glen Esk (River North Esk). Additional high-level walks are provided by the routes around and between these glens (*1,5,6,7,8,13*), but the glens are worthy of exploration on their own account. Glen Isla has a through road (linking Kirriemuir and Glen Shee), but the others are all cul-de-sacs

for motor vehicles, and tend, therefore, to be comparatively quiet. Note the U-shaped cross-sections of the glens – a typical feature of glaciated landscapes.

Where the rivers cross the Boundary Fault the geological upheaval gives rise to a series of fine waterfalls, the best being Reekie Linn on the River Isla (9) and the Rocks of Solitude, just north of Edzell, where the River North Esk thunders through a long, narrow chute (14).

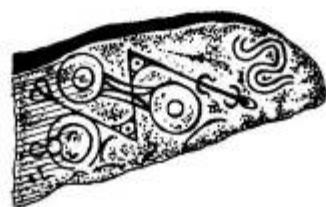
Beyond the Fault the rivers pass through an area of jumbled, low hills and switch direction: the Isla turning south to join the River Tay and the others heading eastwards to the Angus coast through the low country of Strathmore.

Strathmore is an agricultural area: broad acres of predominantly arable farmland interspersed by scattered patches of woodland and low hills; framed by the line of high hills to the north and the low ridge of the Sidlaws to the south. This has always been a prosperous area (within the context of the Scottish economy), and both Strathmore and the coast of Angus have been relatively populous since earliest times.

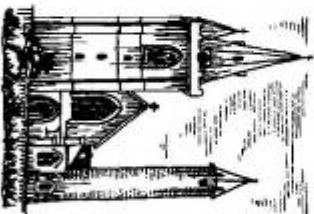
There are a number of old hill forts – notable the Caterhuns, on two low hills north of Brechin (15) – but the most striking reminders of the area's early residents are the Symbol Stones. These were produced by the Picts: a people who inhabited the north and east of Scotland in pre- and early-Christian times.

Angus was one of their major centres, and the county has large number of these large, incised stones ornamented with stylised illustrations and obscure symbols. They can be found scattered throughout the area, and there are significant collections at the museums at Meigle and St Vigeans (22).

Nowadays, the population is concentrated in a group of small, rural towns: Edzell (14), Brechin,



Pictish Stone, Aberlemno



Brechin Cathedral

Kirriemuir and Forfar (19.20) (the latter being the county town: the county was previously known as 'Forfarshire'; 'Angus' is a revival of the name of the old Celtic earldom). These are pleasant towns, and well worth visiting, but the area supplies little good walking.

The main coastal towns are Montrose, Arbroath and Carnoustie.

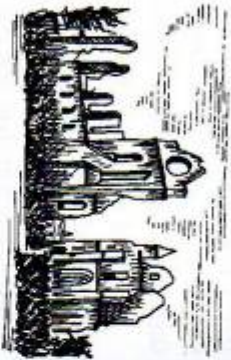
Montrose is a splendid old trading port by the mouth of the River South Esk, which has prospered in recent years through business generated by the North Sea oil industry. The broad High Street/market square is a fine example of a town plan once typical of Scotland's medieval burghs.

Arbroath (21,22,23), in contrast, has long been a centre for the fishing industry, and the harbour and its hinterland of smoke houses (where the famous 'Arbroath smokies' are cured) remains a vibrant and fascinating place to visit. Historically, Arbroath Abbey is remembered as the site of the signing of the Declaration of Arbroath – crudely speaking, a Scottish declaration of independence, written in 1320 in the midst of the wars with England.

The nature of the coastline itself varies greatly. In the north are the sands of Montrose Bay, on either side of the mouth of the River North Esk. At the southern end of the sands sits Montrose with, behind it, the wide tidal estuary of Montrose Basin – a joy for birdwatchers (16).

South of the South Esk a four mile stretch of rocks and low cliffs begins; running from the lighthouse of Scurdie Ness (17) to the broad sands and dunes behind Lunan Bay (18). Beyond this the rocks and cliffs begin again, continuing past the old fishing harbour at Auchmithie and south to the harbour at Arbroath (21). Beyond Arbroath the coast runs south-west to the low, sandy point of Buddon Ness, passing the town of Carnoustie, with its world-famous golf course, along the way.

Beyond the Ness the coast swings west – now facing not the North Sea but the Tay Estuary – to the city of Dundee.



Arbroath Abbey

(continued on back page)

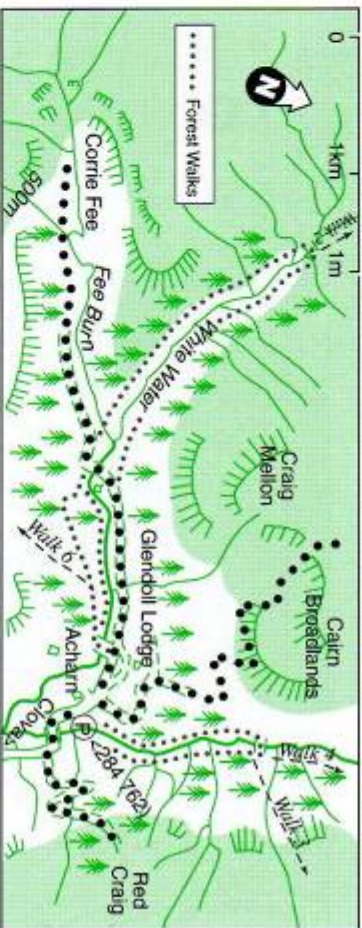
## 1 Glendoll

AB/C

The steep hills and conifer woodland of Glendoll, at the head of Glen Clova, offer many great walks for both the novice and the serious hillwalker. Paths and views are variable; the scenery spectacular.

Distances and height gained depend on choice of route.

O.S. Sheet 44



To reach the glen, follow the signs from Kirriemuir for 'the Glens'; through Dykehead and on up the B955 to Clova. Turn onto a minor road at Clova and follow it up the glen to end at the Glendoll car park.

Glendoll Forest is managed by Forestry Commission Scotland. The lower slopes are managed for both timber and recreation, and there are a number of possible walks from the car park:

There are three waymarked **forest walks** through the forest north of Acharn Farm. They are called the White Water (white routemarkers), the Doll (red) and The Dounalt (blue). They are from 2-6 miles/3-9.5km long and give fine views of the White Water. In addition, there is a short path leading to a footbridge over the South Esk (see map).

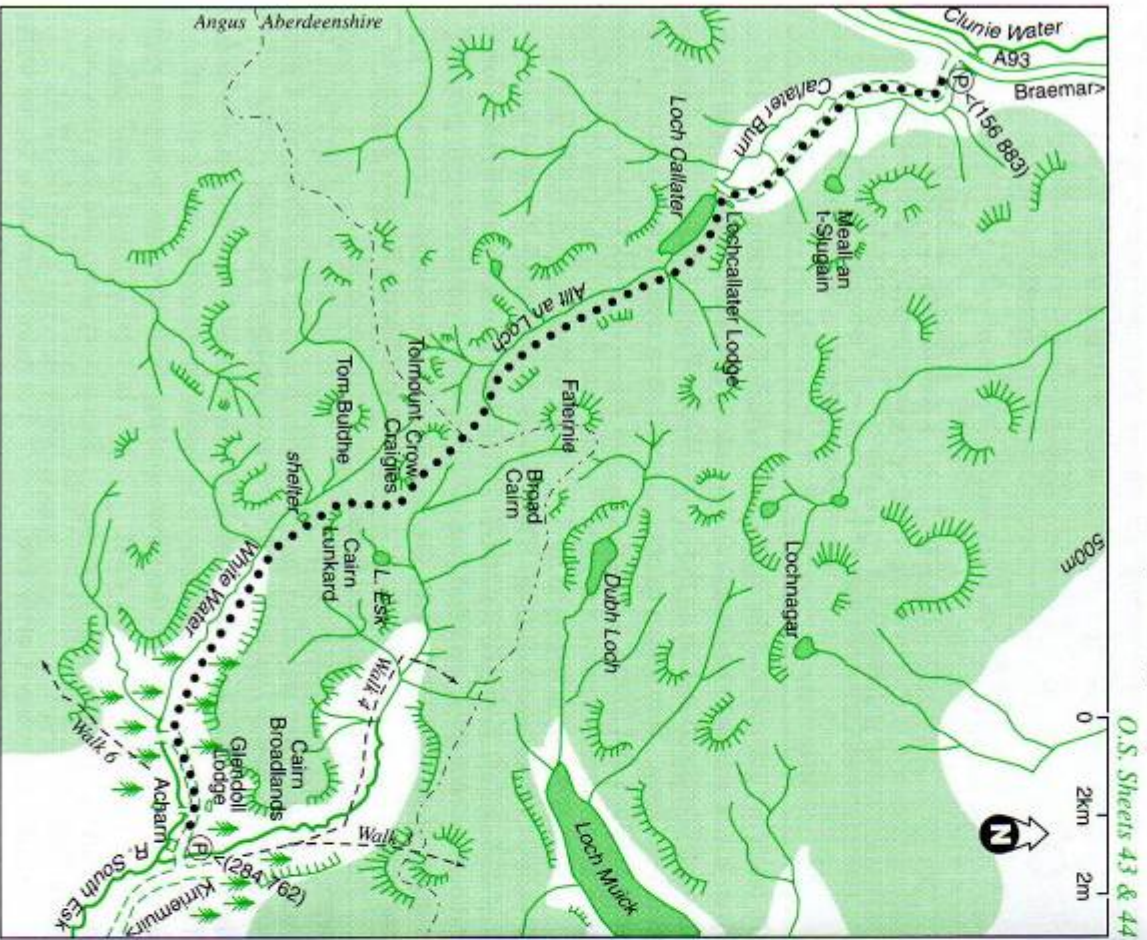
Another fine route (**Corrie Fee**, green routemarkers) leads past

Acharn Farm heading north-west, along a forest road to the right of White Water. After a mile/1.5km you will see a sign for Jock's Road. Keep on the forest road, cross a large bridge and continue. At the end of the forest road, follow the path on through the trees. After about a third of a mile/0.5km you reach the dramatic Corrie Fee, with a waterfall running down the cliffs at its head. This is now a National Nature Reserve renowned for its wild flowers.

There are also two short climbs to viewpoints on **Red Craigs** and **Cairn Broadlands**. The latter can be extended by following a path which leads up out of the trees, cuts left along the forest edge, then turns right up a buttress of Cairn Broadlands. This is very steep, but the views are impressive and worth the effort. For more information on the walks in the area, visit the car park shelter.

## 2 Jock's Road

A high hill pass through forestry, moorland and dramatic mountain scenery. Length: **13 miles/20.8km** (one way); Height Climbed: **2150ft/650m**. Route vague in places; navigation skills essential. (The reverse route is described in the Walks Decside companion guide.)



This long hill-track crosses the high moorland between the head of Glen Clova and the glen of Clunie Water: a north-flowing river which joins the River Dee at the village of Braemar. The track is rough and vague in places, so some navigation skills will be required.

The walk starts at Glendoll. To reach it, drive north from Kirriemuir on the B955. Pass through the village of Dykehead and then continue up Glen Clova. It is 9 miles/14.5km to the inn and little village at Clova, beyond which a minor road continues up the glen for a further 4 miles/6.5km. The River South Esk flows to the left of this road, which ends at the car park at Glendoll.

This is a popular walking area, and the glen is managed by Forestry Commission Scotland and Angus Council. At the large car park there are toilets and a small ranger station which provides information on the walks in the area (see Walks 1, 3 & 4).

From the car park, walk on north-west along the road, passing Acharn Farm on the left. At a fork just beyond, go left through a forestry gate onto a clear forest road. Follow this straight on for a further 1 mile/1.5km, then turn right off the forest road at the signpost for Jock's Road.

The path continues through conifer forestry – a mixture of larch and pine – for about 2 miles/3km, with the picturesque White Water Flowing down to the left. At the point where the trees end the path passes through

a gate in a deer fence. Go through this and pause to marvel at the spectacular scenery of upper Glen Doll – steep-sided and rocky. This is all part of the Cairngorms National Park.

Follow the clear path which continues up the steep-sided glen to a shelter beside Cairn Lunkard. Follow the path around the base of the hill until it becomes vague. Angle up to the crest of the ridge to the north then follow the path to the peak of Crow Craigies. Beyond the peak, cut left to the col between this hill, Fafernie and Tolmount, then proceed down a broken path following a line of dis-used fence posts beside Allt an Loch.

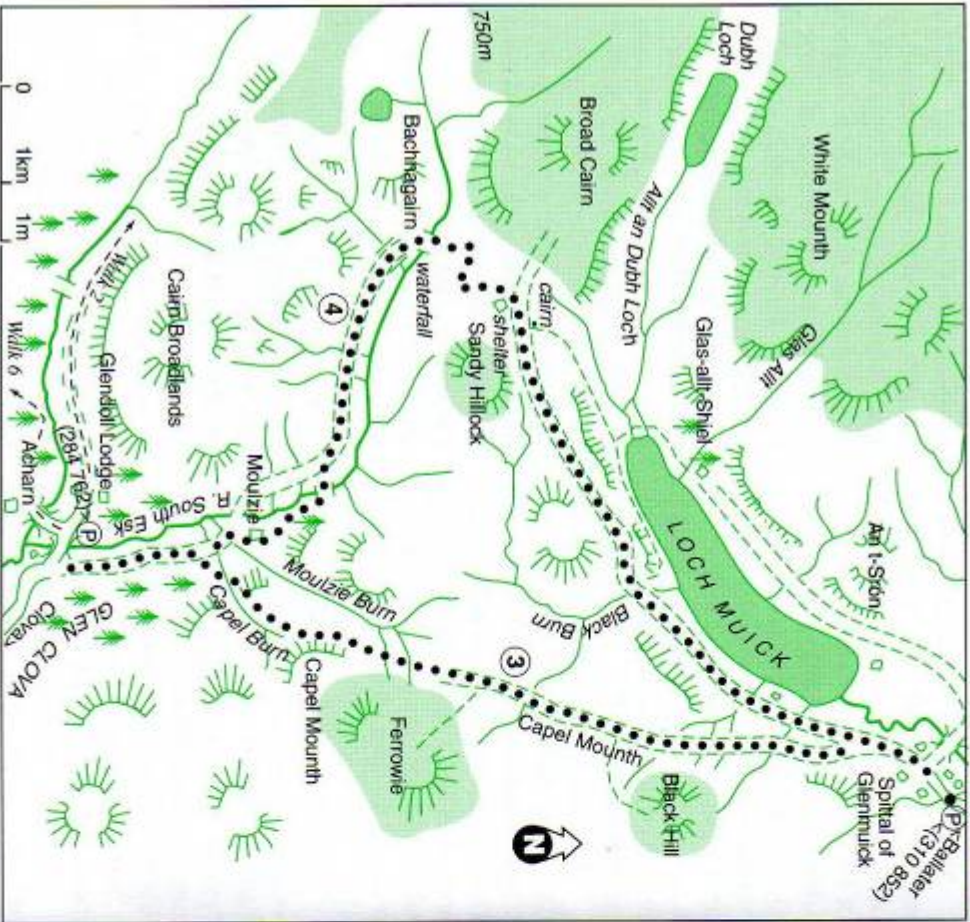
Follow this down into the head of Glen Callater and look for a vague path travelling north-westwards on the northern side of the burn. After 2 miles/3km this reaches Loch Callater. Pick up the footpath to the right (north) of the loch and follow this until you reach the abandoned Lochcallater Lodge at the point where the Callater Burn leaves the loch. From the Lodge, walk 3 miles/5km down the wide track beside the burn until you reach a car park beside a bridge on the A93.

To reach Braemar, turn right along the road. If you wish to avoid the traffic, drop down to cross the Clunie Water at a footbridge (Grid Ref 154 883), then climb up beyond to join a minor road. Turn right along this. Either way, it is a further walk of around 2 miles/3km to reach the village.

For Tea & Coffee, ice cream, Soup, hot Dogs / double dogs / cheese dogs come to the cliffs in Arbroath !

### 3 Capel Mounth / 4 Glen Clova to Glen Muick - A/A

Two linear hill crossings (making a possible loop) on clear, rough tracks/paths. Dramatic mountain scenery. 3) Length: 7 miles/11.2km (one way); Height Climbed: 1600ft/480m. 4) Length: 10 miles/16km (one way); Height Climbed: 1600ft/480m. (The reverse of both these routes is described in the Walks Deeside companion guide.)



To reach the start of the two walks, follow the road signs from Kirriemuir for 'the Glens', through Dykehead and on up the B955 to Clova.

Beyond this, follow a narrow winding road until you reach the car park at Glendoll.

Walk 3) Turn back (left) out of

the car park and over the bridge that crosses the River South Esk. Here you will see a group of signposts pointing to the three rights of way: Jock's Road (Walk 2), Kilbo Path (Walk 6) and Capel Mounth.

Follow the sign for Capel Mounth. Pass through a gate and take the forest road heading north, with the river on your left-hand side. After a mile/1.5km a track runs off to your right, signposted for the Capel Mounth path to Ballater. Follow the narrow path up through a conifer plantation, crossing a burn (Capel Burn) on the way, and then out of the forestry and onto the open hillside.

Follow a rough path up the steep hillside, with the Capel Burn on your right at first. The clear, grassy path then pulls away from the burn and climbs onto a flatter area, with fine views of Lochnagar. Here the path is even clearer, and there is no difficulty with the route until a split is reached. The right-hand path leads up Ferrowie, but for this route continue straight ahead. At the next junction, keep left again, then drop down the slope above Loch Muick.

At the foot of the slope there is a junction. Turn right here and continue until you reach the group of buildings at Spittal of Glenmuick,

including an Information Centre and the Mountain Rescue Post. Just beyond these there is a car park, at the end of the public road.

Walk 4) Start as above, and continue until you reach the junction with the Capel Mounth path in the conifer woodland. For this route, carry straight on along the forest road.

After another mile/1.5km you leave the plantation and see a house (Moulzie) ahead. Follow the track to the right of the house and continue to a conifer plantation ahead. Pass to the left of this and continue to reach a bridge over the river, then follow the path beyond up the glen, with the river now on your right. You are now in dramatic, rugged highland terrain.

Follow the path for 3 miles/5km until you reach a scattered trees and waterfall at Bachnagairn. Cross the two footbridges and follow the path which zig-zags up a steep slope then continues to a tin shed at a junction with a clearer track. Turn right here. At the next junction, a little beyond, keep straight on and follow the clear track to the side of Loch Muick. Turn right along the lochsides and follow the path to Spittal of Glenmuick.

It is possible to do a loop by joining the two paths. This walk has a total length of 17 miles/27km.



Upper Glen Clova from 334 723: 1 Cairn Inks (758m) 2 Craig Mellon (866m) 3 Cairn Broadlands (852m) 4 Red Craig (655m) 5 White Benis (852m) 6 Clova 7 Ben Reid (796m) 8 Corrie of Clova

## 5 Loch Brandy

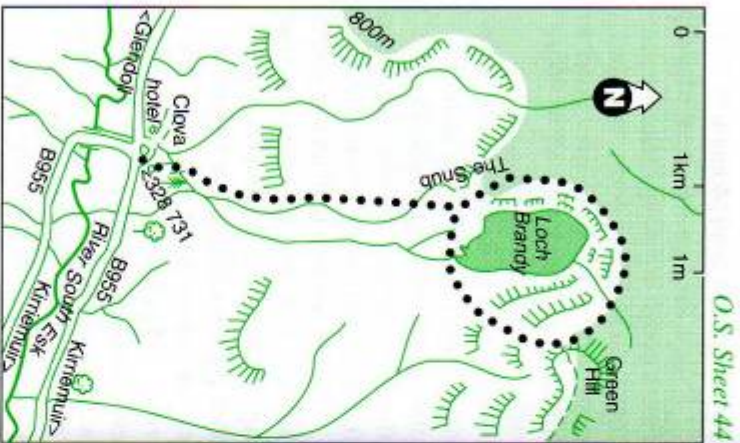
*A short hill climb leading around the cliffs above Loch Brandy, with a fine view to Lochmagar. Length: 5 miles/8km. Height Climbed: 1800ft/600m.*

This route starts at the tiny village of Clova. To reach it, drive north from Kirriemuir along the B955. Park in Clova at the hotel car park.

The walk starts at the Clova Hotel. The start of the route is signposted by the Rights of Way Society as 'Public Footpath to Glen Esk'. The track starts through birch woodland – look out for some big cherry and rowan trees. The path is clear, but badly eroded. As you leave the woodland you will see open moorland ahead, and the track crosses a burn by a small makeshift bridge. A small stile then takes you onto the main track leading up the hillside. Follow a well-defined track (boggy for a short section) and keep to the left of the burn which runs down the slope.

There is an old fence line, the posts of which act as good route markers up the short climb to the more level part of the walk. Look out for red grouse in this heather moorland habitat.

The climb eases off as you reach the beautiful tarn of Loch Brandy, nestling between the cliffs of the Snub and Green Hill. For the easier of the ascents of Green Hill, turn right and head for the east ridge. This short, steep climb is well-defined, but take care not to follow deer tracks down into the corrie.



The views from the top of the ridge are superb, and you should be able to pick out the 'Old Man' Lochmagar and pointed Meikle Pap to the north-west, Dreish and Mayar in the west and, looking south-east, the River Esk making its way to the North Sea. Cut west around the head of the corrie, then south down a very steep path which for some unknown reason is called 'the Snub'. Rejoin the original path and return by the same route to the car park at Clova.

A

## 6 The Kilbo Path

*A high hill pass linking Glens Clova and Prosen, offering fine views of dramatic mountain scenery. Length: 11 miles/16km. Height Climbed: 1650ft/500m. Possible circuit if linked with Walk 7. Navigational skills necessary in poor weather.*

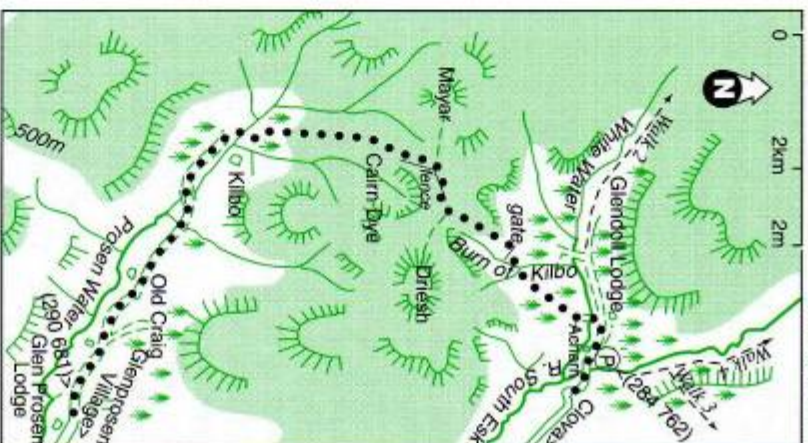
To reach the head of the glen, follow the B955 north from Kirriemuir, through Dykehead and on up Glen Clova. Continue beyond the village of Clova on the winding road which ends at the Glendoll car park.

From the car park, follow the forest road signposted 'Forest Walks'. At Acharn Farm there is a three-way split. Take the left-hand track (signposted for The Kilbo), then turn left at the next junction, crossing the river. Just beyond the bridge a track splits off to the left. Ignore this and continue to a hairpin bend. Just beyond this the Kilbo Path is signposted to the right – take this. Where the path re-crosses the main forest road, continue straight on.

Climb through the trees until you reach a gate on the edge of the forest. Pass through this and continue on a well-defined path leading uphill to a saddle between Dreish and Mayar.

From the saddle, do not drop into the corrie beyond but continue on the path to the right, leading to the line of an old fence. Follow this to a right-angled corner (signposted), head left and continue to reach the trees at the head of Glen Prosen.

Enter the trees (signposted) and drop down to the burn at the foot of the slope. Cross this and turn left, passing the ruin at Kilbo. Follow this



track to a bridge which re-crosses the river, pass through a gate beyond and continue along the track with the Prosen Water now on your right. Pass the buildings at old Craig and continue until you reach Glen Prosen Lodge at the head of the public road. Glenprosen Village – at one end of the Minister's Path to Glen Clova (Walk 7) – is 2½ miles/4km down the public road.

A

For Tea & Coffee, ice cream, Soup, hot Dogs / double dogs / cheese dogs come to the cliffs in Arbroath !

## 7 The Minister's Path

*A short, linear hill track crossing moorland between two parallel glens.*  
**Length: 4 miles/6.5km (one way); Height Climbed: 550ft/170m.**  
**Possible loop with Walk 6.**

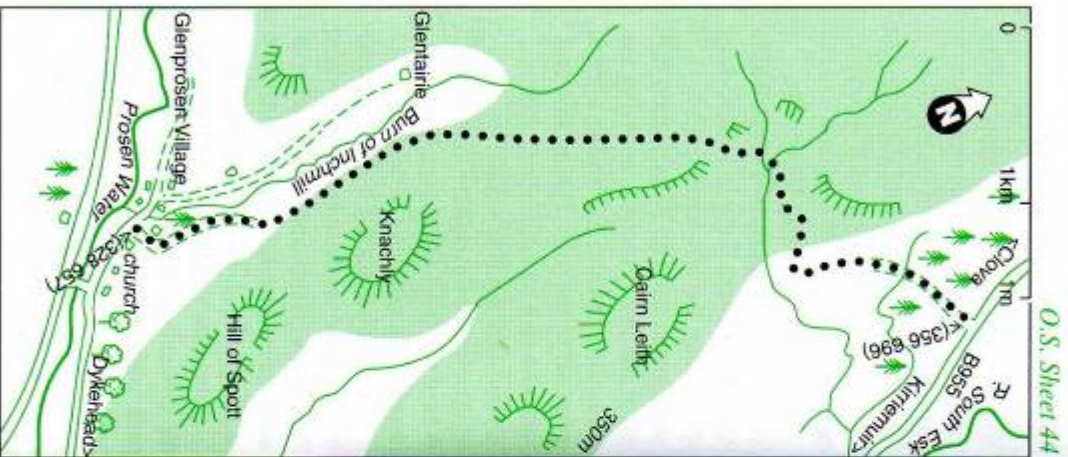
Glen Clova and Glen Prosen are neighbouring glens in the Angus hills. This pleasant hill track joins the two and takes in some fine moorland scenery.

To reach Glen Prosen, follow the B955 north from Kirriemuir, signposted for 'the Glens' and Dykehead. At the junction in Dykehead, turn onto the minor road up Glen Prosen. Six miles/10km up this picturesque glen is Glenprosen Village. Park by the church.

The right of way is signposted by the church, but before the small bridge over the Burn of Inchmill. Walk up the track, ignoring the first driveway leading off to the right. On approaching Pitcarritry Cottage at the top of the hill, follow the track to the right to a gate that takes you out of the trees.

Follow the track beyond as it zig-zags up the hill. The path is well defined and you soon reach the open hillside. On your left you will see the Burn of Inchmill stretching out up the glen, and the lonely Glentairie Cottage in the distance.

The track levels off and the walking is relatively straightforward, although the going can be wet and rough in patches. Follow the track to a small burn. Cross this and drop down to a forestry plantation. Follow the main forestry road until you reach

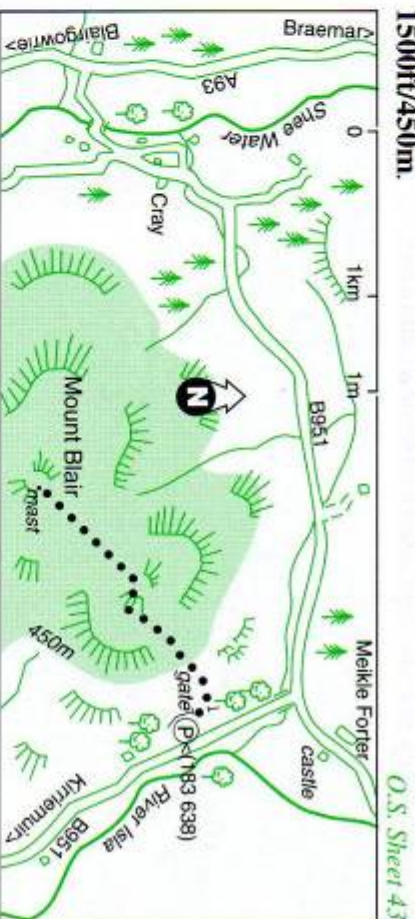


the road at Glen Clova. A link with Walk 6, via the public roads, would make a circuit with a total length of 21 miles/34km.

B

## 8 Mount Blair

*A steep yet rewarding hill climb which affords excellent views of the surrounding countryside. No clear paths. Navigation skills are required.* **Length: 4 miles/6.5km (there and back); Height Climbed: 1500ft/450m.**



Mount Blair is the hill which separates Glens Shee and Isla at their closest point, and is easily recognised by the square radio mast at its summit. To reach the start point from Blairgowrie, take the Braemar road (A93) and follow it for 13 miles until you reach the junction with the B951, signposted for Cray. Take this turning and follow the road until you reach a junction with a minor road. Stay right, on the B951 (signposted for Kirkton of Glenisla). After about a mile there is a large area available for parking on your right.

There is no clear path up the steep bottom section of the climb. Leave the car park on the clear track which leads, in a short distance, to a gate in a fence. Cross this and climb south-west through scattered birch wood and on between the scree cliffs on

your right and crags on your left. There are many paths as you reach the brow of the first climb. Most of them are sheep or deer tracks, however, so it is best to do your own navigation.

Climb up to the north-eastern peak, marked 653m on the OS map, then head south-west with an old fence line on your right. Keep following the fence line until the path becomes clearer towards the summit. The views from the top – illustrated on a viewfinder on an impressive stone structure – are superb.

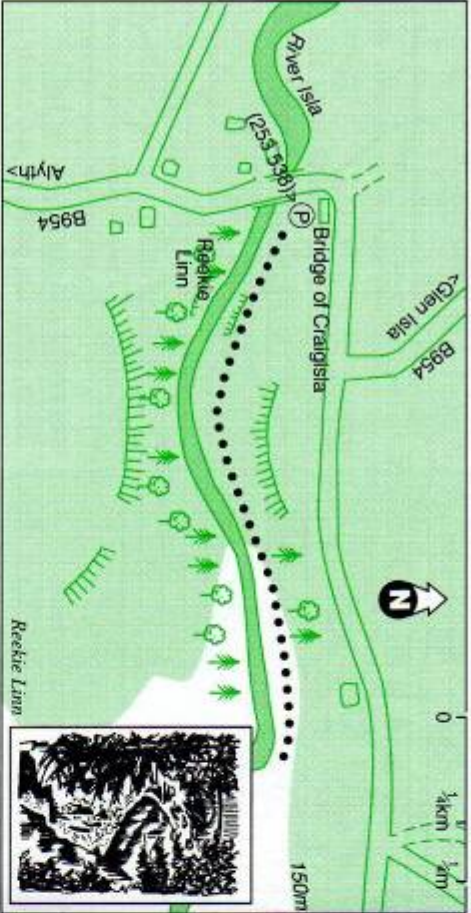
Return by the same route. The lower section affords views of Meikle Forter: a castle which was once a stronghold of the Earls of Argyll, but was destroyed by the Earl of Argyll in 1640. The building has recently been restored to its former grandeur.

A

## 9 The Reekie Linn

A short walk on rough paths, taking in a spectacular waterfall. Length: 1/2 -1 mile/1-1.5km (there and back); Height Climbed: negligible.

**Please note: the path by the gorge edge is unsuitable for children and animals if they are not kept under control at all times.**



To reach the Linn, head west from Kirriemuir on the A926. Just before Alyth you reach a roundabout. Turn right, onto the road for Glen Isla (B954). Follow this road for about 2 miles/3km to Kilry. Here there is a bridge over the River Isla, marked on the map as Bridge of Craigisla. Cross over the bridge and turn right into the car park.

The waterfall at Reekie Linn is one of the most spectacular in Scotland. The name is derived from the Scots word 'reek', meaning smoke or mist, and the Gaelic 'linn', meaning waterfall or pool.

Leave the car park and walk south-east along the River Isla, with the river on your right. After about 300m you reach the waterfall. Here the

River Isla is forced through a narrow channel caused by a large rock outcrop. The water drops 30m to a deep pool, causing the huge spray of mist from which the waterfall takes its name. Beyond the waterfall care should be taken as the gorge plunges to a depth of 150ft/45m.

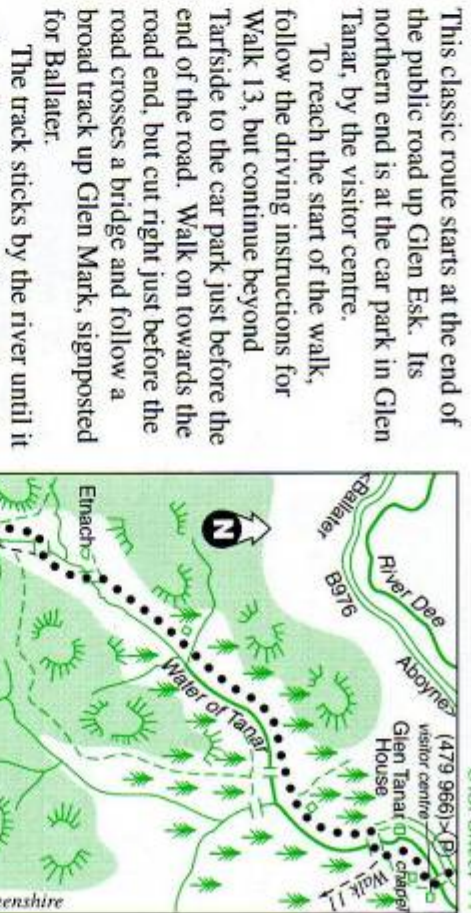
Continue along the path through some fine mixed woodland, predominantly beech and ash with a scattering of mature Scots pine. The path continues with the river and gorge on your right and farmland and rough moorland on your left. Continue until the path peters out then return by the same route, with splendid views of the waterfall once again.

There is a small picnic area near the car park.

## 10 Glen Esk to Glen Tanar

A high hill crossing, climbing a Munro on the way and passing through beautiful pine woods. Sleep in places, paths rough. Views excellent.

Length: 13 miles/21km (one way); Height Climbed: 2250ft/680m (south to north). Possible loop with Walk 11.



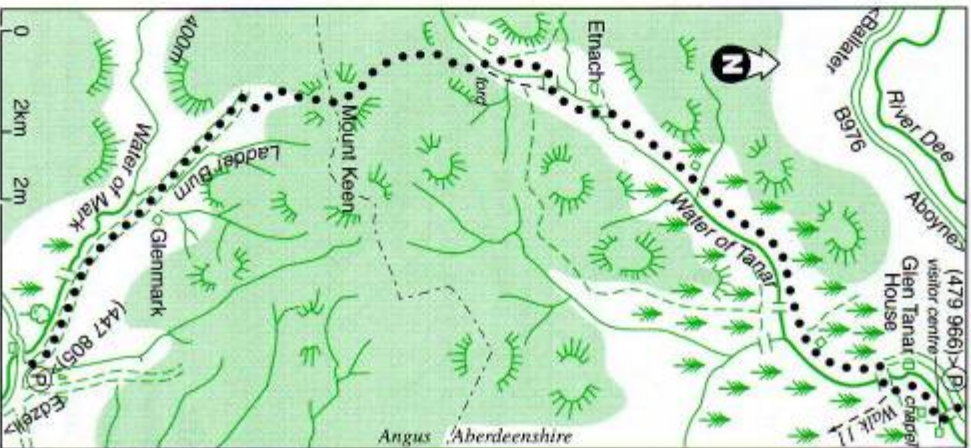
This classic route starts at the end of the public road up Glen Esk. Its northern end is at the car park in Glen Tanar, by the visitor centre.

To reach the start of the walk, follow the driving instructions for Walk 13, but continue beyond Tarfside to the car park just before the end of the road. Walk on towards the road end, but cut right just before the road crosses a bridge and follow a broad track up Glen Mark, signposted for Ballater.

The track sticks by the river until it cuts to the right, past Glenmark, and zig-zags up the glen of the Ladder Burn to where the Landrover track peters out. At this point cut right, along a clear path up the flanks of Mount Keen to the summit.

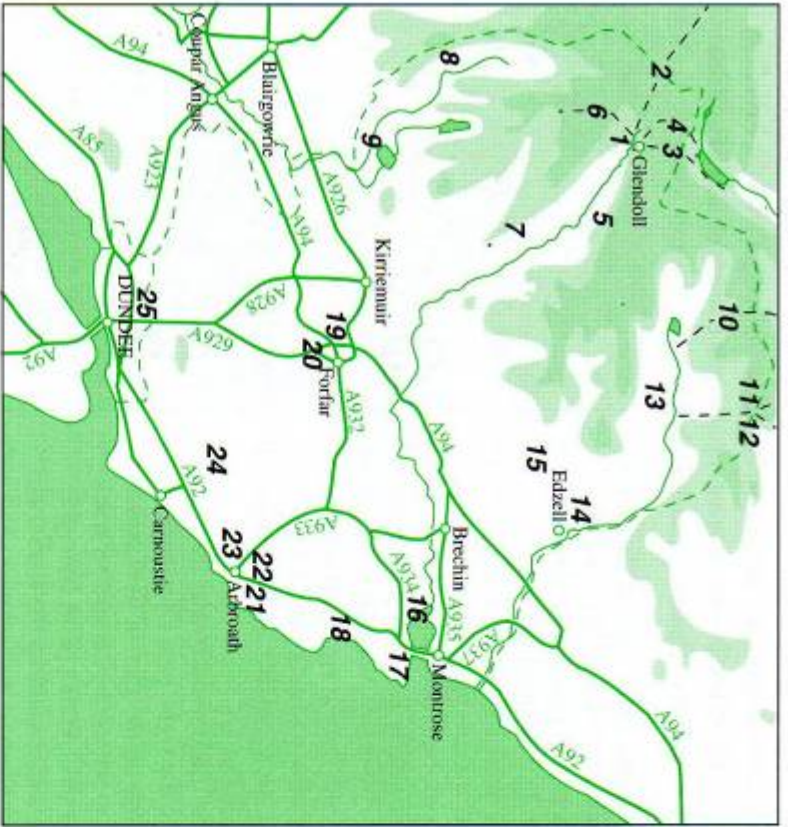
Head north-west from the summit, round the corrie to the north of the hill, then drop northwards to a ford across the Water of Tanar. (If the water is high, walk down the near side of the river to join the track which crosses the river below Etnach.) Once on the far side of the river, the track leads downstream and enters the pinewoods of Glen Tanar.

Continue on the track by the river until, nearing Glen Tanar House, the track forks. Go right, past a pond and over a bridge across the river. Turn north and continue downstream to



reach the visitor centre and car park. A return by Walk 11, plus a short stretch on the quiet Glen Esk road, creates a route with a total length of 29 miles/47km.

## Walks Angus & Dundee



### Local and topographic terms

- |   |                                   |
|---|-----------------------------------|
| <b>Allt</b> – Burn, stream                | <b>Lairig</b> – Hill pass         |
| <b>Beinn, ben</b> – Mountain              | <b>Linn</b> – Waterfall           |
| <b>Bothy</b> – Hut                        | <b>Lochan</b> – Small loch        |
| <b>Carn, cairn</b> – Hill, heap of stones | <b>Ness</b> – Headland            |
| <b>Coire</b> – Corrie (hollow)            | <b>Stac</b> – Rocky column, cliff |
| <b>Creag, craig</b> – Rock, steep hill    | <b>Strath</b> – Valley            |

Published by: Haldwell Publications, Port-an-Eilean,  
Strathmuel, Perthshire, PH16 5RU  
Printed by: Halcorn Printing Ltd, Stonehaven

## Walks Angus & Dundee

walk	grade	walk	grade
1 Glendoll .....	A/B/C	13 Glen Esk .....	B
2 Jock's Road .....	A+	14 Edzell .....	B
3 Capel Mounth .....	A	15 Caterthuns .....	C
4 Glen Clova to Glen Muick .....	A	16 Montrose Basin .....	C
5 Loch Brandy .....	A	17 Ferryden .....	B
6 The Kilbo Path .....	A	18 Lunan Bay .....	B/C
7 The Minister's Path .....	B	19 Forfar Loch .....	C
8 Mount Blair .....	A	20 Balmashanner .....	C
9 The Reekie Linn .....	C	21 Arbroath Cliffs .....	B
10 Glen Esk to Glen Tamar ..	A	22 St Vigeans .....	C
11 Firmouth .....	A	23 Elliot to Arbrirlot .....	C
12 Fungie .....	A	24 Crombie Country Park ...	C
		25 Dundee Law .....	C

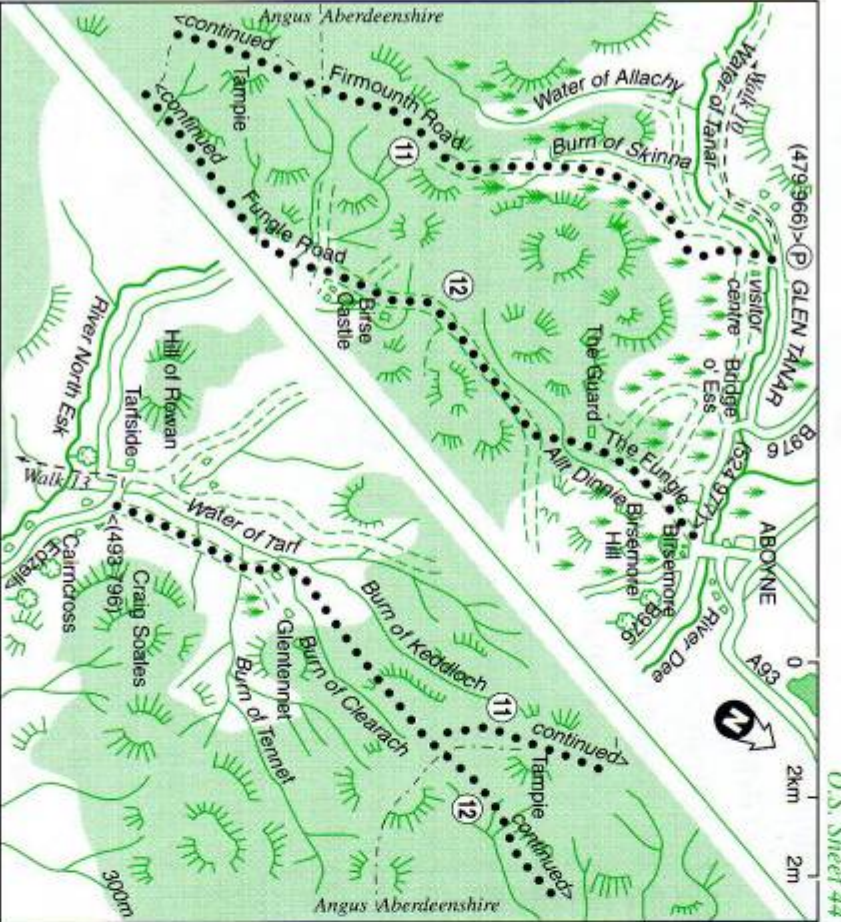
### Grades

- A+ .... Full walking equipment – including map and compass –  
and previous hill walking experience essential
- A ..... Full walking equipment required
- B ..... Strong footwear and waterproof clothing required
- C ..... Comfortable footwear recommended
- NB:** Assume each walk increases at least one grade in winter conditions, A+ and A  
routes becoming extremely treacherous.

While every care has been taken in the preparation of  
this guide, the publishers cannot accept responsibility  
for any loss, damage or injury resulting from its use.

## 11 Firmounth / 12 Fungle \_\_\_\_\_ A/A

Two long lined routes through conifers and open moorland. Paths vague in places; navigation skills necessary. **11) Length: 12 miles/ 19.5km** (one way); **Height Climbed: 1700ft/520m** (south to north). Possible loop with Walk 10 (the reverse of both routes is described in the Walks Deeside companion guide.) **12) Length: 14 miles/22.5km** (one way); **Height Climbed: 1300ft/400m** (south to north).



These two fine hill routes start along the same track. To reach the start point, drive north from Edzell on the Fettercairn road (B966). After a mile/ 1.5km this crosses the Gannochy Bridge. Turn first left beyond the bridge onto a minor road and follow

this up Glen Esk, for 9 miles/14.5km, to the village of Tarfside. Park at the car park opposite the village shop. Walk out of the car park and turn left. Just before the road crosses a bridge over the Water of Tarf, a track cuts off to the right,

signposted for the two routes.

Follow this broad track north until, just after crossing the Burn of Tennet, it splits. Take the left-hand track, signposted for Aboyne. This track continues to a cottage beside a small block of conifers. Stay to the left of these and then follow the path uphill until you reach a signposted split.

**Walk 11)** For the **Firmounth**, take the left-hand path and head uphill along a ridge to the top of Tample. Beyond the hilltop the path becomes vague. Pass to the left of Gannochy (ignore the track to the summit) and cross a saddle to join a clear path. Navigation, with map and compass, may be necessary in poor weather.

Drop down and follow the ridge northwards for 2 miles/3km until you descend into pine woodland. Follow the clear track through the trees until it splits. Take the right-hand path and follow it through fine stands of pine down to the Burn of Skinna. Cross this and keep left at the next junction; following the line of the glen, at first.

Follow this clear track until you come out of the trees. The track continues along the edge of a plantation to your right. When the track splits turn right, back into the trees. When the path re-emerges from the trees, keep straight ahead, down past a church and on to a stone footbridge over the Water of Tanar.

On the near side there is an information centre; on the far side a car park. A return by Walk 10 and the Glen Esk road creates a walk with a total length of 29 miles/47km.

**Walk 12)** For the **Fungle**, take the right-hand path at the split. Follow the path uphill until you reach the watershed and are looking down the glen towards the buildings at Ballochhan. Here the path is vague, with many animal tracks to confuse matters. Follow the rough track down into the head of the glen and then on down to a broad track running along its bottom. Follow this track, with the burn on your right, until you see Bruse Castle in the distance.

Cut left along a vague vehicle track to a small pocket of woodland. Cut through the woodland to a burn. This is impossible to cross in spate, so cut left along the banks of the burn for about 100m until you reach a wooden footbridge. Cross this and head up a track to the left of Bruse Castle. A right of way sign is situated before the steady climb to the top of the ridge with the steep gully of The Gwaves to your right. Keep on the track heading northwards, passing a shooting lodge, until you come to a right of way sign pointing into the forest on your left.

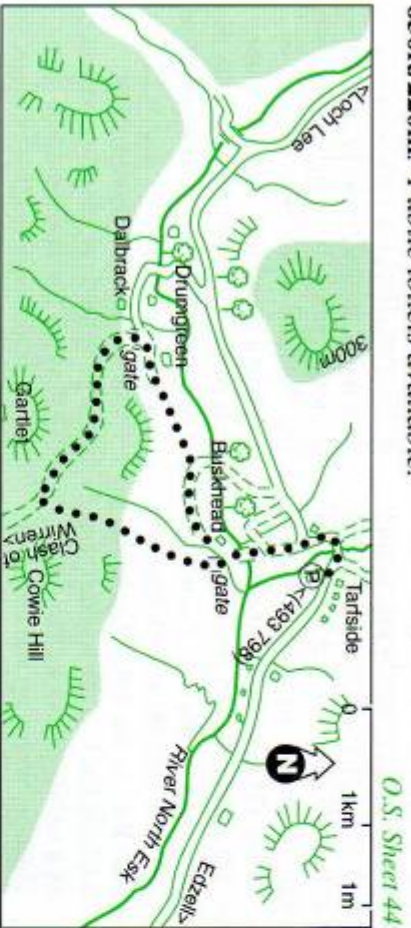
Follow a narrow path through the pine wood, crossing a small burn and continuing to Guard Cottage. Carry straight on past the cottage onto a broad Landrover track. Keep on this track, through a dense conifer wood, until you reach houses.

Turn right and then left immediately past 'Auchentouhill' down a small track, to reach the B976. Turn right for 100m and then left, over the bridge, into Aboyne.

### 13 Glen Esk

B

A short walk through farmland and open moorland, leading to fine views of the surrounding Angus hills. Length: 5 miles/8km; Height Climbed: 650ft/220m. Public toilets available.



Tarfside is a small village situated in picturesque Glen Esk. To the south of the village is the River North Esk, which flows from its headwaters in the Angus hills south-east, past the town of Edzell, to the North Sea.

To reach Glen Esk, turn north off the B966, just over a mile/1.5km north of Edzell (Walk 14), onto a minor road signposted for Tarfside (9 miles/14.5km). As you enter the village the parking is on the left, beyond the school and village shop.

Walk on along the road to a bridge which crosses the Water of Tarf. Turn left at the junction beyond (signposted for Loch Lee). Continue until you reach a cottage on the right-hand side of the road. Opposite is a gate signposted 'Buskhead'. Follow the track beyond through some scattered birch woodland until you reach a small wooden bridge.

After crossing, head up a track

towards Buskhead Farm. At the top of the track, turn left beside a large pile of boulders and then, almost at once, turn right through a steel gate and on to a grassy track heading south into grouse moorland. Ahead are the rounded hills of Gartlet and Cowie Hill. Follow the track to the saddle between the two hills. From here there are fine views of Mount Keen (Walk 10) at the head of the glen.

A clear path heading across the flank of Gartlet can be seen dropping away to the north-west. Follow this down to join the track east of Dalbrack. Pass through a metal gate and cut right, past a ruined farm building (Drumgreen), and follow the path (indistinct in places) east along the floodplain, past some very old and gnarled rowan trees, until you reach Buskhead. Go through a rusty gate on the right to rejoin the original track, and follow it back to Tarfside.

### 14 Edzell

B

A picturesque riverside walk through some splendid mixed woodland. Length: 6 miles/9.5km (there and back); Height Climbed: 150ft/40m.

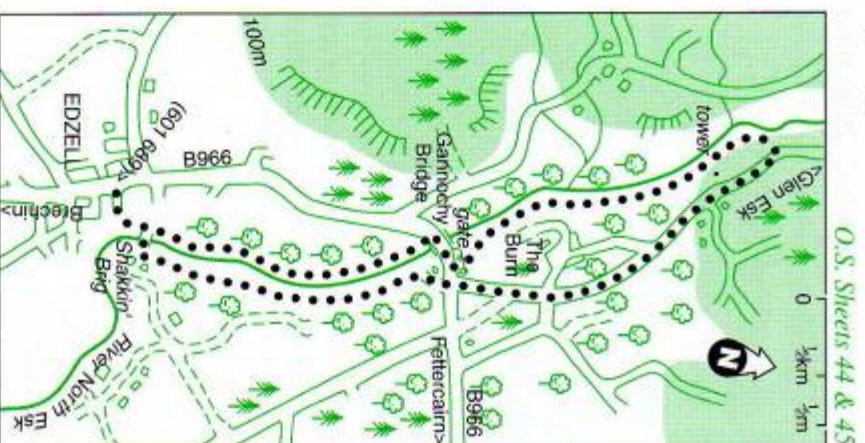
Edzell is a small town in the fertile Strathmore valley, six miles/9.5km north of Brechin on the B966. This walk follows rough paths through woodland by the River North Esk.

To start the walk, look for the Post Office in Edzell's main street and the sign beside it for 'Riverside and Shakin' Brig'. Follow the track indicated to the river and turn left.

After about 50m the suspension bridge crosses the Esk on your right. Do not cross, but carry straight on along the west bank, through some splendid beech and oak stands.

Here the river is wide and slow-moving, with low banks on either side. Follow this path for 1 1/2 miles/2.5km and note how the river becomes narrow and fast-flowing. Continue until you reach the B966. Here, turn right across the Gannochy Bridge, then sharply left through a small gate. Follow the path up the glen, noting the spectacular pools, falls and rapids formed as the river crosses the Highland Boundary Fault.

The path continues for another 1 1/2 miles/2.5km. Note the woodland changing to a more characteristic Highland composition, with Scots pine, oak and rowan becoming more dominant. The path rises and forks many times. Keep right each time to keep above the gorge and eventually to meet the public road up Glen Esk. Turn right when you reach the road

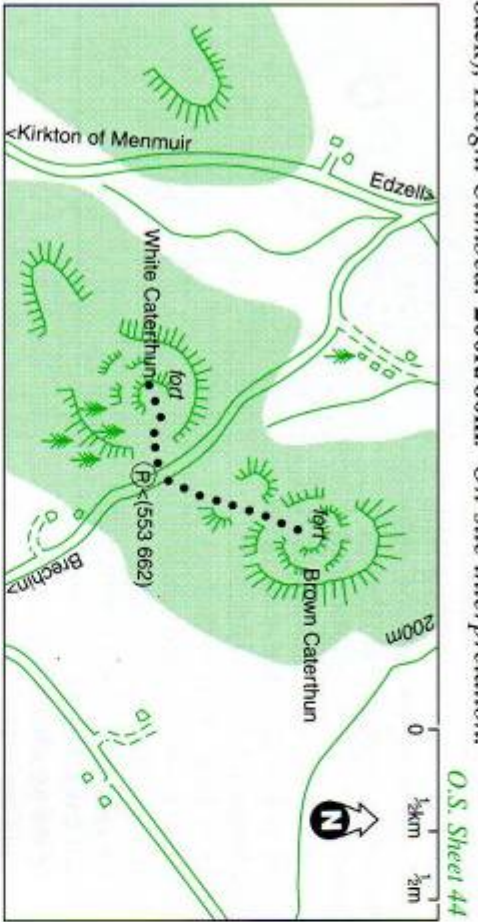


and continue for 1 1/2 miles/2.5km back to a junction with the B966. Turn right and follow the road back to the Gannochy Bridge. Just before it, cut left and follow the path on the east bank of the gorge. The path is good at first, then becomes rougher as you near the river. Keep following the path until you reach the suspension bridge once again. Cross this to return to Edzell.

## 15 Catherhuns

C

*Two short climbs on clear tracks to two Iron Age hill forts of archaeological and historical interest. Length: 2 miles/3km (there and back); Height Climbed: 200ft/60m. On-site interpretation.*



The Brown and White Catherhuns are two prominent hill forts, positioned on a pair of rounded hills which afford excellent views of the surrounding Angus countryside.

To reach the forts from Brechin, follow the Cookston Road north to Little Brechin and then continue along the road towards Kirkton of Menmuir. Once on this road, keep straight on for 3 miles/5km, turning neither left or right at the next three junctions.

To reach the forts from Edzell, travel west and turn left after the bridge at Bridgend. Follow the signposts for the Catherhuns along the Brechin road to reach the car park.

The two forts are from different periods. The Brown Catherhun is the older, and was built in the late pre-Christian era. It is the less impressive

of the two, as its circular ramparts were made of earth. To reach the Brown Catherhun, walk eastwards on a clear path to the left of a stock fence.

The path to the White Catherhun is about 1/2 mile/0.5km long, from the same starting point. To your left you will pass a stand of Scots pine and larch. The fort is an oval structure of granitic stones, enclosing an area of 440x220ft, and was built by Picts in pre-Roman times.

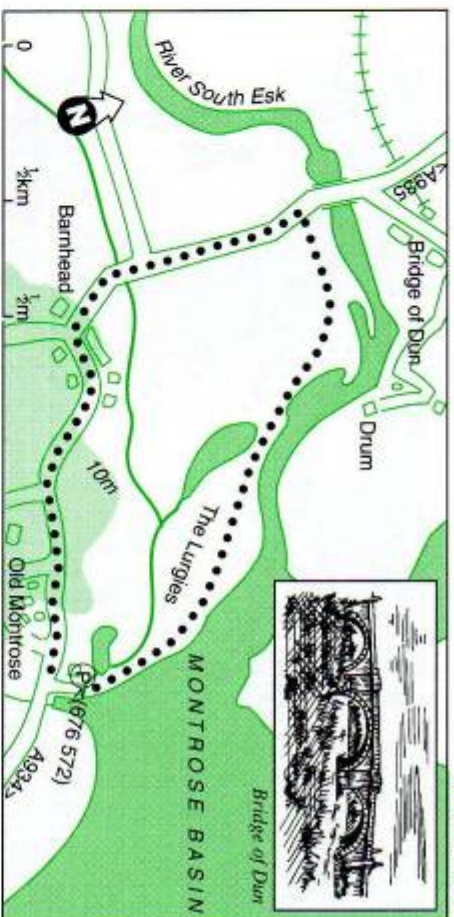
Both Catherhuns give a fascinating insight into pre-historic man's skills.

The construction, involving the movement of large quantities of earth and stone, must have involved a large and well organised workforce. The views are excellent; west to the Angus hills and south-east over Strathmore to Montrose Basin.

## 16 Montrose Basin

C

*A short walk through grazing land by a muddy estuary. Fine bird watching. Length: 3 miles/5km; Height Climbed: negligible.*



Montrose Basin is a Mecca for birdwatchers in the north-east. It is a muddy tidal estuary, some two miles/3km square, which is flooded and emptied twice daily by the tides. The area is a local nature reserve, managed by the Scottish Wildlife Trust. There is a modern visitor centre by the A92, about a mile/1.5km from the southern edge of Montrose, which has a ranger service and provides information about what to see and do at the Basin.

The Basin is the estuary of the River South Esk, which gathers its waters from the high tops around Glen Clova and then flows east through fertile Strathmore. This route follows the last mile/1.5km of the river before it reaches the estuary.

To reach the start, drive out of Montrose on the Dundee road (A92). After half a mile/1km, cut right onto

the Forfar Road (A934), then take the first right turn, signposted for Barnhead. Follow this road for a mile/1.5km until you see a sandstone house on your right. Take the narrow drive on the right, just before the house, to reach a small car park.

Pass a red metal barrier, then immediately through a metal kissing gate. Turn left onto the top of an old dyke with the Basin down to your right (the path can be very muddy in winter). Continue along the path until you reach a gate. Turn right along the well trodden path until you reach the impressive stone Bridge of Dun.

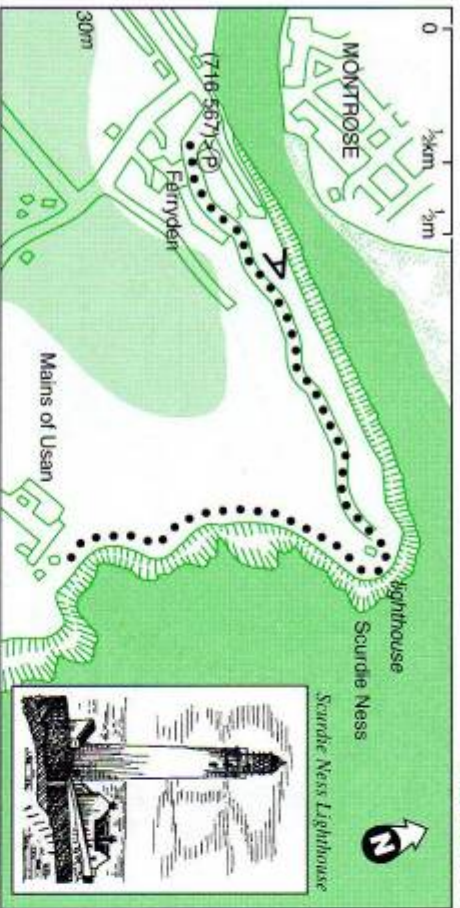
Turn left at the Bridge and pass through a gate. **You are now on a narrow public road, and great care must be taken with traffic.** Follow the road to Barnhead, then cut left at the sign to Montrose and follow the road back to Old Montrose.

## 17 Ferryyden

B

A fine coastal walk with good coastal views, following a quiet public road and rough paths. Length: **5 miles/8km**; Height Climbed: negligible.

O.S. Sheet 54



Ferryden is a small village on the south side of the entrance to Montrose Basin. Park in the car park in the middle of the town. Follow the road above the car park (Rossie Road) eastwards out of the town, towards the Scurdie Ness lighthouse. From the road there are fine views back to the road and rail bridges, with Montrose Basin (see Walk 16) and the Angus hills beyond.

The private road goes as far as Scurdie Ness. Follow the path to the left, around the lighthouse and its outbuildings and on around the point. Pass through a metal kissing gate then head southwards along a rough, grassy and sometimes vague track. The path passes by two rocky bays where you can see sea birds, including eiders and cormorants. You often get good views of ships entering and leaving the harbour at Montrose.

Follow the path as far as the bay below Mains of Usan, where there are a number of ruined buildings and a small mausoleum, then return by the same route.



1 Ferryyden Dock 2 Road and rail bridges with Montrose Basin beyond 3 Montrose Dock 4 Montrose 5 Sceptle of Montrose Old Church

## 18 Lunan Bay

B/C

A fine walk along sandy beaches, with possible extensions along the cliff-tops to a 19th-century fishing village. Length: **6 miles/9.5km** (there and back); Height Climbed: negligible.

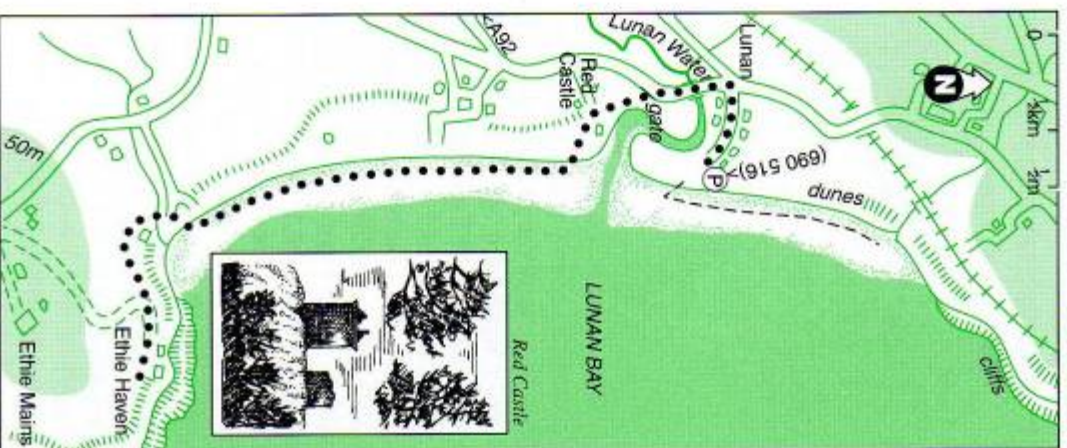
O.S. Sheet 54

To reach the start of this walk from Arbroath, drive 4 miles/6.5km north on the A92 to the village of Inverkeilor, then turn right onto a minor road signposted for Lunan. Take the first right on entering the village, down a rough track to the car park hidden amongst the sandy dunes. A boardwalk leads through the dunes to the mile/1.5km long stretch of beach which runs between the cliffs to the north and the Lunan Water to the south.

It is difficult to ford the Lunan Water; to reach the southern beach, therefore, return by foot to the village and turn left past the nursing home. Cross a small bridge and continue for about 1/4 mile/0.5km until you see the ruined Red Castle to your left.

Go through a gate and some trees beyond to reach the ruin; constructed in the 15th century of red sandstone and now heavily eroded by exposure to the elements. **Watch out for falling masonry.**

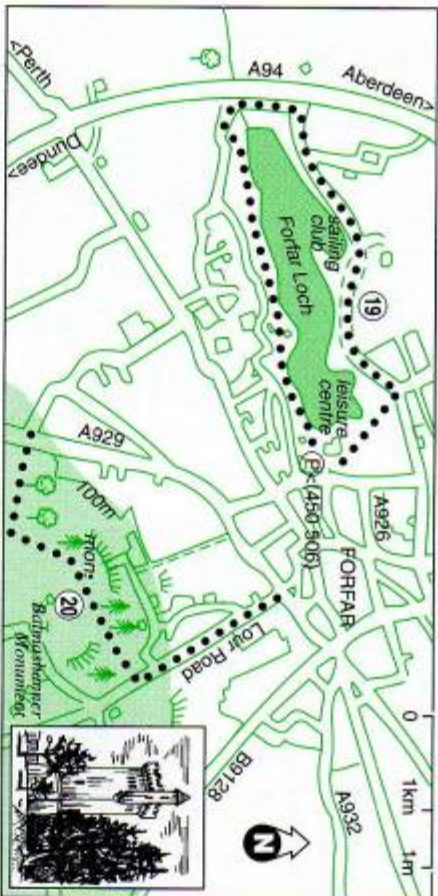
On the far side of the ruin a steep track cuts down the side of the hill to the beach. Follow the beach south for 2 miles/3km until you reach a group of beach huts and three or four caravans. Cut right here and climb up a gravel path signposted for Ethie. This soon becomes a grassy track, following the coastline, which joins a broad track leading down to the



quaint row of fishermen's houses called Ethie Haven, set in a small rocky cove.

## 19 Forfar Loch / 20 Balmashanner \_\_\_\_\_ C/C

19) A short walk on good paths by a small loch, a short distance from the centre of this historic town. Length: 3 miles/5km; Height Climbed: none. 20) A gentle climb up a wooded hill, giving splendid views. Length: up to 3 miles/5km; Height Climbed: 350ft/100m. O.S. Sheet 54



Forfar is the county town of Angus: a fine old Scottish burgh situated on the edge of Strathmore; steeped in history and famous for the Forfar Bride.

**Walk 19)** Forfar Loch sits on the western edge of the town. To reach it, walk along the A926 (the Kirriemuir road) from the town centre and watch for a sign to the left for the Lochside Leisure Centre. Here there is a car park and a Ranger/Interpretation Centre, which gives you information on the loch and what wildlife can be seen in the country park. (Centre open 1-4pm in Summer, 2-4pm in Winter).

Head north from the car park across parkland to join a track by the lochside. Follow this good path westwards along the northern bank of the loch, passing the sailing club

along the way. Cut south in the shadow of the A94 and then east through woodland back to the Leisure Centre. There are two bird hides and various picnic areas along the walk.

**Walk 20)** To the south of the town a war memorial (Balmashanner monument) can be seen on a small hill. Park in the town and head for Lour Road (*see map*). After about 3/4 of a mile/1km you will see a sign for the monument, pointing right. Follow a track through a shelter-belt of pines and larch until you reach a shelter and a viewpoint (a view finder pinpoints the prominent hills and features from this commanding view), then continue right until you reach the monument. There are various routes by which to return to the town (*see map*).

## 21 Arbroath Cliffs \_\_\_\_\_ B

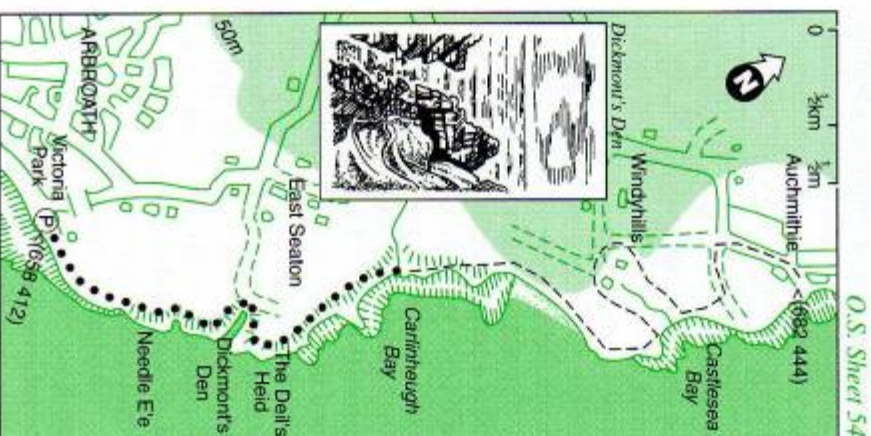
A walk along the top of the red sandstone cliffs of the Angus coast. Paths are of variable quality, with fine views. Public car park at Victoria Park. On site interpretation. Length: 3 miles/5km (there and back); Height Climbed: negligible. **Please note: cliff-top walks are dangerous; particularly in high winds. This route is unsuitable for children and animals if they are not kept under control at all times.**

This walk starts at the eastern edge of the town of Arbroath. Park on the Promenade, at the east end of Victoria Park, just where the cliffs begin.

The first 1 1/2 miles/2.5km of path is along a nature trail (Seaton Cliffs Wildlife Reserve), which is managed by the Scottish Wildlife Trust. A series of information panels provides a good insight into what can be seen on the trail.

The path is good as far as the woodland at Carlinhugh Bay. The cliffs are composed of old red sandstone between 350 and 400 million years old. Along the way you will pass the narrow inlet of Dickmont's Den, the Needle E'e – a superb example of a sandstone arch – and the Devil's Heid stack (or 'Pint Stump', as it is known locally). You can see why this rugged coastline was favoured by smugglers in the early 1700s, with so many nooks and crannies to hide in. Return by the same route.

(Beyond the reserve there is a possible further 1 1/2 miles/2.5km of rough path leading to the old port of Auchmithie. The cliffs are a joy for the botanist or ornithologist, but the walk is otherwise less interesting and harder to follow than the first section.



To start this section, climb up a grassy path behind Carlinhugh Bay and cut right. Many of the tracks are at field edges, so be careful not to damage crops or disturb livestock.)

## 22 St Vigeans

*A clear path along a disused railway line, passing through farmland and woodland to the north of Arbroath. Length: 5 miles/8km (there and back); Height Climbed: negligible.*

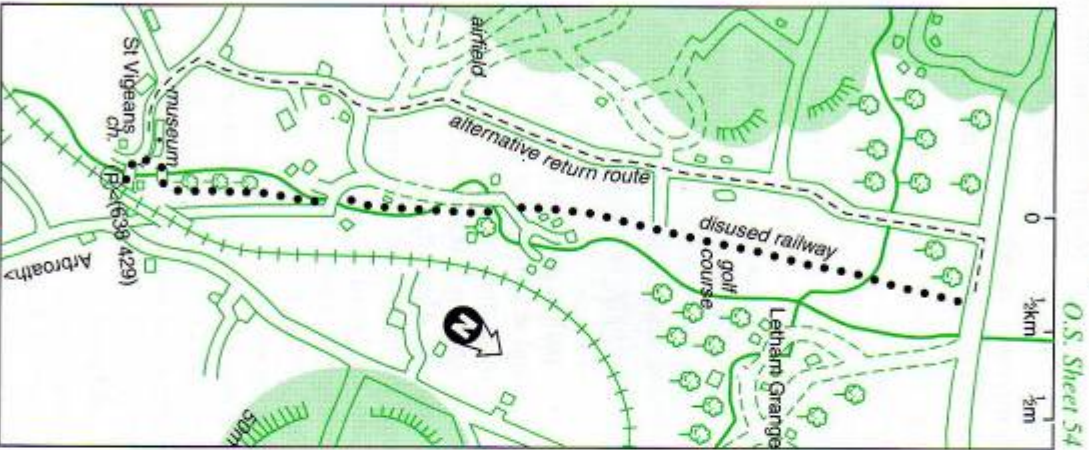
The fine old harbour town of Arbroath is historically famous for the Declaration of Arbroath – the equivalent of a declaration of Scottish independence – which was signed in the abbey in 1320. The ruins of the abbey, built in 1178 by William the Lion, are in the centre of the town.

To reach the start, leave Arbroath on the A92 heading north. As you leave the built up area turn left on the road signposted for St Vigeans. Follow the signs to the village and park in the free car park.

Form the car park, turn left and cross a small stone bridge. Turn right in front of the church, then right again, between gateposts onto a yew-lined gravel track leading to the new cemetery. (A short way on along the road there is a small museum, run by Historic Scotland, housing a collection of Pictish stone carvings from the 5th to the 9th centuries, open April – September). Follow this track for a short distance then cut right over a small wooden footbridge.

Turn left and follow the clear path north-west through a narrow strip of mixed woodland, with farmland on either side. Near the end of the walk, the buildings and golf course of Letham Grange Hotel are visible on your right.

To return, either retrace your steps along the disused railway line or turn



left along the public road, then first left again down a narrow public road, back to St Vigeans.

## 23 Elliot to Arbirlot

*A short walk through farmland and woodland around a wooded glen, making use of a disused railway line, leading to a small village. Length: 3 miles/5km; Height Climbed: 150ft/40m.*

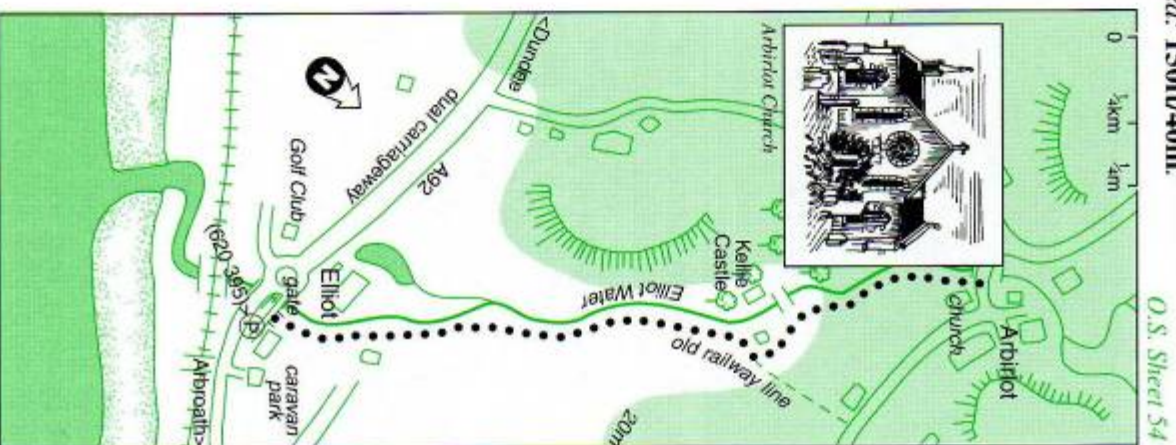
This walk starts from Elliot, just inland from the coast on the southern edge of Arbroath. To reach it, follow the Dundee road (A92) from the centre of Arbroath. After 2 miles, on the edge of the town, you reach the Elliot roundabout. Take the right-hand road (shown as a dead end) and park in the car park on the right, just after crossing Elliot Bridge.

The footpath is signposted opposite the car park. Go through the gate and follow the path beyond through woodland with the Elliot Water on your left.

After a short distance the track leaves the woodland, goes through a gate and cuts across a muddy field. Continue through a series of gates, with the edge of the woodland around the gorge of the river to the left.

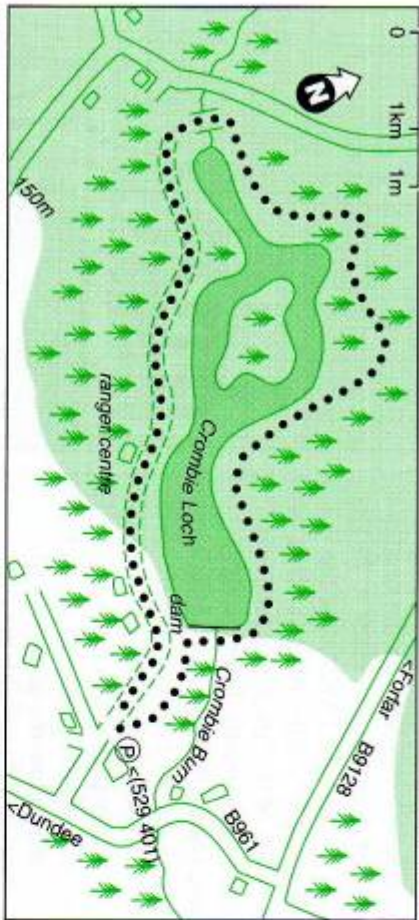
After about quarter of a mile/0.5km you will see a small barred metal gate on your left. Cut through this – off the old railway line – into the wooded gorge. Descend to cross a wooden footbridge, then climb some steps to the top of the gorge.

(To the left at this point, through the trees, you may be able to catch a glimpse of 15th-century Kellie Castle.) Follow this well-maintained path up the den to an arched road bridge above a pool, with Arbirlot church on the slope to the right. Return by the same route.



## 24 Crombie Country Park \_\_\_\_\_ C

A short woodland walk on waymarked trails through the mixed woodland around a small loch. Good paths and hides for observing waterfowl. Length: 3 miles/5km; Height Climbed: negligible. Small charge for car park.



To reach the park, take the A92 east from Dundee (ie, towards Arbroath) for 10 miles/16km. At Muirdrum, turn left onto the B9128 (Forfar Road), then left again on to the B961, heading back towards Dundee. The park – which is well signposted from the A92 – is to the right of the road after about half a mile/1km.

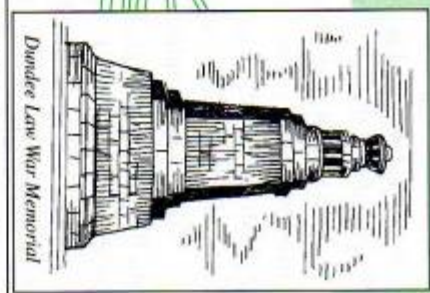
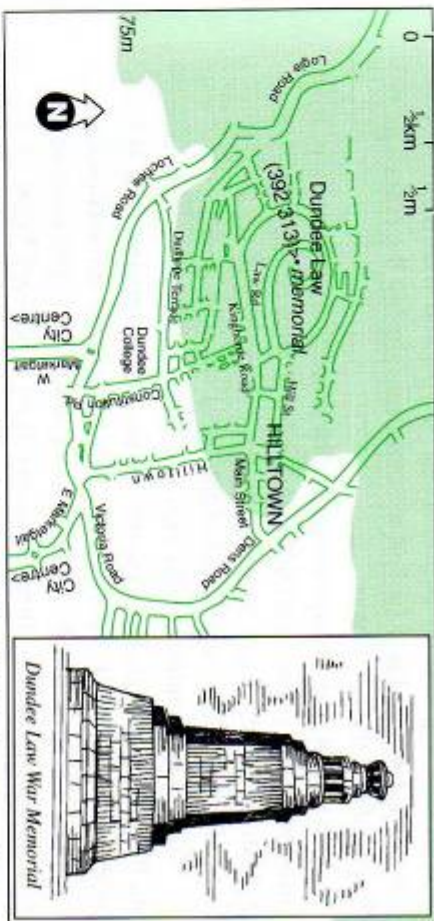
There is a small car park set in the trees. Follow the path north from here, signposted for the Birch Wood Woodland Walk. You will pass through an area of recently felled commercial woodland which has been replanted with birch, rowan and hazel. Follow the gravel path until you reach the loch. Cut right over the bridge at the dam. Here you pick up the Discovery Trail, which is clearly signposted by posts marked with three yellow trees. Along the route

you will see posts marked with a yellow thistle. These will direct you to nearby interpretation points with information on topics including roe deer, dykes, forestry and local history. At the western end of the loch the water becomes shallow. Here there are two excellent hides which give good vantage points from which to see the loch's numerous waterfowl, including great crested grebe, coot and moorhen.

Follow the path to the southern edge of the loch. Here you will find an excellent interpretation centre and the Ranger's office, where you can get more information on other walks in the park and a list of events that take place here throughout the year. Return to the car park either by the road or along the southern edge of the loch.

## 25 Dundee Law \_\_\_\_\_ C

A short hill climb, on clear paths, up one of Dundee's most famous landmarks. The views from the top are splendid. Length: 1½-2 miles/3km; Height Climbed: up to 571ft/174m.



At 517ft/174m, Dundee Law ('law' is an old Scots word for a hill) is the highest point in the city. On top of the hill is Dundee's War Memorial (known locally as 'The Peppercot'), with a beacon which is lit four times a year. The Law – which is formed of the remains of an eroded volcanic plug – has always been locally important, and was the site of an ancient hill fort.

There are many ways to approach this walk (see map). You can park in the city centre and head north towards the Hilltown area of the city, then follow the sign to the Law from there. Alternatively, you can head towards Constitution Road, near Dundee College, and again the Law is signposted. Finally, it is possible to drive to the top of the Law via Hilltown. (The Tourist Information

Centre in Castle Street can provide maps and directions on all the various routes up the hill.)

When you reach the Law, which is partially wooded, there are various interpretation points around the hill, explaining its history and wildlife.

At the top of the Law there is a viewfinder, highlighting the points of interest which can be seen. For such a short climb the views are excellent: over Dundee and the surrounding countryside; north and west towards the mountains; south into Fife and east to the North Sea. To return to the city centre, head south via either Constitution Road or Hilltown.

As with all city walks, it is best to err on the side of caution for personal safety, and you are advised not to venture up the Law at night.

(continued)

The city of Dundee has a superb position: facing south over the Firth of Tay with the twin road and rail bridges reaching across to the low green hills and fields of Fife beyond – a view best seen from the peak of Dundee Law (25). The settlement has a long history (there was an Iron Age fort on the Law) and one packed with incident – the town was besieged and sacked several times during the wars against England and the Civil War.

Although it was always a significant settlement, however, it did not grow with any great speed until, in the early 19th century, the jute industry took off (made possible by the availability of whale oil for softening the fibre – a product of the local whaling fleet).

Visitors to Dundee should visit the Verdant Works for information on the jute industry. The story of the Dundee's whaling fleet is related in the museum in Broughty Castle, while the most famous product of the town's shipbuilding yards – Scott's Antarctic exploration vessel, *Discovery* – is now berthed permanently at Discovery Point.



Looking South from Dundee Law (Walk 25)

1 Tentsmuir Point 2 Toyport 3 Tay Road Bridge 4 Newport-on-Tay 5 'Discovery' 6 Wornit 7 Tay Bridge

### (ScotWays) Scottish Rights of Way & Access Society

The publishers would like to acknowledge the assistance of the SRWAS in the production of this guide. The Society, now 160 years old, is an independent body, dedicated to safeguarding the legal status of rights of way; it also holds the National Catalogue of Rights of Way, on behalf of Scottish Natural Heritage and all the 32 local authorities.

To join, or to seek help with a rights of way problem, please contact:

SRWAS, 24 Annandale St, Edinburgh EH7 4AN (Tel: 0131 558 1222)

[www.scotways.com](http://www.scotways.com)

*Hallewell Publications would like to acknowledge the assistance of Angus Council in the preparation of this guide.*

### Tourist Information Centres

VisitScotland operates seven Tourist Information Centres within the area covered by this book (see Introduction map). These centres stock a wide range of local guides and maps, and their staff can provide information on accommodation, visitor attractions, public transport and other matters relating to the local area.

Their full postal addresses and telephone numbers are as follows:

Open All Year:

Dundee TIC, 21 Castle St, Dundee, DD1 3AA

(tel: 01382 527527)

Arbroath TIC, Market Pl, Arbroath, Angus, DD11 1HR

(tel: 01241 872609)

April-September:

Carnoustie TIC, 1b High St, Carnoustie, Angus, DD7 6AN

(tel: 01241 852258)

Montrose TIC, Bridge St, Montrose, Angus, DD10 8AB

(tel: 01674 672000)

Brechin TIC, Pictavia, Brechin Castle Centre, Brechin, Angus, DD9 6RL

(tel: 01356 623050)

Forfar TIC, East High St, Forfar, Angus, DD8 2EG

(tel: 01307 467876)

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