

## Responsible Access

### Enjoy Scotland's outdoors - responsibly!

Know the Code before you go...

Everyone has the right to be on most land and inland water providing they act responsibly. Your access rights and responsibilities are explained fully in the Scottish Outdoor Access Code.

Whether you're in the outdoors or managing the outdoors, the key things are to:

- **take responsibility for your own actions;**
- **respect the interests of other people;**
- **care for the environment**

Find out more by visiting [www.outdooraccess-scotland.com](http://www.outdooraccess-scotland.com) or phoning Scottish Natural Heritage on (01738) 458545 for a copy of the full Code or a leaflet.



#### Please

- Take your **litter** home.
- Keep your **dog** under close control. Remove Dog dirt and dispose of it safely.
- Be aware that **cattle** can be dangerous. Don't take your dog into fields where there are calves or other young animals. Never let your dog worry or attack livestock.
- Expect to meet **other people**. Let farm traffic pass safely. Cycle or ride at a safe speed.

Many of routes listed are used by riders. If you have a dog with you keep it under close control while horses pass.

Riders please clear your horse's manure off paths as walkers and children also use the paths.

## Useful information

Angus Ahead website

[www.angusahead.com.uk](http://www.angusahead.com.uk)

Gateway Museum Tourist Office,  
32 High Street, Kirriemuir.

Tel: (01575) 575479

Traveline (Public Transport information):

Tel: 0871 200 22 33

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

Visit Scotland, Castle Street, Dundee, DD1 3AA. Tel:  
(01382) 527527 [www.angusanddundee.co.uk](http://www.angusanddundee.co.uk)

**Other Leaflets available:** Forfar Path Network, Brechin Path Network, Arbroath Path Network, Walking in Glen Clova and Glen Doll, Walking in Glen Esk.

#### For further details contact:

For information on the leaflets and path networks in Angus please contact Angus Council.

ACCESSLine (all Council enquiries) 08452 777 778

e-mail: [accessline@angus.gov.uk](mailto:accessline@angus.gov.uk)

or visit: [www.angus.gov.uk](http://www.angus.gov.uk)

## Acknowledgments

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The content of this publication can be made available on alternative formats or translated into other community languages. Please contact the Council's ACCESSLine on 0845 777 778 for further information.



## Paths To Health

Walking is an excellent way of helping you improve your health. It is the simplest and most natural form of exercise there is.

30 minutes brisk walking each day can make a big difference. You don't have to do this all at once; it could be two 15-minute walks.

### What are the benefits of keeping active?

Taking regular exercise will not only make you feel better, it could also be a lifesaver.

Research has shown that exercise can help to:

- Lower stress levels and blood pressure
- Reduce the risk of heart disease and strokes
- Strengthen bones and muscles
- Maintain flexible joints
- Control weight

If you want to improve your fitness, why not try out some of the paths on the map. Try starting with short walks, and build up to longer walks as your fitness improves.

## Paths For All

Wherever possible, obstructions such as stiles and steps have been avoided, to make the paths as accessible as possible.

Most of the paths are accessible to cyclists and horseriders as well as to walkers. In a few cases physical conditions make routes inaccessible or less suitable for cyclists or horseriders. In these cases walking, cycling or horseriding symbols have been used to recommend appropriate use.

All of the paths are signposted with green fingerposts, as are return routes to Kirriemuir along public roads. Distances are given in miles.

Many of the paths have a hard, well-drained surface. Other more remote paths in the network may have a grassy surface or may be muddy, particularly where they are shared with farm vehicles. Appropriate footwear for wet or muddy conditions is recommended.



# Kirriemuir Path Network



Planning & Transport





## Kirrie Hill

1.75 miles 1 hour

Walk up Roods from the town centre then turn right up a track to the Camera Obscura and you will soon find yourself in the open on Kirrie Hill with amazing views of the Angus hills. If you continue past the cemetery you will find a path on the right, which takes you along the top of a disused quarry. Follow this to a triangulation point above the quarry and you will be rewarded with another vista across Strathmore towards Forfar.

The pathway continues along the ridge past a Standing Stone then crosses the access to a reservoir. Follow the path round the reservoir down into the quarry then on down to Brechin Road where you turn right to return to the town. This will take you past the access to the town Cemetery (signed Path Network "Kirrie Hill") where J.M. Barrie is buried. If you continue towards the town you also pass his Birthplace, which is now a museum.

## Caddam Wood

3.5 miles 2 hours

Caddam Wood lies to the north of the town and can be reached by following either East Hill Road, Mid Road or Windyghoul Road. This runs through the wood and is rough & muddy in places. You may prefer to follow the alternative path in the trees, which runs parallel to it.

The outer edge of the wood is mature beech trees, but areas in the centre have been harvested and replanted with more mixed woodland, which will take a few years to develop. The new planting is protected to allow the trees to get established. which means that the area for the public is restricted in places

There are rides along the north and south edges of the wood which, in good conditions, are suitable for horses. Walkers are asked to allow riders to pass safely on these routes. Riders please be aware that these tracks can become soft and are best avoided in wet weather. The road verges around the woods have been cleared so that you can use them as refuges from traffic.

Migvie Wood or Kate's Wood as it is known locally, lies east of Northmuir and makes a pleasant detour between Caddam Wood and Kirrie Hill. The wood itself has been replanted and there is a wide verge on East Hill Road which is suitable for horses.

## Kinnordy Loch

3 miles 1.5 hours

The RSPB maintain the area around Kinnordy Loch as a bird reserve, with public hides on the south side of the loch. There is a path to the loch which starts from the top of Kirrie Den. The area can be overgrown at times and stout footwear is recommended, as the path can be quite wet. The Gairie burn was dredged to lower the loch in the 19th century and the material removed was piled up along its banks. Follow the path along the south bank before crossing a stone arch bridge. At the start of a reeded area you can branch off to the Bird hides and Westmuir. Alternatively continue through the reeded area to clear ground where the loch is visible.

The path continues along the edge of the woods until you reach a farm track where a sign directs you northwards to an unclassified road. There is a track parallel to this road for part of the way back to Caddam Wood. Follow the road itself to the junction with Kinnordy Road. Turn right to follow this back to your starting point or you can branch off into Caddam Wood.



## Westmuir Loop

3.5 miles 2 hours

Westmuir is a village in its own right about a mile to the west of Kirriemuir. The village sprang up in the 19th century to provide housing for linen workers from Kirriemuir. It has its own network of paths but there are two links connecting with Kirriemuir. One starts beside Webster's High School and follows Clova Road to Lindsay Street. Once you cross this, follow the path between the houses until it widens out onto the fields. The path meets a farm track where you should turn left down the hill. At the foot turn right and follow the track past Plovermuir farm and on into Westmuir.

To complete the loop turn right up Low Road at the sign and cross the A926 at the shop. The villagers have created their own community woodland just west of the village. It is worth a detour to look at their work and you can continue out onto the public road to Kinnordy loch. Alternatively continue up Eastgate to the top of the hill, turn left for about 400 yards then right and follow the public road to the sign for Herdhillmuir Farm. Follow this track back to Kirriemuir.



## Kirrie Den

1.75 miles 1 hour

The Garrie burn flows right through the centre of the town in a deeply eroded valley. While this has split the development of the town it has also created very pleasant open space with its own network of paths. The 'Den' runs from Lochmill Road where the path to Kinnordy loch begins and runs right through to the site of the old railway station in Marywell Gardens. The den can be enjoyed for its own sake or it can be included in a loop from the town centre following the vintage signposts.

Young J.M. Barrie used to enjoy playing in and around the Den and it is not difficult to see where he got his ideas for some of locations in "Peter Pan". If you have read the book, see how many you can identify.



## Other Paths

In addition to the listed routes there is a network of paths around the town. These have not been listed individually but are shown on the map. They are also generally signposted on the ground if you are not familiar with the area.





Kirriemuir - ‘Gateway to the Glens’

Long before the Roman Legions camped in Caddam Wood, the area was a settlement for Stone, Bronze and Iron Age dwellers. Relics of their existence can be found in the ‘Stannin Stane’ on Kirrie Hill and in the Pictish Stones from the old Parish Churchyard now on display in the Meffan Museum in Forfar.

Kirriemuir church dates back to Pictish times. It was probably founded in the early 9th century, and dedicated to Queen Mary, who is remembered in the street name Marywell Brae. The Earls of Angus, and their celtic predecessors, the Mormaers of Angus, had the right of burial in the church. It was an important Pictish church which also had judicial powers, giving the Kirriemuir the status of a burgh of barony. The Court hill just above the Den was where this justice was dispensed, probably until the building of the town house in 1604.

The ‘Kirkton of Kirriemuir’ became a ‘free burgh in barony’ in 1459 with a population of 124, but did not become a significant town until the mid 18th century when the weaving boom brought great prosperity. By the mid 19th century the population of the ‘Wee Red Toon’ had risen to 3000 and the demand for housing saw the establishment of Southmuir, Westmuir and Northmuir villages. Wilkie’s factory at the south end of the ‘Den’ continues the textile tradition although it has progressed considerably from the early machinery powered by the water from the adjacent Garrie Burn.

Kirriemuir is perhaps best known for its famous son, J M Barrie the creator of Peter Pan. His birthplace is now a museum run by the National Trust for Scotland. Son of a weaver he was the ninth of ten children. He became a journalist before he moved on to his now well known novels and plays. In his books he used Kirriemuir as his imaginary town of ‘Thrums’. This is its local name and is the local pronunciation for threads presumably from the weaving trade.



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