

**LANG WALK LOOP** ●●●●●  
 moderate 2.9 miles/4.75km. Allow 2 hrs

A circular route which starts and finishes wherever you choose. The route goes through Pitmedden as well as picturesque Udney Green. It follows pavements, leafy country lanes and the woods around Udney Castle.

Starting in Pitmedden at the Coffee Apothecary, ([www.thecoffeeapothecary.co.uk](http://www.thecoffeeapothecary.co.uk)), cross over the main road and look for the road sign for Udney Green. The first section crosses over the Bronie Burn and takes you around the Mill of Udney buildings. Take care on this section as line of sight is restricted for both motorists and pedestrians.

After the buildings the road continues straight along the Lang Walk for approximately one mile until you reach the village of Udney Green.

*\* About half way along you will see paths leading off into the woods to the left and the right. Here you can turn right to take a short cut or left to make your walk a little longer.*

Just before you reach Udney Green square, home of the well-known Eat on the Green restaurant, ([www.eatonthegreen.co.uk](http://www.eatonthegreen.co.uk)), look for the ornamental gates on your right, leading into the grounds of Udney Castle.

Considerate walkers are welcome to use routes through the grounds but are reminded to respect the privacy of residents in the castle and cottages by sticking to the paths.

Please make sure that dogs are always kept under close control to safeguard wildlife, pets and people who live there.

Continue past the castle up the avenue of Rhododendrons for about 200m until you see a track leading off to your right into the woods.

Until this point the route has followed well paved roads, but here the path becomes more basic and, depending on rainfall, it can sometimes get quite muddy.

*\* There is an option to complete this walk on paved road by continuing through the Castle grounds onto Oldmeldrum Rd before turning right back towards Pitmedden. Beware as this section of road can be very busy.*

Follow the path to its conclusion. At the road cross over and turn to the right along the path through the trees heading back towards Pitmedden.

At the T-junction with the B999, turn right and continue past the tennis club and bowling green for 200m and you will see your starting point ahead of you.

**UDNY GREEN, PITMEDDEN LOOP** ●●●●●  
 strenuous 2.45 miles/4km. Allow 2 hrs

A circular route from Pitmedden, through woodlands to the Bronie Burn and along to Udney Green. Head back to Pitmedden through Udney Castle grounds.

*\* Long sections of this path are not suitable for those with mobility problems or for pushchairs.*

Starting at the edge of the village on Oldmeldrum road (A920), follow the straight path down through the woods for about half a mile. At the end of this path you reach a tarred road which leads to Udney Green. This road is very quiet but you should watch out for traffic as you cross. Continue into the woods at the other side of the road and follow the path to the burn at the end. Turn right and follow the course of the burn until you reach the bridge. Turn right to enter the village of Udney Green from the South. Continue along the side of the square until you see the ornamental gates leading into the grounds of Udney Castle.

Considerate walkers are welcome to use routes through the grounds but are reminded to respect the privacy of the residents in the castle and cottages by sticking to paths.

Please make sure that dogs are always kept under close control to safeguard wildlife, pets and people who live there.

Follow the road past the castle and up the avenue of rhododendrons until you see a track leading off to your right into the woods. Take this track. Depending on rainfall this section can sometimes get very muddy. Follow this section to its conclusion and you will find yourself back where you began.

**PITMEDDEN VILLAGE LOOP** ●●●●●  
 moderate 1.5 miles/2.6km. Allow 1 hr

A circular route which can start and finish wherever you choose. Runs through the village centre and into the woodlands around Pitmedden Garden. Links to all other paths.

To begin beside the Co-op in the village centre, head down hill through the village until you reach the junction with Oldmeldrum Road at the Craft Bar, ([www.facebook.com/TheCraftPitmedden](http://www.facebook.com/TheCraftPitmedden)).

Turn right along Oldmeldrum Road until you see a new path heading back into the woodland on your right. Follow that path towards Pitmedden Garden until you reach a path marked with yellow and white marker posts. Turn right past the ponds and follow the path around behind the main house.

Take the path leading off to your right marked with a green



marker. You will see an old industrial site on your left and a field on your right. At the end of the woodland path turn right back towards the village and your starting point.

**PITMEDDEN TO TARVES** ●●●●●  
 strenuous 3 miles/5km. Allow 1.5 hours each way.

Following the 'Fisher Walk' and then the 'Old Aberdeen Drove Road' between the two villages. A steep climb at either end but offering fantastic views of the surrounding countryside from the highest point. This route is described in more detail here, ([www.heritagepaths.co.uk/pathdetails.php?path=120](http://www.heritagepaths.co.uk/pathdetails.php?path=120)).

Follow the directions for the Fisher Walk and Tolquhon Castle but instead of turning off the Old Aberdeen Road continue across open countryside towards the village of Tarves.

The views from the highest point are spectacular so remember to bring a camera.

From a high point of 136m you will start to descend back into woodlands which open out to reveal Tarves ahead.

The small heritage museum is well worth dropping into, ([www.tarvesheritage.org.uk](http://www.tarvesheritage.org.uk)), and The Murly Tuck café, ([www.themurlytuck.co.uk](http://www.themurlytuck.co.uk)), is a great place to stop to refuel.

You can continue up Tree Road in Tarves towards Haddo House and beyond but those routes are not detailed here. Further details can be found here, ([www.nts.org.uk/visit/places/haddo-house](http://www.nts.org.uk/visit/places/haddo-house)).

From Haddo there are well marked onward routes towards Methlick and beyond, ([www.scottishwildlifetrust.org.uk/reserve/gight-wood](http://www.scottishwildlifetrust.org.uk/reserve/gight-wood)), ([www.thecastlesofscotland.co.uk/the-bestcastles/scenic-castles/gight-castle](http://www.thecastlesofscotland.co.uk/the-bestcastles/scenic-castles/gight-castle)).

**FISHER WALK AND TOLQUHON CASTLE** ●●●●●  
 strenuous 3 miles/5km. Allow 1-2 hours depending on route.

Two options for a walk to Tolquhon Castle and Gallery. The shorter option includes a field that sometimes contains livestock. The longer route is passable, year-round.

Starting at Pitmedden Garden, ([www.nts.org.uk/visit/places/pitmedden-garden](http://www.nts.org.uk/visit/places/pitmedden-garden)), head back out towards the main entrance. Cross the road (A920) taking care to look out for traffic. The Fisher Walk is well signposted. Head into the woods and up the hill. Note the old lime kiln on the right hand side which was once used to produce lime for farmers' fields.

Half way up the hill you will see a farm gate on your right with a rough track that leads through farmland towards Tolquhon Castle. The field you will cross is sometimes home to farm animals so may not always provide a suitable route.

Following this path will allow you to complete the rest of the route as part of a circuit but the decision about its use must be your own. If you decide to take this route please make sure that you close the gate behind you.

If you decide not to take the path to the right, continue up the hill and follow the path around the cottage at the top of the hill. Turn right onto the single track tarred road and follow it to its conclusion. You will see a new grassy path begin where the paved road ends. It is the old Aberdeen road which was used by drovers to take their cattle to market in days gone by. Follow this path until you reach a sign post for Tolquhon Castle to the right, ([www.historicenvironment.scot/visit-a-place/places/tolquhon-castle](http://www.historicenvironment.scot/visit-a-place/places/tolquhon-castle)).

The section of path leading to the castle can be a little overgrown. If you intend to take the circular route home you should turn right at the Castle and on down the hill past the art gallery, ([www.tolquhon-gallery.co.uk](http://www.tolquhon-gallery.co.uk)). Otherwise you must retrace your steps back the way you came to return to Pitmedden Garden car park.



Pitmedden is situated midway between Ellon and Oldmeldrum and is approximately 16 miles (26 km) from Aberdeen. It is only about half an hour from Aberdeen by car, but it is also serviced by the No's 290 and 291 bus routes between Aberdeen and Methlick. The No. 49 runs through the village between Inverurie and Ellon Park and Ride.

Udney Green sits on National Cycle Route No.1

The area offers a great combination of interesting walks and comfortable places to rest making it ideal for a great day out for people of all abilities.

We have included websites for places you might like to stop along the way, but you should contact them directly to check opening times and availability. Muddy boots may not always be welcome so please bear this in mind when planning your visit.



**Enjoy Scotland's outdoors responsibly**

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

**KNOW THE CODE BEFORE YOU GO**

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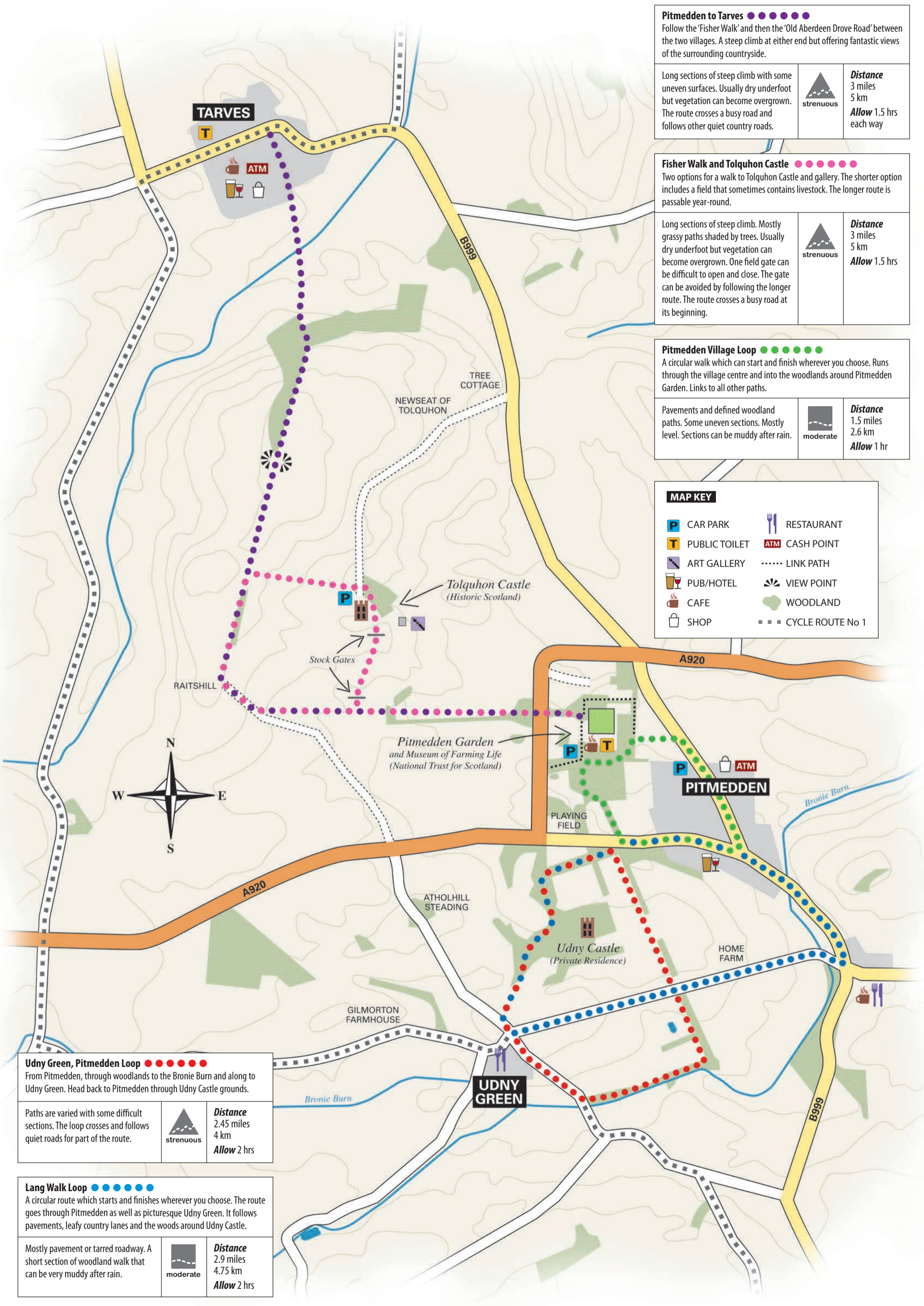
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# Walks around Pitmedden and Udney





**Pitmedden to Tarves** ●●●●●●●●

Follow the 'Fisher Walk' and then the 'Old Aberdeen Drove Road' between the two villages. A steep climb at either end but offering fantastic views of the surrounding countryside.

Long sections of steep climb with some uneven surfaces. Usually dry underfoot but vegetation can become overgrown. The route crosses a busy road and follows other quiet country roads.

**strenuous**

**Distance**  
3 miles  
5 km

**Allow** 1.5 hrs each way

**Fisher Walk and Tolquhon Castle** ●●●●●●●●

Two options for a walk to Tolquhon Castle and gallery. The shorter option includes a field that sometimes contains livestock. The longer route is passable year-round.

Long sections of steep climb. Mostly grassy paths shaded by trees. Usually dry underfoot but vegetation can become overgrown. One field gate can be difficult to open and close. The gate can be avoided by following the longer route. The route crosses a busy road at its beginning.

**strenuous**

**Distance**  
3 miles  
5 km

**Allow** 1.5 hrs

**Pitmedden Village Loop** ●●●●●●●●

A circular walk which can start and finish wherever you choose. Runs through the village centre and into the woodlands around Pitmedden Garden. Links to all other paths.

Pavements and defined woodland paths. Some uneven sections. Mostly level. Sections can be muddy after rain.

**moderate**

**Distance**  
1.5 miles  
2.6 km

**Allow** 1 hr

**MAP KEY**

	CAR PARK		RESTAURANT
	PUBLIC TOILET		CASH POINT
	ART GALLERY		LINK PATH
	PUB/HOTEL		VIEW POINT
	CAFE		WOODLAND
	SHOP		CYCLE ROUTE No 1

**Udny Green, Pitmedden Loop** ●●●●●●●●

From Pitmedden, through woodlands to the Bronie Burn and along to Udny Green. Head back to Pitmedden through Udny Castle grounds.

Paths are varied with some difficult sections. The loop crosses and follows quiet roads for part of the route.

**strenuous**

**Distance**  
2.45 miles  
4 km

**Allow** 2 hrs

**Lang Walk Loop** ●●●●●●●●

A circular route which starts and finishes wherever you choose. The route goes through Pitmedden as well as picturesque Udny Green. It follows pavements, leafy country lanes and the woods around Udny Castle.

Mostly pavement or tarred roadway. A short section of woodland walk that can be very muddy after rain.

**moderate**

**Distance**  
2.9 miles  
4.75 km

**Allow** 2 hrs