

Paths Around Maybole



Dunure



Kirkoswald Church Yard



Maybole Castle

AYRSHIRE

There are two shops and bar meals are available.

There is a general store and bar meals are available.

DUNURE Without doubt Dunure is the most picturesque of Ayrshire's former fishing communities with its 200 year old harbour overlooked by original cottages which, in turn, are watched by the peilously cliff-edged 13th century Dunure Castle and its beehive doocote.

There is a range of shops and bar meals are available.

MAYBOLE From feuding 16th Century landowners to a succession of industries linked to its agricultural hinterland Maybole, the capital of Carrick, has always been a lively community. The bustle today, however, is not from the former weaving industry or the later boot and shoe factories but from a seemingly endless stream of traffic through its High Street. Take time to walk round its compact historic core and you'll be able to picture town life in past days.

There are all described leaving from Maybole.

Ordnance Survey maps are ideal companions for all walks and provide a great deal of additional information to help identify landmarks en route. The most useful are Explorer 326 for all walks or Landranger 70 for Maybole to Dunure and Landranger 76 for Maybole to Kirkoswald.

Where are we heading?

The walks in this leaflet link three Carrick communities – **Maybole, Kirkoswald and Dunure.**

views.

harbour passing some 'modern' housing with commanding

road. Cross with care and descend the final mile to Dunure

fenced path to reach Fisherton School and the A719 coast

dwelling some 20 years ago. Use the shortcut of the new

of storeys high before finally being completed as a private

Dunduff Castle which, for centuries, was no more than a couple

Turning right at the cattle grid look ahead and spot refurbished

the walk revealing a seascape which is Ayrshire's pride.

the right, the road emerges from the trees at the summit of

the forest track and, not long after Snipe Bog is glimpsed on

another stile leads into the forest. The going improves with

From here the fence is followed over boggy ground until

but overgrown linn where the gap for the path narrows.

keeping the fence to your right. Watch out for an attractive

road turns sharp right and continue on the waymarked route

1 1/2 miles from Ladycross continue straight ahead where the

right at Ladycross will take you to his memorial.) After about

have held his services. (A short detour of 600 yards to your

the steady climb into open countryside is up the Preaching

to continue uphill.

of a tollhouse on the former turnpike road which is crossed

Mary may once have existed. The junction was also the site

is reached where a wayside cross dedicated to the Virgin

Near Path'. After a mile, with the town left behind, the Ladycross

now built over. In earlier times this was simply called the

up Gardenrose Path – named after a farm whose lands are

Leave the Green and cross the railway footbridge then continue

The Route

that smuggled goods shared the journey.

Dunure's line-fishing past. It is not to fanciful to imagine

along this path to reach Maybole tables in the heyday of

it is probable that fresh haddock and whiting were carried

way between Maybole and Dunure. As the most direct path

This route traverses contrasting terrains as it follows an old

Walk 4 MAYBOLE to DUNURE 7 miles

Walk 3 MAYBOLE to KIRKOSWALD 13 miles

Walk 2 DRUMMOCHREEN CAIRN 9.5miles

Start as Walk 1 until note for Route 2 and 3 is reached then follow instructions up to note for Route 3.

Shortly after continuing past the Cairn a view into the valley of the Water of Givvan is revealed. A right turn and a 1/2 mile walk leads to the ruin of High Newlands and the public road. This was also the site of the Black Cock Inn which prospered when the line of our walk was the main route from Maybole. A right turn onto this quiet road starts the leg of our journey which leads to Kirkoswald (By turning left Dailly can be reached but this currently means using some busier roads.)

Over 1 mile along the road turn right at the junction signposted Kirkoswald but at the next junction ignore this instruction and branch left. Watch for a waymark on the right at the start of a grass lane and turn down it to reach Kirkoswald passing its 1777 church which may have benefited from some ideas of Robert Adam who was working on Culzean Castle at the time. If time permits visit the Burns' sites in the village before turning right to head back to Maybole.

At the end of the pavement turn right then left to cross a little ford on the side road which passes secluded Blenheim House. For about 2 miles enjoy the peace of this road compared with the main road a few hundred yards to the north. Just as joining the main road seems inevitable a footpath leads off to the right and climbs over a shoulder to give a fine view of Crossraguel Abbey with Maybole in the background. At the Abbey the quieter options run out and the last stretch back to Maybole uses the pavement along the main road. The ruined Baitersan Castle provides a passing distraction from the trunk road traffic.



Walk 1 KILDOON CIRCUIT 5 miles

This walk gives a good return for effort. It's climax is the top of a hill which, with its monument, is a landmark seen from miles around.

Walk south out of the Green and turn right into the High Street passing the Town Hall part of which was originally the town house of Blairquhan lairds. After 1/4 mile bear left down the curiously named Coral Glen. The name is in fact a corruption of Quarry Glen which is historically correct if less attractive.

Note the remains and motto at the Wee Spout in the Glen – the last reminder of Maybole's former public wells.

At the foot of the hill branch up Allan's Hill to pass Our Lady & St Cuthbert's Church before emerging into a rural landscape with Kildoon Hill in full view. Less than 1/2 mile from the railway bridge a sign indicates the line of the old coach road which is our path. At the top of the rise the path can be left to reach the summit of Kildoon with its ancient fort and monument to Sir Charles Fergusson. Return to the path and continue past the lochan to descend to the footbridge turning left over the stile.

(Route 2 and 3 turn right at the next junction after Lower Burncrooks)

The Kildoon walk continues straight ahead to Spring Garden Farm then to the bridge where a left turn leads under Kildoon. A local story tells of a young rider killing himself by riding along the hillcrest to tumble down this steep side. Continue north to rejoin the outward route and return to Maybole.



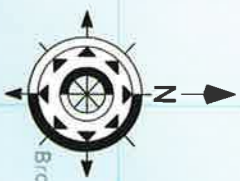
Walk 1 until note for Route 2 and 3 is reached

After turning right pass a hillside called Sunny Brae then enter disappointingly unthreatening Ghaist Glen to reach the end of the public road at Lockspouts. Continue straight ahead past Craigdow road-end onto a grass track where the Green Well keeps the going soft. As the path improves again watch out for Drummocheen Cairn on your right. The cairn is a reminder of Carrick's bloody past when clan feuding was commonplace.

(Route 3 continues straight ahead at this point)

Walk 2 turns left onto a grass track and waymarks are followed in a more-or-less straight line for about 1.5 miles to the trig point at the top of Craigin Hill. Still generally heading east drop from the top of the hill to reach an old road and turn left. This lead to Spring Garden Bridge where the route continues under Kildoon Hill to return to Maybole.



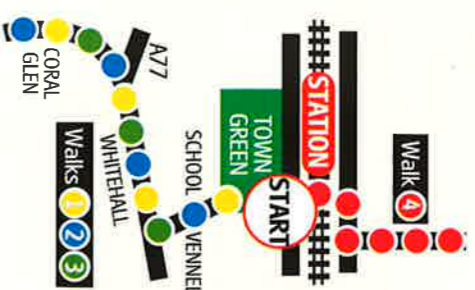


GENERAL ADVICE

The walks are over a mixture of terrains including public roads, farm tracks, new footpaths and open hillside. After periods of rain soft ground may be experienced and stout boots are recommended, especially on the longer routes. It is also advisable to take food and drink on all walks as there are no opportunities to purchase refreshments along the way.

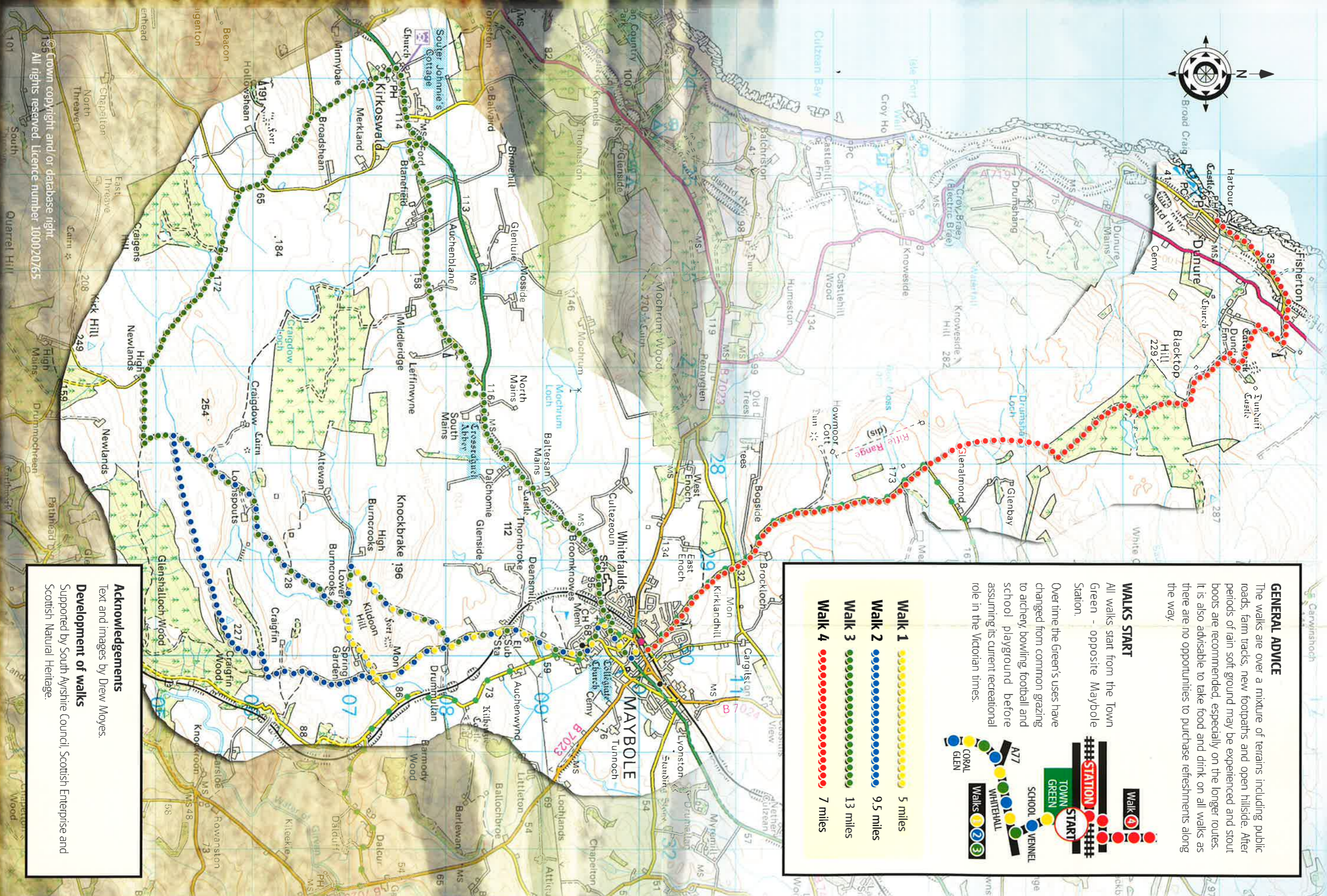
WALKS START

All walks start from the Town Green - opposite Maybole Station.



Over time the Green's uses have changed from common grazing to archery, bowling, football and school playground before assuming its current recreational role in the Victorian times.

- Walk 1** 5 miles
- Walk 2** 9.5 miles
- Walk 3** 13 miles
- Walk 4** 7 miles



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