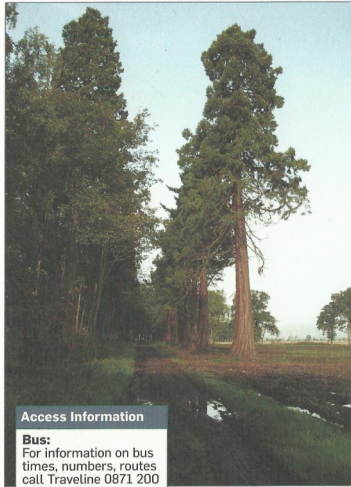


5. Dunmore loop



Access Information

Bus:
For information on bus times, numbers, routes call Traveline 0871 200 2233 or visit www.traveline.org.uk

Train: No

Cycle: On road Sustrans route 76 nearby.

Parking: Car park at pineapple

Distance: 2.8 miles [4.5 km]

Path information: Mainly unsurfaced paths, muddy and grass tracks in places

Facilities: None.

Finding your way

START: Car park at Dunmore Pineapple

- 1 As you leave the car park walk alongside the walled garden heading north passing the large entrance gates.
- 2 When you come to an opening in the wall follow the sign post through another enclosed walled area towards large red doors in the wall opening. Continue through the gate and onto a red ash track.

- 3 Turn right and follow the path downhill until you come to the next sign post where you turn right and pass in-between two sections of wooden fencing taking you through mature woodland. This section is muddy in places. Follow the path through the woodland until you come out to an avenue of impressive large Giant Redwood trees.

It is a ruin now and it is not advisable to enter the tower for your own safety.

- 5 Retrace your steps and continue along the farm track until you come to a T junction. Turn right and walk along the avenue of much smaller trees towards Dunmore village.

- 6 Cross the main road and continue into the Conserative Area of Dunmore village. The house immediately to your right was the schoolhouse built in 1875. There is no pavement going into the village.

- 7 As you come into the centre of the village you will see the Village Well which was brought from London by Catherine the Countess of Dunmore to quench the thirst of the sportsmen on the bowling green. It has now been restored to its former glory.

- 8 At the northern end of the



Key

- Starting point
- Main path
- Other path
- P Parking

Buildings of interest (details on pages 4-7)

- A Elphinstone Tower
- B Old schoolhouse
- C Village Well
- D The Smiddy
- E Dunmore Park

- 11 Keep on the track as it continues to the left passing Dunmore Home Farm. Continue along the tarmac road until you come to the main road.

- 12 Cross the road and continue along the track opposite with its avenue of trees. When you come to the junction turn left.

- 13 Alternatively you can take a slight detour and continue along the track to see Dunmore Park. Retrace your steps back to the junction and turn right and follow the track to the T junction. Continue on the track taking you back to the car park.

village and behind the bowling hut was where the original pier stood. To your right is the unusual horse shoe doorway of a private house which was once the blacksmith known as "The Smiddy".

- 9 At the bowling hut turn left and follow the track round to the right continuing past Pyetrees Cottages. This is a very flat hard surface taking you to Dunmore Home Farm.

- 10 If you look to the left you can see stands of mature woodland. They are known as roundels

which were used during the shooting season. Visitors to the farm would stand out in the open field and the birds would be flushed out of the trees and shot. To your right and across the water you can see Clackmannan Church and Tower.



Source: *Walk, Ride and Cycle in and around Airth Parish*

Falkirk Council



Falkirk Council

