

KINNOULL HILL

Directions

Grid Ref: NO 144 236

From the old bridge in Perth go uphill, bearing right at the first junction. For the main start (S1) continue straight on to the Jubilee car park.

For the start S2 take the second turn right where the houses end and continue to the car park.

Description of Area

One of Scotland's best woodland parks with varied tree cover and a network of paths. Spectacular views over the River Tay. See the wood carvings, visit the arboretum, the old curling pond and the hill fort.

Suggested routes

TRAIL

Route 1: 2kms, Route 2: 1.6kms
1: S1, E1, E2, E3, E4, E5, E10, E11, E12, E13
2: S2, E6, E5, E10, E9, E8, E7
Or combine all markers in one route (3kms)

DISCOVERY

Route 1: 2.2kms, Route 2: 1.7kms
1: S1, M1, M2, M11, M8, M9, M10
2: S2, M4, M5, M6, M7, M3
Or combine all markers in one route (3.5kms)

CHALLENGE

Full route: 4.5kms (180m ascent)
S1, D1, D2, D3, D4, D6, D5, D7, D8, D9, D10, D11, D12

CARVINGS

Choose your own route. See the website for the description of the carving.

Using the map

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If the path bends, then you should move round your map so the path on the ground and on the map still point in the same direction. The position of the map relative to the ground should never change - you move round the map.

If you use a compass, you can use it to make sure the map always has the 'North' arrow pointing North or you can use it to take bearings.

Keep track of where you are by tracing your route with your thumb on the map.

Try and estimate distance. Look at the scale on the map. 1:10,000 means that every centimetre on the map represents 100m on the ground. Check the number of paces it takes for you to cover 100m and then use it to calculate how far you have gone.

The contour lines on the map indicate the shape of the land and you can work out the ascent or descent on your route, when you will go up or down and how steep the ground is.

Choose your route

On the map, the position of each marker is shown by a red circle. The starting point(s) is(are) shown with a red triangle.

Each marker has a 'number' as shown in the table, which is on the map and in the top left of the marker post. You can choose markers for your level of difficulty:

TRAIL are E1 to E13 (easy)
DISCOVERY are M1 - M11 (medium)
CHALLENGE are D1 -D12 (difficult)

Routes are suggested, but you can also make up your own route. You can draw your chosen route on the map with lines between the circles.

Use the description in the table to help you find your marker. Check you are at the right one by checking the number on the post against your map. Then write down the code (the larger letter and number) to show you have found the marker.

At the end, check you have the right answers by looking at www.taysideorienteers.org.uk.

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where there is more information about WOODLAND CHALLENGE, including photos. There is also information on orienteering events to go to and try out your new skills.

Description of the location

TRAIL MARKERS		CODE
E1	Southwest path junction	
E2	Small hill top	
E3	Track/path junction	
E4	Path junction	
E5	Track/path junction	
E6	Path/ditch junction	
E7	Path junction	
E8	Path junction	
E9	Path junction	
E10	Track/path junction	
E11	Track/path junction	
E12	Path junction	
E13	Track/path junction	
DISCOVERY MARKERS		
M1	Cliff, 1 metre high	
M2	Small valley	
M3	Cliff, 1 metre high	
M4	Spring	
M5	Small hill, East side	
M6	Small hill, East side	
M7	Cliff, 1 metre high	
M8	Small hill	
M9	Spur, North side	
M10	Wrecked car	
M11	Small valley	
CHALLENGE MARKERS		
D1	Boulder, 0.6 metre high	
D2	Pit	
D3	Cliff, 1.5 metres high	
D4	Between small hills	
D5	Cliff, 1 metre high	
D6	Small valley	
D7	Small valley	
D8	Small hill, West side	
D9	Small hill	
D10	Spur	
D11	Pond, NW side	
D12	Stream junction	

ST MAGDALENE'S HILL

Directions

The area is above Craigie on the South side of Perth. From the Glasgow Road, turn onto Needless Road, then Darnhall Drive, going uphill to the top of Glenlochay Road and the car park. From the Edinburgh Road, travelling out of Perth, just past Tesco turn right into Gleneagles Road, then left into Glendevon Road to its top.

Description of Area

The area is a mix of different types of woodland and open spaces, with a good network of paths. There are fine views over Perth and to the Grampians beyond. You can walk beyond marker M10 onto Kirkton Hill for views over Strathearn and beyond marker M6 to Callarfountain and the top of Mailer Hill with extensive views in all directions.

Suggested routes

You must use the bridge by E10 if you cross the motorway.

TRAIL

Route 1: 2kms, Route 2: 1.7kms
1: S, E1, E3, E6, E12, E13, E11, E10, E9
2: S, E2, E4, E5, E8, E7, E12, E6, E3, E1
Or combine all markers in one route (2.5kms)

DISCOVERY

Full route: 3.6kms
S, M1, M2, M3, M12, M8, M7, M10, M9, M6, M5, M4, M11

CHALLENGE

Full route: 3kms (120m ascent)
S, D2, D4, D10, D9, D8, D6, D7, D5, D3, D1
Or visit all 35 markers in one circuit!

Using the map

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If you use a compass, you can use it to make sure the map always has the 'North' arrow pointing North or you can use it to take bearings.

Keep track of where you are by tracing your route with your thumb on the map.

Try and estimate distance. Look at the scale on the map. 1:10,000 means that every centimetre on the map represents 100m on the ground. Check the number of paces it takes for you to cover 100m and then use it to calculate how far you have gone.

The contour lines on the map indicate the shape of the land and you can work out the ascent or descent on your route, when you will go up or down and how steep the ground is.

Choose your route

On the map, the position of each marker is shown by a red circle. The starting point is shown with a red triangle.

Each marker has a 'number' as shown in the table, which is on the map and in the top left of the marker post. You can choose markers for your level of difficulty:

TRAIL are E1 to E13 (easy)
DISCOVERY are M1 - M12 (medium)
CHALLENGE are D1 -D10 (difficult)

Routes are suggested, but you can also make up your own route. You can draw your chosen route on the map with lines between the circles.

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where there is more information about WOODLAND CHALLENGE, including photos. There is also information on orienteering events to go to and try out your new skills.

Description of the marker location

TRAIL MARKERS		CODE
E1	Path junction	
E2	Path junction	
E3	Path junction	
E4	Path junction	
E5	Path junction	
E6	Path junction	
E7	Path junction	
E8	Path junction	
E9	Path junction	
E10	Track / path junction	
E11	Path junction	
E12	Path junction	
E13	Path bend	
DISCOVERY MARKERS		
M1	Trees, NE side	
M2	Clearing	
M3	Hill top	
M4	Path junction	
M5	Small valley	
M6	Path bend	
M7	Path / ditch junction	
M8	Small quarry	
M9	Path / ditch junction	
M10	Small hill	
M11	Pit	
M12	Clearing	
CHALLENGE MARKERS		
D1	Stream bend	
D2	Cliff, 1.5 metres high, NE side	
D3	Pit	
D4	Cliff, 1 metre high	
D5	Cliff, 2 metres high	
D6	Cliff, 1.5 metres high	
D7	Cliff, 3 metres high	
D8	Ditch junction	
D9	Ditch	
D10	Gully, NW end	

THE KNOCK OF CRIEFF

Directions

At the Crieff Hydro Hotel, go past the Stables and up the hill, passing the lodges on your left. Start S1 is the small car park on your right. For Start S2, after a further 150m branch right on an unmade road to the car park.

Description of Area:

The Knock of Crieff is an elongated hill with two tops. The western part is mainly deciduous woodland. Note from May to Nov there is thick bracken in the western open areas. The eastern part of the hill is coniferous forest. To its north is an open area, though newly-planted native trees will transform this into woodland. Try a range of adventure activities at Crieff Hydro's Activity Centre and enjoy the luxury of the hotel afterwards.

Suggested routes:

TRAIL

Route 1: 2.2 kms, Route 2: 2.4 kms
1: S1, E2, E3, E4, E5, E8, E10, E11, E1
2: S2, E7, E9, E10, E8, E4, E3, E6
Or combine all markers in one route (3.3kms)

DISCOVERY

Route 1: 1.7 kms, Route 2: 2.4 kms
1. S1, M1, M2, M3, M4, M6, M5
2. S2, M7, M9, M10, M11, M12, M8, M6
Or combine all markers in one route (3.3kms)

CHALLENGE

Full route: 4.4 kms (190m ascent)
S2, D4, D5, D6, D8, D12, D9, D10, D11, D7, D3, D2, D1
Or visit all 35 markers in one circuit!

Using the map

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Choose your route

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TRAIL are E1 to E11 (easy)
DISCOVERY are M1 - M12 (medium)
CHALLENGE are D1 -D12 (difficult)

Routes are suggested, but you can also make up your own route. You can draw your chosen route on the map with lines between the circles.

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Description of the marker location

TRAIL MARKERS		CODE
E1	Path junction	
E2	Path junction	
E3	Path junction	
E4	Path junction	
E5	Path junction	
E6	Path junction	
E7	Cliff, 1.5 metres high	
E8	Path junction	
E9	Path junction	
E10	Path junction	
E11	Path / road junction	
DISCOVERY MARKERS		
M1	Marsh, East side	
M2	NW boulder, 0.5 metre high	
M3	Bridge	
M4	Gate	
M5	Fallen tree, NW end	
M6	Boulder, 0.5 metre high	
M7	Boulder, 0.5 metre high	
M8	Boulder, 0.5 metre high	
M9	Earth wall, north part	
M10	Earth wall, NE corner	
M11	Cliff, 1 metre high	
M12	Boulder, 1 metre high	
CHALLENGE MARKERS		
D1	SE boulder, 2 metres high	
D2	Boulder, 0.5 metre high	
D3	Boulder, 1.3 m. Not accessible May – Nov owing to high bracken	
D4	Boulder, 0.5 metre high	
D5	Cliff, 1 metre high	
D6	Boulder, 1 metre high	
D7	Path bend	
D8	Boulder, 1 metre high	
D9	Fallen tree, north end	
D10	NW cliff, 1.5 metres high	
D11	Cliff, 1 metre high	
D12	Cliff, 1.5 metres high	

THE HERMITAGE

Directions

Turn off the A9, 1 mile North of Dunkeld (signed 'The Hermitage'). Turn immediately right up a forest road and follow it to a car park in a small quarry just before a locked gate (for start S1)

Or use the lower National Trust for Scotland car park (for start S2)

Description of Area

A typical Highland forest, with a good path network near The Hermitage. Some parts are quite rough but to compensate there are lovely areas of woodland.

Visit Ossian's Hall overlooking the Falls of Braan and the 'Cone' viewpoint (marked on the map). See one of Britain's tallest trees.

Suggested routes

TRAIL

Route 1: 2.4kms, Route 2: 3.2kms

1: S1, E11, E1, E2, E3, E4, E9, E12, E7, E10, E8

2: S2, E6, E7, E12, E5, E3, E4, E9, E8, E6

Or combine all markers in one route (2.6kms)

DISCOVERY

Route 1: 2.6kms, Route 2: 1.7kms

1: S1, M10, M9, M8, M7, M6, M5, M12, M11, M1

2: S1, M1, M11, M12, M5, M4, M3, M2

Or combine all markers in one route (3.3kms)

CHALLENGE

Full route: 6.2kms (300m ascent)

A challenging route which can be shortened by omitting some of the northern markers S1, D1, D2, D3, D11, D4, D5, D10, D13, D14, D6, D7, D8, D9, D12, M9, M10

Using the map

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DISCOVERY are M1 - M12 (medium)

CHALLENGE are D1 -D14 (difficult)

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Description of the marker location

TRAIL MARKERS		CODE
E1	Talking tree	
E2	Small hill, west end	
E3	Path bend	
E4	Path / ditch junction	
E5	Boulder, 1 metre high	
E6	Path junction	
E7	By Ossian's cave	
E8	Track / path junction	
E9	Path junction	
E10	Path junction	
E11	Boulder, 1 metre high	
DISCOVERY MARKERS		
M1	N boulder, 1 metre high	
M2	Middle cliff, 2.5 metres high	
M3	Boulder, 1.5 metres high	
M4	Depression (hollow)	
M5	Boulder, 1 metre high	
M6	Middle boulder, 1 metre high	
M7	North west boulder, 1 metre high	
M8	Path bend	
M9	Boulder, 1.5 metres high	
M10	NE boulder, 1.5 metres high	
M11	Cliff 1.5 metres high	
M12	Small hill, east side	
CHALLENGE MARKERS		
D1	Small hill, north side	
D2	Small valley	
D3	Cliff, 2 metres high	
D4	Small hill, NE side	
D5	Small valley	
D6	SE cliff, 1.5 metres high	
D7	Pit	
D8	Boulder, 1 metre high	
D9	Boulder, 2.5 metres high	
D10	NW cliff, 2.5 metres high	
D11	Spur, foot	
D12	Small hill, west side	
D13	Middle boulder, 1.5 metres high	
D14	Boulder, 1.5 metres high	