MORAY CORE PATHS PLAN 2023

Contents

1. Introduction

The Land Reform (Scotland) Act 2003 gives everyone statutory access rights to most land and inland water. People only have these rights if they exercise them responsibly by respecting people's privacy, safety and livelihoods and Scotland's environment. Equally land managers have to manage their land and water responsibly in relation to access rights.

Simply having a right of access is not enough. Evidence suggests that generally what people prefer is to use paths rather than having to negotiate their way through the wider countryside. As a result one of the duties placed on Local Authorities under the Act is to produce a Core Paths Plan. This will provide people with a basic framework of 'key' paths for both visitors and locals that balances the provision for public access with the land management and privacy needs of those who live and work in the countryside.

The Moray Core Paths Plan adopted in 2023 replaces the original Core Paths Plan adopted in 2011. This Adopted Plan resulted from an extensive public consultation and a Local Inquiry process and the Plan is considered by the Moray Council to meet its legislative requirement of "providing a basic framework of Core Paths sufficient for the purpose of giving the public reasonable access throughout the local authority area".

This current adopted 2023 Plan has resulted from a review process carried out jointly by the Moray Council and the Moray Local Outdoor Access Forum (MLOAF).

It is inherent that the Plan focuses on the Statutory Core Paths. It has been necessary however to look at the greater access position in Moray, particularly how the wider Moray Paths Network feeds into Core Paths. Core Paths are not therefore viewed in isolation.

This Plan has been developed under the Moray Local Access Strategy Framework Document 2002. A copy of the strategy can be viewed on the Council's website www.moray.gov.uk

The strategy, which is in need of review, still provides a framework for preparation and implementation of the Moray Core Paths Plan with a view to improving and integrating the whole Moray Paths Network.

This Adopted Moray Core Path's Plan 2023 can be viewed and downloaded at **www.moray.gov.uk/corepaths**. Any queries relating to this Plan should be directed to:
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2. Reason for a Core Paths Plan and who is it for?

In general the plan has been produced for the following reasons:
- It is required to be produced by The Moray Council under the Land Reform (Scotland) Act 2003, and 2016.
- A need to set a vision for the format of the Moray Core Paths Network and how it will be developed and managed to unlock the full range of benefits to Moray.
- A need to facilitate opportunities to capitalise and consolidate scarce resources for paths and contribute to a wide range of local, regional and national policy objectives in terms of economic development, health, sustainable transport, community safety and social inclusion.
- A need to achieve focused, joined up thinking between Council departments, agencies and organisations with an interest in outdoor access, paths and sustainable transport.

In general the plan is for everyone who has an interest or a stake in outdoor access. In essence this includes everyone who lives in, works in and visits outdoor locations and paths in Moray. More specifically the following are considered to have a particular interest:
- Outdoor Access Users
- Land Managers including estate owners and farmers
- Health professionals/organisations
- Community Groups/Local Outdoor Access Groups
- Statutory agencies, including Moray Council departments, Scottish Natural Heritage, Historic Scotland, Forestry and Land Scotland and H.I.E. Moray.
- Outdoor leisure businesses
- Tourist operators and organisations

3. Legislative/Policy Linkages

Core Path Plans are a key component of the overall strategy towards outdoor access at a national, regional and local level. Outdoor access is central to delivery of a whole range of policy drivers and these are shown in **Appendix 1**. The statutory requirement to produce Core Path Plans for each local authority area contributes to a raft of National Government objectives in terms of social justice, social inclusion, climate change mitigation, active travel, health and wellbeing and community economic development.

The Moray Core Paths Plan has and will help at a local level in achieving the following national targets:

- Cycling Action Plan for Scotland - 10% of all journeys to be made by cycle by 2020.
- Scottish Government 14 National Outcomes - Collectively aim to make Scotland a better place to live and a more prosperous and successful country.
- Scottish Government Climate Change Targets - Reduce greenhouse gas emissions by at least 42% by 2020 and 80% by 2050 relative to 1990 levels.
- Let's get Scotland Walking: The National Walking Strategy 2014 - Aspires to achieve levels of walking on a par with the best performing countries i.e. Netherlands, Norway and Switzerland.
- Let's make Scotland More Active: A Strategy for Physical Activity - Aims to increase proportion of physically active people in Scotland. Target to achieve 50% of all adults aged over 16 and 80% of all children aged 16 and under meeting the recommended minimum levels of physical activity by 2022.
- Scotland's Road Safety Framework to 2020 - Target of 40% reduction in people killed and 55% reduction in people seriously injured on Scottish roads relative to average figures for the 2004/08 period.
- Scotland's National Transport Strategy 2016 - Objectives incorporate concepts of providing better transport infrastructure, increasing connectivity and accessibility of the transport network, reducing emissions and improved safety.

At a regional and local level the production of the Moray Core Paths Plan will contribute to achieving the objectives of a range of strategies and policy documents including the following:

- Moray Sustainability Initiatives (LA21 and Environmental Charter)
- Moray Local Access Strategy - Framework Document 2002
- North East Scotland Biodiversity Action Plan
- Moray 2026 a Plan for the Future - Priorities includes a growing, diverse and sustainable economy; healthier citizens and safer communities.
- Moray Sustainability Initiatives (Local Agenda 21 and the Moray Environmental Charter) - Priorities include promoting environmental friendly travel and increasing environmental awareness.
- Highlands Tourism Action Plan 2020 - Activities and adventure and mountain biking are identified as assets with real growth potential. Nature, heritage and activities are identified as offering opportunities with sustainable tourism an area where capacity needs to be built.

- Tourism in Moray: Strategy for Tourist Development in Moray 2014 to 2025 - Identifies strategic priorities for development including the Pure Nature of Moray - coast/beaches, wildfowl, dolphins, star gazing, walks.
- Transport Strategy for the Highlands and Islands 2008 to 2021 - Action and investment focused on horizontal themes including: Promoting the long term development of walking and cycling across the region to reduce the use of cars for short journeys and to contribute towards good health; Increasing the efficiency of travel in and through urban areas by tackling congestion; Reducing car use on short journeys and by improving the public transport offer; Developing ways to reduce and mitigate the climate change impact of travelling in, to and from the region.
- Moray Local Transport Strategy 2011 - Key objectives include; Promote safer, inclusive and affordable travel for all; Increase sustainable travel choices to promote travel behaviour change. Reduce the need for car use and the environmental impact associated with transport and health.
- Moray Local Access Strategy: Framework Document 2002 - Aim is to satisfy the public's need for access and to maximize the social, economic and environmental benefits to the Moray area within the limited resources available.
- Moray Open Space Strategy 2018 - Included as Supplementary Guidance to the MLDP 2020. Objectives include: To address the importance of accessibility and walkability to public open space; To avoid fragmentation of existing open spaces and encourage creation of green networks.
- Moray Woodland and Forest Strategy 2018 – Aims are; harnessing the potential of our woodlands; connecting people and communities to our woodlands and protecting and enhancing our woodlands.
- Moray Road Safety Plan 2018 - 2022 – Working towards improving road safety in order to significantly reduce the level of people being killed and seriously injured and the associated pain and suffering. A priority is to protect the most vunerable road users i.e. cyclists, horse riders and pedestrians.
- Moray Local Development Plan 2020 – The Plan advocates a placemaking approach to it's spatial strategy which in it's environmental context include provision of safe and pleasant walking and cycling routes and creation of well-designed multi-functional green spaces and networks that encourage people to lead healthier lifestyles.
- Moray Active Travel Strategy 2022 - 2027 – The action plan includes and action to further develop the Active Travel network including identifying a network of routes including the identification and integration of the Core Paths network, that connects communities where 'every day' journeys could be made by cycle or foot.
- Moray Economic Strategy 2022 - 2032 – Recognises the increasing awareness of the importance of visitor infrastructure and sustainable transport modes eg. through the Rural Tourism Infrastructure Fund Development Plan (Moray routes) for strategic walking and biking routes.
- Moray Climate Change Strategy 2020 - 2030 – Includes as an overall approach the transition to a non-fossil fuel transport system. Also aims to promote, develop and encourage active travel.

4. Plan Objectives

This Moray Core Paths Plan has four principle objectives. Once the Plan is amended through the Review process, these objectives will collectively make up the vision until 2025.

(i) To provide an initial basic framework of Core Paths sufficient for the purpose of giving the public reasonable access throughout the Moray Area.

(ii) To facilitate a co-ordinated and planned approach to the development, management and promotion of the whole Moray Paths Network including identified Moray Core Paths. Identified paths should accord with the guiding principles and key features laid down for the whole Moray Paths Network in the Moray Local Access Strategy Framework Document 2002 **(see Appendix 2)**.

(iii) To maximise the social, economic and environmental benefits to the Moray area, consolidating the limited available resources **(see Appendix 3)**.

(iv) To minimise any impact on the environment that may result from improvements to Moray's Paths infrastructure reducing motorized journeys, creating and maintaining an active travel infrastructure network, and raising Awareness of active travel.

5. Core Paths Selection and Criteria

Both General Government Guidance and specifically devised criteria were used in the selection of Moray's Core Paths.

(a) General Government Guidance

Information about Core Paths is given in the Land Reform (Scotland) Act 2003,The Scottish Outdoor Access Code (S.O.A.C) and the Scottish Executive Guidance to Access Authorities. The guidance gives the general context for what Core Paths should be.

To summarise the guidance, Core Paths should be routes including waterways to facilitate the exercise of access rights under the 2003 Act.The guidance states, **"The Core Paths system should provide the basic framework of routes sufficient for the purpose of giving the public reasonable access throughout a Local Authority area. This will be the key test of the robustness and validity of the Moray Core Paths Plan".**

The guidance provides the following general points on Core Paths:
- The Basic Core Paths framework will link into and support a wider paths network.
- Suitable provision of Core Paths is intended to assist in the management of access, particularly over agricultural land.
- The Core Paths network when considered as a whole, should provide for all forms of recreational access(e.g. walking, canoeing, cycling, horse riding, etc.)
- All Core Paths should be signposted at key access points with boundary crossings in a safe and useable condition with path surfaces serviceable for the anticipated users.
- Core paths can include rights of way, cycleways, safe routes to school, long distance paths, roadside pavements and quiet public roads.
- There is no design standard for Core Paths which can have a variety of surfaces from earth paths to tarmac roads.The routes however should be free from physical barriers where possible. Rivers and lochs can also be Core Paths. Core paths do not all have to connect but there is an expectation that routes will provide meaningful loops and networks and where possible link to neighbouring communities and places of interest where demand is high.
- Core Paths should connect where possible with Core Paths in neighbouring Local Authority areas.
- Core Paths can be existing routes and proposed new routes. Any new path would need to be developed for use by the time of Core Path Plan adoption or reasonably soon after (i.e. within 2 years).
- Multi use -The Core Paths Network should as far as possible provide for the needs of all types of user within the context of the natural limitations and physical constraints of the path terrain.Where a path has man made constraints preventing multi use (for example a steep flight of steps, stiles or other constructed barriers), then that path should generally not be a Core Path until such time as these barriers are removed.
- Core paths should be suitably managed and promoted.This is not a statutory requirement placed on local authorities so a variety of measures and approaches will need to be explored. Resource considerations will ultimately inform choices in development of a 'sufficient' system of Core Paths and may limit the number of adopted Core Paths.

(b) Specific Criteria and Route Selection

Whilst the government guidance gives the general context of what Core Paths should be and how they should function, it is clear that there is need for a more refined approach which is appropriate to the access experience in Moray.

Not all paths have been identified as Core Paths. Simple criteria reflecting the Moray context have been applied as an effective and robust way of selecting Core Paths within the Moray area.

It is clear in Moray opportunities do exist to derive a network of linked Core Paths particularly in lowland areas around and between communities and along the major river valleys. Upland paths are therefore, with a few notable exceptions, by and large part of the wider Moray Paths Network rather than being Core Paths due to their considerable distance from settlements and limited functionality. Focusing Core Paths around and between settlements has been a key approach in route designation.

The strategic and local context were combined to formulate seven criteria for selecting Core Paths in Moray as contained in the original 2011 plan. No changes to the original criteria were considered to be necessary as part of the Plan review nor were requested from public consultations therefore they remain unchanged in this 2023 plan.

The approach advocated in selecting routes is simple, namely that candidate routes to qualify as Moray Core Paths have to meet the majority of the criteria listed below.

(i) Links Communities and places together

Communities include towns down to small scattered settlements with a few houses. Places include built attractions, natural features and historic sites, (these might include visitor centres, leisure facilities, viewpoints and cemeteries). Core paths should start or finish at a settlement or pass through a settlement or connect to another Core Path.Within larger towns Core Paths can connect between neighbourhoods.

(ii) Multiple use and multiple benefits

Paths with the width, gradient and surface suitable for a variety of users are most likely to be Core Paths. Core Paths can also include inland water and rivers. All paths should be barrier free as is practicable to permit use by the widest range of users. Core paths should function to maximise potential multiple benefits (i.e. social inclusion/community, sustainable transport, health, leisure, tourism).

Core Paths must not have any dangerous hazards that present unacceptable risks to users. All risks should be within tolerable levels for all types of users who have the right of responsible access under the Land Reform (Scotland) Act 2003.

(iii) Community Demand

Recognition will be given to the level of demand identified in previous/current consultations with users, potential users, commuters, community groups and the wider public.This will require to be balanced with the realistic availability of capital and revenue funding.

(iv) Supports the wider path networks

Core Paths must provide a framework accommodating access links to an existing and potential wider paths network in any area including promoted paths and other paths.

(v) Moray Local Outdoor Access Forum

Any route should be endorsed by the Moray Local Outdoor Access Forum as a Core Path, although the Moray Council reserves the right to make the final decision.The Forum is representative of Communities, Access users, Land Managers and Agencies across Moray as the main stakeholders in outdoor access.

(vi) Environmental Impacts

Core Paths in their designation, development, management and promotion must not place unacceptable negative impacts on Moray's environment with specific sensitivity being given to areas with Natural and Historic Heritage Designations.

(vii) Added Value

Identified paths must have a clear 'added value' which will be derived from designation as Core Paths including one or more of the following:

A   Potential for Core Paths to reduce or avoid management conflicts, i.e. defining an access corridor along a path can help manage access to assist the overall management of an estate or farm.

B   Paths at Risk -Where paths are under threat from development encroachment their designation as Core Paths will afford a degree of protection through the statutory planning system.

C   Public Policy - Designation of a route may assist realisation of policy objectives within statutory organisations e.g. Moray Council, N.H.S. Grampian, HIE Moray, Scottish Natural Heritage. Such strategic benefits need to be maximised to facilitate an integrated policy approach.

D   Designation of a route as a Core Path will raise the profile and potentially increase usage of the path.

E   Designation as a Core Path will enhance the function of a route where it is a principle access point to an adjacent wider public access area and/or network of paths.

6. Core Paths-
Statutory advantages of designation

The maps contained within this Plan show a variety of path types which make up the Moray Paths Network. Of these only the Core Paths are a statutory designation required by the Land Reform (Scotland) Act 2003. The general public right of responsible access established under the Act applies to all the paths outlined on the maps including Core Paths. Core Paths however enjoy the following additional advantages from their statutory status:

- Protection through the statutory planning system with a specific policy reference in the statutory Moray Local Development Plan - to safeguard routes from development encroachment.
- Works can be carried out by the Council to sign and maintain routes without requiring owner consent. Signing of Core Paths is not an obligation or duty imposed by legislation albeit government guidance states that signage should be provided at main access points.
- Enforcement proceedings can be enacted by the Council to reinstate ploughed sections of paths. Such action would only be pursued as a last resort
- Core Paths will appear on future editions of O.S. maps.

7. Strategic Environmental Assessment

The Environmental Assessment (Scotland) Act 2005 which came into force on 20th February 2006 requires all public plans, programmes and strategies to be subject to the process of Strategic Environmental Assessment (S.E.A.) where there will be significant environmental impacts.

As the Initial Moray Core Paths Plan 2011 was an entirely new 'public plan', it required to be the subject of a S.E.A. An S.E.A. was run concurrently with the process of producing and adopting the original Moray Core Paths Plan.

This Adopted Moray Core Paths Plan 2023 resulting from the review process is not subject to an S.E.A. as the proposed changes were not considered to have a significant environmental impact.

8. Path Development

Much has been achieved in Moray since year 2000 in terms of development of the whole Moray Paths Network. A number of outdoor access development projects have been implemented through partnerships between various funding agencies and Local Community Access Groups. Additionally a network of cycle paths has emerged through a number of externally funded projects spearheaded by the Moray Council. The Forestry Commission has also developed a variety of leisure routes in extensive areas of woodland across Moray. Paths have also been created by land managers through the Scottish Rural Development Programme (S.R.D.P.).

Designation of Core Paths in Moray should build on what has already been achieved largely requiring small scale improvement works to make existing paths more accessible.

This Plan features Core Paths as the required statutory framework for access. It also has regard to other paths which are signposted and promoted as part of Local Paths Networks around communities. There is a need for development of new 'aspirational' routes. Developing such Aspirational Core Paths would need major upgrade to existing paths or involve creating new paths. Such routes are considered desirable to provide future Core Paths which could function particularly for cycling and walking, encouraging more people out of motor vehicles to pursue active travel modes for work, leisure and access to services.

This Adopted Plan 2023 includes a number of Aspirational Core Paths that have since been developed and are now new Core Paths.

The whole Moray Paths Network including Core Paths with satisfactory comprehensive development and management arrangements has the potential to achieve the full range of benefits **(see Appendix 3)** to be derived from an integrated paths network.

Issues
- Need to take a long term developmental view incorporating future Aspirational Core Paths. These are upgraded or new path links required to optimise effectiveness of the overall paths network and to capitalise on active travel, (i.e. walking and cycling), and sustainable transport opportunities, (i.e. non motorised).
- Need to accommodate all users where possible and not just walkers which is often the main development focus.
- Presence of physical barriers on some paths which limits accessibility to a wide range of users.
- Ongoing support needed to ensure continuance of efforts of Local Community Access Groups in development of Paths Networks.
- Need to continue a co-ordinated, planned approach targeting priorities in the development of Core Paths and the wider Moray Paths Network.
- Core Paths should not be given undue prominence over other routes in the Moray Paths Network which are equally important in terms of facilitating access rights.

Policy 1 - Network Development

The Council will continue to pursue development opportunities through partnership working to create improved Statutory Moray Core Paths and the wider Moray Paths Network identified on the Moray Core Paths Plan maps. All Core Paths where practical should be fully accessible to walkers, horseriders, cyclists and less able users and a development programme will continue to outline required improvements.

Policy 2 - Aspirational Core Paths

The Council will continue to support initiatives to develop new paths. These non statutory Aspirational Core Paths will provide new links with a focus on facilitating active travel and sustainable transport. All routes will be subject to detailed feasibility and landowner agreements prior to any commencement of development.

These aspirational routes are not shown in this plan but are contained in separate documentation held by Moray Council available for public reference on request. Aspirational Core Paths are outlined to target future resources and are indicative only representing broad ideas.

9. Paths Management

Whilst Paths development has been supported by a wide range of funding agencies and organisations, it is ongoing paths management that has proved to be more challenging to achieve in a sustainable way. It is important to ensure that the whole Moray Paths Network including Core Paths are properly managed and maintained to sustain optimum user accessibility into the future otherwise many of the possible benefits will be lost. A major part of the challenge has been and will continue to be considering paths and associated infrastructure as assets which require to be managed to ensure they are always fit for purpose.

Management arrangements for Moray's paths have been somewhat ad hoc involving input from the Moray Council, Forest Enterprise Scotland, Land Managers, Criminal Justice Community Services, Local Community Access Groups, and other volunteers . Whilst the current effort achieves results, much of it is short lived and unsustainable in the long term. There is still a need to pull this effort together and consolidate other management opportunities, making the most of what human and financial resources are available. It is also important to ensure ongoing site monitoring of Moray Core Paths and the wider Moray Paths Network to determine necessary measures to ensure optimum accessibility.

The Moray Local Access Strategy Framework Document produced by the Moray Council in 2002 requires that a Management Plan be produced for the whole Moray Paths Network. The whole Core Paths network was surveyed in 2022 and assets recorded on a database. This has allowed for creation of a management plan for identified priority Core Paths.

Management arrangements will vary from path to path. Some Core Paths have been labelled as 'Most Accessible Core Paths', which where these are off road are likely to require a more rigorous management regime to keep them fully accessible to a wide range of users. The management plan focuses on these routes as a priority along with other routes where addressing barriers to access would make them much more accessible.

Opportunities will continue to be taken in the way Core Paths are managed to control invasive species and manage adjacent habitats (subject to resource availability) to support species on the Scottish Biodiversity List and the aims of the Scottish Biodiversity Strategy.

Issues
- Still somewhat ad hoc and un co-ordinated existing paths management arrangements for paths in Moray although prioritised routes now have a regime in place.
- Some paths still have little or no maintenance which results in limited accessibility.
- Heavy reliance on voluntary management arrangements which is unsustainable in the long term.
- Some Moray landowners still feel unsupported in the task of public paths management.
- Reduction in maintenance by the Moray Council of Core Paths due to a series of major budget cuts.

Policy 3 - Paths Management Plan

A Management Plan will continue to be developed for the Moray Paths Network focussing on Statutory Core Paths. This includes partnership agreements to clarify Moray Council, Land Managers/Landowners, Statutory Agencies and voluntary group responsibilities. The Management Plan will provide for co-ordination by the Council of overall effort including the following:

- Risk assessment//health and safety audits/required measures
- Audit of path assets
- Arrangements for route inspections/condition monitoring and feedback mechanisms
- Life terms for structures and replacement dates
- Ongoing maintenance requirements - short, intermediate, long term
- Maintenance responsibilities
- Priority focus of resources on off road 'Most accessible Core Paths'
- Access agreements
- Costings and funding arrangements
- Encouragement of responsible public access and management of user conflicts
- Public liability
- Monitoring of path usage
- Minimising environmental impacts - methods for minimising adverse impacts on designated Natural Heritage (including Natura) and historic heritage sites.
- Consideration of supporting facilities, e.g. car parks, toilets, etc.
- Focus on removing barriers to access.

10. Signage and Promotion

Much has already been achieved in signage and waymarking of paths across Moray in a standardized way which allows for identity of local community areas to be featured through for instance use of local colours and logos. Forest Enterprise Scotland also have their own readily identifiable signage format for their leisure trails. This locally based identity has been continued in production of map boards, interpretation panels and route leaflets.

This approach of featuring the identity of specific Local Access Networks should continue across Moray. All Moray Core Paths should be signed under government guidance at main access points giving simple information on destination and distance. The council has since 2011 implemented a signage programme of Core Paths but this has been modest in scale and has been reduced by budget cuts. Consequently some of the identified Core Paths are signed but a large proportion still remain unsigned. Promotional infrastructure placed on Core Paths needs to have regard to the local identity already developed for paths within each Local Community area and within Forest Enterprise Scotland land. Modern e -based technology has a great potential to be used to reach a wide audience in the promotion of Moray Core Paths and the wider Moray Paths Network. In this context continuing development and updating of the existing **www.morayways.org.uk** website will facilitate the branding of Moray as a quality outdoor access destination. The website is now maintained independently by the Moray Way Association.

Issues
- Need to continue to accommodate local community identity in signage and promotion of paths.
- Need to continue approach of erection of map boards located centrally within settlements featuring paths within each local area.
- Need to continue to develop a 'one stop shop' for information on access in Moray. The 'Morayways' website was created in 2006 for this purpose as part of a marketing strategy to brand Moray as a quality outdoor access destination but the website needs ongoing development and updating to continue to function effectively.
- Experience of users on paths could be enhanced by additional interpretation infrastructure highlighting often hidden natural heritage, historic built heritage and local cultural features.

Policy 4 - Paths Signage and Promotion

The approach to signage for Paths in Moray and other paths in Moray will be based on the following:
- Provision of signage for Paths in Moray including Core Paths which accommodate distinctive identity of each Local Community Area and Forest Enterprise Scotland land. This is inherent in the development programme required under Policy 1.
- Provision of interpretation infrastructure and centrally located map boards to raise public awareness and enhance user experience of paths.
- Continuing development and updating of the Moray Way Association website ie. www.morayways.org.uk and site linkages.

11. Mitigating Impacts

Moray has a high quality natural environment. It contains a number of sites of international, national and local importance relating to ecology, geology, geomorphology and landscape. Additionally there are a number of historic sites and ancient monuments of interest. Moray also has excellent water quality in all of the area's watercourses and lochs.

It is not envisaged that the designation and any subsequent development, management and promotion of Moray's Core Paths will have major detrimental effects on the area's environment and heritage. Path developments and improvements will for the most part be modest in scale. Expected usage of the paths similarly is unlikely to give wide cause for concern in terms of adverse impact. Indeed environmental benefits may result through paths channelling public access away from sensitive sites and increasing opportunities for sustainable transport. Nevertheless it would be prudent to provide safeguards in the way the paths are developed and managed to ensure that any potential adverse impact on the area's environment and heritage are minimised. This approach will be of particular relevance where Core Paths pass through or near to International Nature Conservation Designations (Special Areas of Conservation, Special Protection Areas, Ramsar Sites) and National Designations (Sites of Special Scientific Interest, National Nature Reserves). No additional development, management and signage of Core Paths is envisaged at or near to designated historic sites therefore no adverse impacts will result from Core Paths designations in Moray.

The SEA Environmental report on the original 2011 Plan concluded that there would be no adverse impact on the natural heritage resulting from the Core Path designations. The original finding of the SEA are considered to equally apply to this new adopted Plan 2023. The following activities could affect natural heritage interests:

- Construction of new paths
- Upgrading of existing paths
- Changing of maintenance regimes
- Improving promotion in ways likely to increase or change the type of path use (eg. impact from dog use that results from path promotion activities).

These activities before being carried out should be assessed carefully for possible impacts. No such activities should be undertaken until an assessment of likely significant effects on sensitive natural heritage interests is undertaken, which must reflect protective legislation. This approach is key to ensuring mitigation of any adverse environmental impacts resulting from the Moray Core Paths Plan.

- Importance of protecting the integrity of Moray's high quality environment particularly where Core Paths pass through or near to designated natural heritage and historic sites.
- Need to consider a 'light touch' in sensitive locations for Core Paths development and management to minimise adverse environmental impacts.
- Need to consider specific management measures along paths which are located near to or through sensitive sites.

Policy 5   Principles for Core Paths to Mitigate Adverse Environmental Impacts

The following principles shall be applied to minimise the environmental footprint in terms of designation, development, management and promotion of Core Paths across Moray:
- Do 'minimum necessary' works to paths to make them fit for purpose.
- All materials where possible to be natural and sourced locally focussing on best fit with the landscape.
- All signage, mapboard and interpretation infrastructure to be finished in natural low key colours and textures.
- All path treatments to be assessed to minimise pollution of water courses.
- Consideration of measures to manage access along paths which pass through or near designated historic/natural heritage sites. Measures to be devised in consultation with appropriate authorities, i.e. SEPA, SNH and Historic Scotland.
- For any development/management activity on or near a Natura 2000 site, the Moray Council will need to consider what level of mitigation may be necessary to avoid adverse impacts on the qualifying habitats or species of the site(s). Mitigation may include, but is not limited to, the submission of method statements detailing design, precautions and good working practices which will avoid sensitive periods of the year. Any activity can only take place if the Moray Council can ascertain that it will not adversely affect the integrity of any Natura 2000 site.
- For any development/management activity on or near to a Site of Special Scientific Interest, the Moray Council will need to consider what mitigation may be necessary to avoid adverse impacts on protected natural features of the site(s). Mitigation measures may be as per Natura 2000 sites above.
- Consideration to be given to protected species which may be affected by development / management works. Surveys should be carried out to establish protected species presence / absence and use of the site the information gathered to be used to determine required mitigation and timing of work.

12. Resources and Implementation

There is no legal obligation on landowners or access authorities, (i.e. Moray Council) to maintain or improve Core Paths. The Moray Core Paths Plan would however be of a limited value unless some thought was given as to how the paths network could be improved through development, promotion and better management.The Scottish Executive in their guidance have indicated they expect all Core Paths should be signposted at key access points and all boundary crossings should be accessible to all legitimate users. Even achieving these minimal improvements will require considerable resource allocation. It remains purely optional as to whether the Moray Council will allocate specific financial resources towards development, management and promotion of the Moray Core Paths Network.

Since year 2000 in excess of £7 million (from the Council and external grants) has been spent in Moray on Paths development and promotion.This has resulted in considerable accessibility improvements to the overall Moray Paths Network.What has been less easy to achieve over the same period is securing adequate resources for management and maintenance with many paths not being looked after as well as they should. Inadequate maintenance arrangements can mean the full benefits to be derived from paths will not be fully realised.

It is unrealistic to expect that the Moray Council is in a position to fully fund development, management and promotion of Core Paths and the wider Moray Paths Network, given the current difficult financial position and other competing priorities. Other financial and human resources do exist to greatly assist the overall effort. In this regard current partnership arrangements with Local Community Access Groups, user groups and other organisations / agencies should continue to be built upon and be strengthened to maximise all opportunities thus securing resources to take the Moray Core Paths Plan forward.

The Cairngorms Outdoor Access Trust (now the Outdoor Access Trust Scotland) successfully secured funding and subsequently upgraded sections of the Dava Way and Moray Coast Trail Core Paths. This approach could be replicated for other Core Paths. Additionally opportunities are presented by recent Wind Farm developments where funds have been set up for community developments which could include development and management of the Core Paths Network. In relation to this the Council has secured an annual contribution of £50k since 2019 from the Dorenell Windfarm towards Core Paths in Moray. The Council has used this funding to develop an Action Plan for the improvement and management of selected prioritised Core Paths.

- Ongoing support needed to ensure continuance of efforts of Local Community Access Groups and other voluntary groups.
- Financial constraints and other competing priorities within Moray Council.
- Need for closer links between Core Paths Planning and the Statutory Planning system particularly for securing resources from developer contributions.
- Scarce resources particularly for path management and maintenance.
- Need to focus on the community planning, health and sustainable transport agenda to unlock resources for outdoor access.
- Need to consolidate agency and community partnerships to unlock resources and 'in kind'assistance.
- Need to take full advantage of Community Development Funding from various Wind Farm Schemes across Moray

Policy 6   Resources for development, management and promotion of Moray Core Paths and the wider Moray Paths Network

The Moray Council will continue to explore all opportunities to secure resources for development, management and promotion of Moray Core Paths and the wider Moray Paths Network.This approach will be based on the following measures:
- Securing external grants and funding, including Wind Farm Community Development funds.
- Encouraging and supporting initiatives by landowners, farmers and land managers to develop and manage paths through the Scottish Rural Development Programme and other related schemes.
- Providing ongoing support of the activities of Local Community Access Groups in their continuing efforts.
- Working with local environmental and community support organisations to assist with routine paths maintenance of Moray Core Paths and the wider Moray Paths Network. Organisations include Criminal Justice Community Services.
- Pursuing 'in kind' resources from partner agencies including Scottish Natural Heritage, Historic Scotland and Scottish Forestry.
- Seeking Developer Contributions through the statutory planning system to finance path improvements where there is a relevant direct impact from development which requires mitigation.

13. Plan Review

Legislation requires the Moray Core Paths Plan to be reviewed periodically following adoption, but no specific time frame has been given. This 2023 Plan was derived from the first review carried out within 7 years of the original Plan Adoption in 2011, considered to be a suitable time frame for any future reviews.

> **Policy 7   Moray Core Paths Plan Monitoring and Review**
>
> The Council will review the Plan every 7 years or so and monitor progress on implementation of the Plan Policies.

Implementation of the Moray Core Paths Plan will require partnership with a variety of groups, organisations and agencies. An Action Plan is set out in Table 1 outlining delivery timescales and principal partner organisations. The table includes a review of progress on the actions to date since the original Core Paths Plan Adoption in 2011.

Key to table:
Short timescale – 0 to 3 years
Medium timescale – 4 to 7 years
Long timescale – 8 + years

Abbreviations used in table

UG	User groups, e.g walking and cycling clubs
LM	Land Managers (including landowners and farmers)
HES	Historic Environment Scotland
SEPA	Scottish Environment Protection Agency
TMC	The Moray Council
CSO	Community Support Organisations, e.g Criminal Justice, Community Services, Lochpark Challenge, Moray Ranger Service
HIEM	Highlands and Islands Enterprise Moray
PFAP	Paths for all Partnerships
SNH	Scottish Natural Heritage
HITRANS	The Highland and Islands Transport Partnership
LCAG	Local Community Access Groups
MLOAF	Moray Local Outdoor Access Forum
FLS	Forestry and Land Scotland

Table 1 - Action Plan

POLICY NUMBER	ACTION	LEAD ORGANISATION(S)	OTHER PARTNERS	TIMESCALE	PROGRESS REVIEW
1	• Prepare a Development Programme for Moray Core Paths	TMC MLOAF	HIEM, SNH, LCAG, FLS, LM, HITRANS, PFAP, UG.	Short	The Council has prepared a Core Paths action Plan 2023 - 2026 for the development and management of priority Core Paths
	• Development and improvement of Core Paths and wider Moray Paths Network.			Short/ Medium/Long	The Council has prepared a Core Paths action Plan 2023 - 2026 for the development and management of priority Core Paths
2	• Support initiatives to develop Aspirational Core Paths.	TMC	HIEM, SNH, LCAG, HITRANS, PFAP, UG.	Short/ Medium/Long	Some new candidates core paths are now developed, e.g. Elgin/Lhanbryde Cycle Path. These have now been included as Core Paths in this document
3	• Prepare a management plan for Moray Paths Network including Core Paths.	TMC MLOAF	SNH, LCAG, FLS, LM, CSO, PFAP.	Medium	The Council has prepared a Core Paths action Plan 2023 - 2026 for the development and management of priority Core Paths
4	• Signage of all Moray Core Paths.	TMC	SNH, LCAG, FLS, LM, CSO, HIEM, PFAP.	Short	Ongoing signage programme - Long roll out due to limited annual budget. Around 35% of all Core Paths now signed
5	• Seek provision of interpretation infrastructure and map boards.	TMC	HIEM, SNH, LCAG, FLS, LM, PFAP.	Medium	Small scale achievements only, due to limited resources
	• Develop Moray Council outdoor access and paths website: www.morayways.org.uk	TMC	MLOAF, SNH, LCAG, UG.	Short	'Morayways' website has been developed facilitated by the Moray Way Association
	• Apply principles to mitigate adverse environmental impacts likely from Core Paths designation, development, management and promotion.	TMC	HES, SNH, SEPA, LM.	Short/ Medium/Long	Ongoing
	• Secure resources for development, management and promotion of Core Paths and the wider Moray Paths Network.	TMC MLOAF	HIEM, SNH, LCAG, FLS, LM, CSO, PFAP, UG.	Short/ Medium/Long	The Council has prepared a Core Paths action Plan 2023 - 2026 for the development and management of priority Core Paths. Implementation of the Action Plan will be funded from the Dorenell Windfarm Fund.
6	• Set up Moray Countryside Access Trust or use services of similar organisation such as Outdoor Access Trust Scotland (OATS).	TMC MLOAF	SNH, LCAG, PFAP, UG.	Medium	MLOAF now wish the Cairngorms Outdoor Access Trust (Outdoor Access Trust Scotland) to take larger projects forward rather than having a new Moray Trust set up. OATS have already successfully upgraded two Core Paths in Moray.
7	• Review Plan every seven years or so.	TMC	ALL	Medium	This current Adopted Plan is based on a 2018 - 2020 review that was carries out.

Appendix 1 - Outdoor Access - National Policy Drivers

EDUCATION

CLIMATE CHANGE

HEALTH

DISABILITIES & EQUALITY

TRANSPORT

SPORT

OUTDOOR ACCESS
(Walking, Cycling, Horse Riding)

ROAD SAFETY

SUSTAINABLE ECONOMIC DEVELOPMENT

PLANNING & LAND USE

TOURISM AND RECREATION

LEGISLATION

ENVIRONMENT
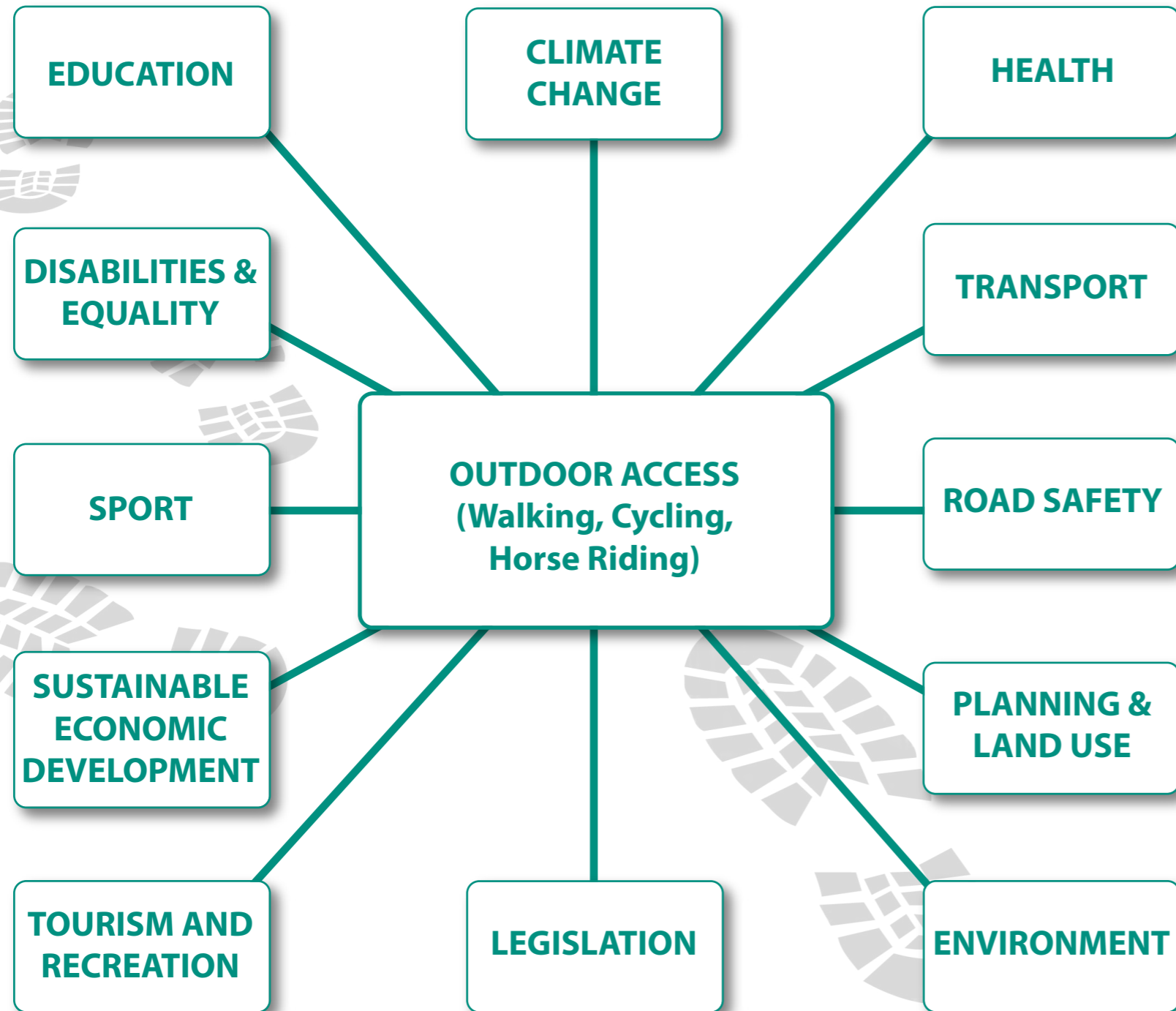
Appendix 2

Moray Local Access Strategy Framework - Guiding Principles and Key Features of the whole Moray Paths Network

Guiding Principles.

1. The Moray Paths Network will be developed as a series of inter-connecting routes, to provide a variety of opportunities for the residents and visitors to Moray. Access to the countryside will be provided, as appropriate, to enable people to participate in quiet informal recreation and gain safe passage across land. Within settlements networks will be developed to improve recreational and transportation opportunities for residents and visitors. Where technically possible, due consideration will be given to the provision of access for all abilities.

2. All developments will be designed for sustainability, in keeping with the local environment and will be sympathetic to the needs of wildlife, communities and land managers. Associated infrastructure such as gates, stiles or bridges will provide for easy passage whilst minimising land management problems.

3. Provision of access will be designed to reduce pressure on sensitive sites and routes should be developed to reduce potential conflict between land managers and users. New developments and upgrading of existing routes will provide robust access 'fit for purpose' and long term maintenance requirements considered in the planning and implementation of the network. Access will be secured by formal and informal agreements between land managers, community groups and the Moray Council.

4. Paths will be promoted, waymarked and interpreted appropriate to their setting using a coherent style.
Opportunities will be sought for increasing awareness and understanding of the countryside and its management.

Key Features

a. The network should provide for a range of recreational experiences including short circular walks; long walks from place to place; access to features of visitor interest and should give opportunities in a variety of physical settings.

b. Paths should be developed on the basis of established demand, both from communities and visitors. Future and latent demand should be investigated as part of the planning phase of the network to take advantage of potential benefits of access such as alternative transport options, motor traffic reduction and health benefits.

c. Routes should include, where possible, multi-user potential for walkers, cyclists and horse riders. Separate provision for specific user groups should be made if appropriate to ensure user safety and enjoyment.

d. Where feasible, routes should provide for all abilities including wheelchair access.

e. Routes should ideally be accessible from settlements without the use of a car and should, where possible, be serviced by public transport.

f. Paths should provide high quality recreation and transportation opportunities within and between settlements, and access to the countryside as appropriate.

g. Paths may be included in the network as 'safe routes to schools' and commuter routes both on and off road.

h. Paths will be maintained to a standard appropriate to their use and setting.

Appendix 3
Potential Benefits of Access Improvements

The following benefits have the potential to result from implementation of the Moray Core Paths Plan.

(a) Community Benefits

- Paths are free and available for all
- Allows people, including the less able to walk, cycle and horse ride with confidence
- Benefits landowners - should help by integrating the public use of land and other land management activities
- Increases leisure opportunities in locality
- Reduces need to travel by car and provides for alternative transportation
- Reinforces community links (physical and cultural)
- Community empowerment and ownership
- Community safety specifically for road accidents. (It is important to ensure that through appropriate layout and design that safety fears on routes are minimised).
- Sustains services within rural communities.

(b) Health

- Greater frequency of walking and cycling will increase physical health
- Reduced stress and increased sense of well being

(c) Economic Benefits

- Provision of 'green' tourism infrastructure in the form of integrated access routes
- Increased number of visitors to Moray and resultant injection of finance into the local economy
- Potential for job creation and business growth i.e. tourism, stimulation of local suppliers
- Extension of tourist season and increased length of stay
- Greater focus on Moray visitor attractions
- Consolidation of external grant funding opportunities, e.g. Landfill Tax Credits, Scottish Rural Development Programme, ERDF.
- Opportunity for private sector sponsorship
- Support to existing tourist enterprises
- Low cost leisure provision relative to benefits
- Financial savings and lower unit costs
- Increases opportunity for effective promotion of 'Moray' as an active tourist destination
- Value for money - low cost per head of population in relation to other forms of transport and leisure
- Prioritise limited funds

(d) Environmental Benefits

- Reduced pollution with reduction in car usage - commuting in towns and for trips to leisure
- Facilitates better understanding and appreciation of the countryside
- Opportunity for environmental education
- Reduced traffic congestion and parking problems in towns

CORE PATHS INFORMATION - TABLES AND MAPS

A. Map Numbers
To help orientate you the maps have been broken down into easily referenced areas as follows:

Overview maps
- North East Moray
- North West Moray
- South Moray

Map 1	Dyke and Kintessack Area
Map 2	Findhorn and Kinloss Area
Map 3	Forres Area
Map 3A	Forres (inset)
Map 3B	Rafford (inset)
Map 4	Burghead and Hopeman Area
Map 4A	Burghead and Hopeman (inset)
Map 5	Alves Area
Map 6	Pluscarden and Miltonduff Area
Map 7	Dallas and Kellas Area
Map 8	Lossiemouth West Area
Map 9	Lossiemouth East Area
Map 9A	Lossiemouth (inset)
Map 10	Elgin Area
Map 10A	Elgin (North) (inset)
Map 10B	Elgin (South) (inset)
Map 11	Fogwatt and Longmorn Area
Map 12	Kingston and Garmouth Area
Map 13	Lhanbryde Area (inset)
Map 13A	Lhanbryde
Map 14	Mosstodloch Area
Map 15	Fochabers Area (inset)
Map 15A	Fochabers
Map 16	Spey Bay Area
Map 17	Buckie Area
Map 17A	Buckie (inset)
Map 18	Aultmore Area
Map 19	Cullen Area
Map 19A	Cullen (inset)
Map 20	Deskford Area
Map 21	Grange and Newmill Area
Map 22	Knock Area
Map 23	Rothiemay Area
Map 24	Balloch Area
Map 25	Keith
Map 25A	Keith (inset)
Map 26	Drummuir Area
Map 27	Dufftown Area

Map 27A	Dufftown (inset)
Map 28	Mulben Area (Speyside Way)
Map 29	Rothes Area
Map 29A	Rothes (inset)
Map 30	Mannoch Area
Map 31	Archiestown and Knockando Area
Map 32	Charlestown of Aberlour and Craigellachie Area
Map 32A	Aberlour (inset)
Map 33	Ballindalloch Area
Map 34	Cabrach Area
Map 35	Dava Way
Map 36	Glenlivet Area
Map 37	Culbin Sands Area
Map 38	River Spey Access/Egress Points (SRA1 to 6)
Map 39	River Spey Access/Egress Points (SRA 7 to 12)

B. Map Labelling for Core Paths
Due to the considerable number of Core Paths now proposed, Moray has been split into twelve areas in terms of route numbering.

Each area is identified by the following prefixes for each Core Path number featured on the maps and the corresponding Core Paths list and attributes tables.

Prefix	
FR	Forres
LM	Lossiemouth
EG	Elgin
FB	Fochabers
BK	Buckie
KT	Keith
CU	Cullen
SP	Speyside
SW	Speyside Way
IW	Isla Way
MCT	Moray Coast Trail
DW	Dava Way
SRA	Spey River Access

C. List of Core Paths and Attributes Tables

Core Path numbers on maps relate directly to the Core Paths Lists and attributes tables as follows. These tables give basic information on the physical nature of each route to allow users to determine how accessible any given path is for their particular activity.

D. The Maps

On the maps you will see three path types identified which collectively comprise the Moray Paths Network. These three route types shown are defined as follows:

Core Paths - Statutory paths designated under the Land Reform (Scotland) Act 2003. These provide the framework for public access across Moray. Generally designated Core Paths currently exist on the ground sometimes requiring only minor physical improvements to make them function more successfully as accessible paths.

Promoted Paths - Routes which are currently signposted, waymarked and/or are featured on centrally located map boards within settlements. These routes may also be featured on publicity materials such as web sites and leaflets.

Existing Paths - These routes include a variety of minor roads, tracks and earth paths. They were identified from previous public consultation exercises as paths which people used.

Most Accessible Core Paths in Moray

Most Accessible Core Paths are indicated in the Core Paths Lists and Attributes Tables. These paths do not conform to a specific design standard but rather meet common requirements devised by the Moray Access Panel. These paths function to be accessible to a wide range of users including the less able.

Most Accessible Paths in Moray:

- are barrier free, i.e. no steps, gates, stiles, etc;
- have a sound, even free draining surface (bound or unbound) of no less than 1.2 metres width with a safe margin no less that 1 metre on either side. Preference for wider sections to allow wheelchairs/buggies to pass;
- have gradients no greater that 1:20;
- are located near to settlements and/or central car parking areas;
- have safe access/exit points which are fully accessible, i.e. ramps/dropped kerbs, etc.

On Road Core Paths

Some Core Paths are located along quiet public roads and on roadside footpaths principally within settlements. These are clearly shown by a solid purple line on the Core Paths Maps. This is perfectly acceptable and conforms to national government guidance on Core Paths. These routes have been included to ensure a sufficient linked and integrated Core Paths Network is achieved that meets the needs of a wide variety of users. Care should be taken however when travelling these routes due to the proximity of moving traffic especially at public road crossing points and where there is no roadside pavement.

The River Spey

Core Path can include rivers and lochs. There was considerable discussion previously whether the River Spey should be a Core Path due to its importance as an internationally recognised touring river for paddle sports. The Council considers that designation of the river itself as a Core Path is not necessary as it does not meet all of the agreed Moray Core Path criteria and would bring little added value. It is considered that the river access/egress paths are where the main access issues are which could be resolved through Core Path designation and subsequent management concentrating effort and resources where most needed. In consequence all the access and egress points featured on the Scottish Canoe Association (SCA) website have been designated as Core Paths with the River Spey shown as a Promoted Path reflecting the SCA promotion of the Spey as a major touring river.

As regards other Rivers in Moray, there has been little interest shown from public consultation in Core Paths designation. The River Findhorn is extensively used for more technical pursuits along a short localised section where it is not considered necessary to introduce Core Path status.

FR FORRES CORE PATHS LISTS AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
FR01	1	Cloddymoss Culbin Track	No	Level	Tarmac vehicle track Aggregate vehicle track	0.5km 3.5km	None	None	Car park at Cloddymoss	YES
FR02	1, 37	Hidden history to Cloddymoss track	No	Level	Aggregate vehicle track Rough vehicle track	1.5 km 1.5 km	None	None	None	YES
FR03	37	Hill 99 Trail	Yes	Short steep sections	Wide aggregate path	6 km	None	None	Car park and toilet at Wellhill Viewpoint and tower on Hill 99	YES
FR04	1	Loanie Road	Yes	Gently sloping	Grass path (muddy when wet)	1 km	None	None	None	
FR05	1	High Wood track	Yes	Level	Narrow public road Rough vehicle track Earth path section (muddy when wet)	250m 1.5 km 800m	None	Public road section with no pavement	None	
FR06	1, 3	Kintessack to Broom of Moy Right of Way	Yes	Level	Grass path Rough vehicle track Narrow public road	416m 374m 1.5 km	Narrow bridge with steps	Public road section with no pavement	None	
FR07	1, 3, 3A	National Cycle Network Route 1 Broom of Moy to Forres	Yes	Level	Wide aggregate path Narrow public road Public Road Pavement	902m 413m 328m	None	Water course nearby Public road section no pavement	None	YES
FR08	1, 3A	Greshop Path	Yes	Level	Wide aggregate path Tarmac vehicle track	723m 320m	None	None	None	YES
FR09	1, 3	Findhorn River Path	No	Undulating terrain	Earth path	1.5 km	Steps	Water course nearby Subsidence Flood risk on section of path	Informal car park off A96	
FR10	1, 3	Greshop to Mundole Path	Yes	Generally level	Earth path Narrow aggregate path Narrow tarmac path Tarmac Cycle Path Public Road Path	187m 133m 330m 337m 260m	None	Water course nearby Flood risk on section of path under A96 bridge	Car park garden centre, restricted hours	
FR11	1, 3, 3A	A96 pavement	Yes	Gently sloping	Public road pavement	779m	None	Water course nearby	Informal car park off A96	
FR12	1, 3	Greshop Route	No	Level	Public road pavement Wide tarmac path	600m 76m	Raised kerbs	Public road section with no pavement 3 Road Crossings	None	
FR13	2, 3	N.C.N Route 1 – Forres to Kinloss	Yes	Generally level	Narrow public road	4 km	None	Public road section with no pavement	None	
FR14	2, 3	The Walkies	Yes	Generally level	Grass Path Public road pavement Wide Aggregate Path	300m 364m 700m	None	Public road crossing point Vehicle gate Pedestrian gate	None	
FR15	2, 3	Forres to Findhorn Cycle Route (south)	Yes	Generally level	Wide tarmac path Public road pavement	270m 3km	None	Two public road crossing points	Car park and historic site at Sueno's Stone Car park at Grant Park	
FR16	2, 3	Forres Enterprise Park Cycle Track	No	Generally level	Wide tarmac path Public road pavement	340m 1 km	None	None	None	YES
FR17	2, 3	Lochyhill to Leanchoil Path	Yes (part)	Gently sloping	Tarmac vehicle track Earth Path Narrow aggregate path	509m 1.5 km 525m	None	Golf Balls at Muiryshade Golf Club	Car Park at Muirywood off St Leonard's Road	
FR18	2, 3, 3A	Clovenside Path	Yes	Gently sloping	Earth path (muddy when wet) Narrow public road	380m 343m	None	Public road section with no pavement	Car park at Clovenside Cemetery	
FR19	2, 3	Muiry Wood Paths	No	Undulating terrain	Earth Path Narrow aggregate path	450m 907m	None	None	Car park off public road	YES
FR20	3, 3A	Chapleton Track	Yes	Generally level	Rough vehicle track Narrow aggregate path Wooden bridge	1.5km 430m 30m	None	None	Flood alleviation dam	YES
FR21	3, 3A	Woodside Path	No	Generally level	Earth Path Rough vehicle track	0.5km 162m	None	None	None	YES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
FR22	3, 3A	Mannachie Paths	No	Generally level	Wide tarmac path / Earth path / Rough Vehicle track	55m / 304m / 222m	None	None	None	YES
FR23	3, 3A	Thornhill Park Paths	No	Generally level	Wide tarmac path	708m	None	None	Play area and car park off Grantown Road	YES
FR24	3, 35	Rafford Road Route	Yes	Generally level	Narrow public road	1.5km	None	Public Road Section with no pavement	None	
FR25	2	Forres to Findhorn Cycle Route (north)	Yes	Generally Level	Public road pavement / Public road	1.5 km / 2 km	None	2 Public road crossing point	None	YES
FR26	2	Beach Road	Yes	Generally level	Tarmac vehicle track / Public Road Pavement	800m / 200m	None	None	Car Park at beach	YES
FR27	2	Foundation path	Yes	Undulating terrain	Earth Path (extensively uneven) / Dune sand/shingle / Tarmac track	557m / 396m / 565m	None	None	Car park toilets and visitor centre at Findhorn Foundation	
FR28	3A	Ramflat road path	No	Generally level	Public road pavement	395m	None	2 Public road crossing points	None	YES
FR29	3A	Thornhill cycle path	No	Short steep section	Wide tarmac path / Earth path (muddy when wet)	456m / 84m	None	1 Public road crossing point	None	
FR30	3A	Tytler Street path	No	Generally level	Public road pavement / Wide Tarmac Path	433m / 115m	None	2 Public road crossing points	Car Park at Station	YES
FR31	3A	Mosset Burn Corridor path	No	Generally level	Narrow aggregate path / Wide tarmac path / Public road pavement	694m / 208m / 470m	Steps at footbridge	4 Public road crossing points / Water course nearby	None	
FR32	3A	Forres Academy Safe Routes	No	Short steep sections	Aggregate vehicle track / Narrow aggregate path / Narrow tarmac path / Public road pavement	319m / 484m / 289m / 163m	None	Water course nearby	Car park at swimming pool	
FR33	3A	Roysvale path	No	Generally level	Narrow aggregate path / Narrow tarmac path	168m / 233m	None	Public road crossing points	None	YES
FR34	3A	Breakback path	No	Short steep sections	Earth path / Grass path (muddy when wet) / Public road pavement	122m / 154m / 130m	Steps	3 public road crossing points	None	
FR35	3A	Sanquhar Loch circular path	Yes (part)	Generally level	Wide aggregate path	995m	None	Water course nearby (Flood risk on section of path)	Car Park off Sanquhar Road	YES
FR36	3A	St Leonard's Path	Yes	Short steep sections	Earth road (muddy when wet) / Aggregate vehicle track	164m / 95m	Steps	Water course nearby	None	
FR37	3A	Cluny Path	Yes	Gently sloping	Aggregate vehicle track / Tarmac vehicle track	397m / 193m	None	None	None	YES
FR38	3A	Grant Park path	Yes	Generally level	Wide aggregate path	676m	None	None	Car park	YES
FR39	3A	Bronte Path	Yes	Gently sloping	Wide aggregate path	628m	Steps	None	Car Park at Grant Park	
FR40	3A	Grant Park central path	No	Gently sloping	Wide aggregate path	604m	None	None	None	YES
FR41	3A	Lodge Path	No	Gently sloping	Wide aggregate path / Tarmac vehicle track	303m / 138m	None	None	None	YES
FR42	3A	Forres town centre link	No	Generally level	Public road pavement / Wide tarmac path / Wide public road	471m / 151m / 81m	None	3 Public road crossing points / Public road section with no pavement	None	YES
FR43	35	Pressley Path	No	Undulating terrain	Aggregate vehicle track / Rough vehicle track / Earth path	289m / 270m / 20m	Gravity chain / Gate / Steps	Proximity to livestock	None	
FR44	2	Kinloss Wetlands Path	No	Generally level	Grass path	690m	None	Public Road Section with no pavement / Proximity to water	None	NO

FR · FORRES CORE PATHS LISTS AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
FR45	2, 3	Enterprise Park Circular Path	Yes	Generally level	Public road pavement Wide aggregate path Tarmac path	140m 2.7km 188m	None	2 road crossings	Viewpoint Numerous seats and benches	YES
FR46	2, 3	Lochyhill Cycle Path	No	Gently sloping	Wide tarmac path	930m	None	None	None	YES
FR47	2, 3	New Forres Link	No	Generally level	Narrow public road Earth path	370m 430m	None	Public Road Section with no pavement	None	NO
FR48	3A	Mosset Flood Track	No	Generally level	Aggregate vehicle track	1.1km	Vehicle gate	Proximity to dam and watercourse	Chapelton Mosset Dam	YES
FR49	3A	Ferrylea Cycle Link (section still to be developed)	No	Gently sloping	Public road pavement	700m	None	2 public road crossings	None	YES
FR50	3A	Grantown Road Cycle Path	No	Generally level	Wide tarmac path	1.2km	None	6 road crossings	None	YES
FR51	3A	Knockomie Link	No	Generally level	Wide tarmac path	300m	None	1 road crossing	None	YES
FR52	3A	Pilmuir Road West	No	Generally level	Roadside path	480m	None	None	None	NO
FR53	3A	Pilmuir Link Path	No	Generally level	Aggregate vehicle track	266m	None	None	Flood alleviation works	YES
FR54	3A	Pilmuir Cycle Path	No	Generally level	Wide tarmac path	1.2km	None	6 road crossings	None	YES
FR55	3A	Pilmuir West Flood Paths	No	Generally level	Roadside path Aggregate vehicle track Aggregate path Metal bridge Grass path	120m 560m 67m 20m 160m	None	1 road crossing	Flood alleviation works	YES
FR56	3A	Greshop to Station Link	No	Generally level	Public road pavement	340m	None	1 public road crossing Proximity to A96 (T)	None	YES
FR57	3A	Waterford Cycle Link	No	Gently sloping	Public road pavement	340m	None	None	None	YES
FR58	1, 35	Fairyhills Wood Path	No	Gently sloping	Rough vehicle track (muddy when wet) Narrow earth path	545m 170m	None None	Operational sand quarry	A940 road at north end	NO
FR59	1, 3, 5	Loch of Blairs Circular Path		Generally level	Aggregate vehicle track Earth path (surface tree roots, wet in places)	450m 2km	None	Proximity to water	Limited spaces car park	NO
FR60	1	Burnie Path	Yes	Generally level	Tarmac vehicle track/car park Wide aggregate path Grass path	60m 112m 755m	None	Proximity to watercourse	Car park Old cemetery and church	NO
FR61	1	Brodie Castle Trail	No	Generally level	Narrow public road Aggregate vehicle track Narrow aggregate path Wide aggregate path 4 wooden bridges	50m 512m 1.1km 1.3km 32m	None	Public Road Section with no pavement Proximity to water	Car park and toilets Brodie Castle and tearoom Pond Rodney's Stone	YES
FR62	3B, 35	Woodside Track	No	Gently sloping	Aggregate vehicle track (wet in places) Wide aggregate track	2km 210m	None	None	None	NO
FR63	3B	Blervie Wood Path	No	Undulating terrain	Wide aggregate path earth path	165m 380m	None	None	None	NO
FR64	3B	Granary Loop Track	No	Gently sloping	Tarmac path Tarmac vehicle track Aggregate vehicle track (wet at Granary Farm) Public Road (no pavement) Earth path	125m 122m 1.48km 347m 90m	None	Public Road Section with no pavement	None	NO

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
FR65	3B, 35	Califer Hill Path	In Part	Steep slope	Slab path Narrow public road Tarmac vehicle track Aggregate vehicle track Grass path (muddy when wet and uneven in places)	60m 350m 135m 670m 1.45km	Vehicle gate	Proximity to watercourse Public road with no pavement	Califer Viewpoint and Car Park	NO

LM LOSSIEMOUTH CORE PATHS LISTS AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
LM01	4	College of Roseisle Path	Yes in part	Generally level	Rough vehicle track Earth path Grass path	427m 614m 1.5km	Steps Narrow bridge	Public road crossing point	Informal car park at College of Roseisle	
LM02	4, 4A	Inverugie to Duffus Road track	No	Gently sloping	Rough vehicle track (muddy when wet) Aggregate vehicle track (extremely potholed)	331m 788m	None	None	None	
LM03	4, 4A	Hopeman to Duffus Cycle Link	Yes	Generally level	Public road pavement Wide tarmac path	725m 1.5km		2 Public road crossing points	None	YES
LM04	4	Duffus Hall Path	No	Generally level	Narrow tarmac path	174m	None	1 public road crossing point	Car park at Duffus Hall	
LM05	4	Duffus to Coast Route	Yes	Gently sloping	Rough vehicle track Earth path Narrow public road Public road pavement	800m 507m 85m 72m	None	5 Public road crossing point	None	
LM06	4, 8	Duffus Green Roadie	Yes	Generally level	Grass path (muddy when wet)	2.5km	None	Proximity to livestock	None	
LM07	4, 8	Plewlands Coastal Link	Yes	Gently sloping	Rough vehicle track Tarmac vehicle track (extremely potholed) Grass path (muddy when wet)	386m 373m 637m	None	Public road crossing point Proximity to livestock	Coastguard lookout point at north end	
LM08	8	Covesea Path	Yes	Gently sloping	Narrow public road Aggregate vehicle road (extremely potholed) Earth path	631m 496m 125m	None	Public road crossing point Public road section with no pavement	None	
LM09	4A	Burghead Woodland Route	Yes in part	Generally level	Earth path Rough vehicle track	180m 490m	Steps Pedestrian gate	None	None	
LM10	4A	Clarkly Hill Path	Yes	Gently sloping	Grass path Tarmac vehicle track Public road pavement Rough vehicle track Narrow public road	979m 240m 44m 289m 300m	Pedestrian gate	2 public road crossing points Public road section with no pavement	Viewpoint at Clarkly Hill	
LM11	4A	Clarkly Hill Cummingston Link	Yes	Gently sloping	Rough vehicle track Public road pavement Grass path (muddy when wet)	372m 87m 109m	Raised kerb	Public road crossing point	Car park, toilet and play area at Cummingston	
LM12	4A	Clarkly Hill Coastal Link	Yes	Gently sloping	Wide aggregate path Narrow public road	229m 396m	Raised kerb	Public road crossing point	None	
LM13	4A	Drummuir Street	No	Generally level	Narrow aggregate path Public road pavement	67m 375m	Raised kerb	None	None	
LM14	4A	Harbour Street	Yes	Gently sloping	Public road Pavement	592m	None	5 public road crossing points	Car park and toilet at Harbour	YES
LM15	4A	Hopeman Inverugie Path	Yes	Undulating terrain	Aggregate vehicle track Public road pavement	1.23km 80m	None	None	None	YES
LM16	4A	Hopeman Primary School Cycle Link	No	Generally level	Public road pavement Narrow public road	803m 100m	Raised kerbs	Public road section with no pavement	None	
LM17	4A	Hopeman East Path	No	Gently sloping	Narrow aggregate path (extremely potholed) Public road pavement	350m 259m	None	2 public road crossing points	None	
LM18	4A	Pickylaw Path	No	Gently sloping	Grass path (muddy when wet)	602m	None	Public road crossing point	None	
LM19	8, 9, 9A	Lossie to Elgin Cycle Route	Yes	Generally level	Wide Tarmac path Public road pavement	2km 876m	None	5 public road crossing points	None	YES
LM20	9A	Moray Golf Course path	No	Generally level	Wide aggregate path	535m	None	Public road crossing point Golf balls	Informal golf course car park	YES
LM21	9A	Drainie Way	No	Gently sloping	Public road pavement	383m	None	2 public road crossing points	None	YES

LM LOSSIEMOUTH CORE PATHS LISTS AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
LM22	9A	Hythehill/Lossie High School Safe Routes	No	Gently sloping	Public road pavement Wide tarmac path Wide concrete path	382m 728m 302m	Raised kerbs	6 public road crossing points	None	
LM23	9A	Boyd Anderson Community Paths	No	Generally level	Public road pavement Wide concrete path Narrow tarmac path	376m 360m 630m	Steps Raised kerbs	5 public road crossing points	None	
LM24	9A	High School Path	No	Generally level	Wide aggregate path Aggregate vehicle track Grass path	305m 93m 147m	Narrow gap in fence	None	None	
LM25	9A	Ramsay Lane Link	No	Generally level	Public road pavement Grass path Narrow public road Wide tarmac path	149m 42m 199m 169m	None	4 public road crossing points	None	
LM26	9A	Football ground path	No	Generally level	Public road pavement Wide tarmac path	111m 321m	Steps	None	None	
LM27	9A	Old Railway path to cemetery	No	Generally level	Wide tarmac path Wide aggregate path Public road pavement	774m 287m 151m	Steps and narrow ramp	Public road crossing point	Car park at the Cross	
LM28	9A	Spynie Canal Path	No	Generally level	Wide tarmac path Public road pavement	48m 149m	Raised kerb Narrow bridge	2 public road crossing points	Car park at the Cross	
LM29	4A	St Aethans Path	No	Gently sloping	Wide aggregate path Narrow aggregate path Earth Path	42m 90m 150m	None	1 road crossing		NO
LM30	4A	Hopeman School Brae Path	No	Steep	Tarmac Vehicle track Narrow aggregate path Wooden Steps Tarmac Car Park	57m 100m 60m 20m	Flight of steps	Steep slope but handrail to assist	Extensive Views Car Park at beach end	NO
LM31	9A	Sunbank Cycle Path	No	Generally level	Public road pavement Wide tarmac path	745m 370m	None	Road crossings	Sunbank Quarry Park	YES

EG ELGIN CORE PATHS LISTS AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
EG01	5, 6, 10, 30	Miltonduff School safe route	No	Generally level	Public Road Pavement	1km	None	3 public road crossing points	None	YES
EG02	6, 30	Torrieston Walks All Abilities trail	No	Generally level	Wide aggregate path	1.5km	None	Public road crossing point	Car park at Torrieston	YES
EG03	8, 10A	Lossie to Elgin cycle way	Yes	Generally level	Public road pavement Wide tarmac path	680m 3.5km	None	6 public road crossing points	None	YES
EG04	5, 10, 10A	Quarrel Wood paths	Yes	Undulating terrain	Rough vehicle track Earth path (extensive surface tree roots)	3km 2.5km	Pedestrian Gate	None	Car park at Spynie Road	
EG05	10, 10B, 11	Fairway Path	No	Gently sloping	Tarmac vehicle track Earth path Narrow aggregate path	770m 290m 420m	None	Golf balls	Informal car park off Birnie Road	
EG06	10, 10B, 11	Old railway path	No	Generally level	Rough vehicle track	767m	None	None	None	
EG07	10, 11, 30	Birkenhill Wood Paths	Yes (in part)	Undulating terrain	Narrow earth path Rough vehicle track (muddy when wet)	150m 2km	None	None	Informal car park off A941	
EG08	10A	Spynie Wood Paths	No	Generally level	Aggregate vehicle track Narrow aggregate path Earth path	400m 2km 100m	None	None	Car park at Spynie Hospital off Duffus Road	YES
EG09	10A	Duffus Road to Brumley Brae Link	No	Generally level	Public road pavement Earth path (muddy when wet)	80m 890m	Raised kerb	2 public road crossing points	Car park off Duffus Road	
EG10	10A	NCN Route 1 – Brumley Brae	Yes	Undulating terrain	Wide public road Wide aggregate path Wide tarmac path	318m 68m 1.3km	Raised kerb	Public road crossing point	Car parks – Lossie Green and Moray Leisure Centre	YES
EG11	10A	Lang Walk	No	Steep slopes throughout	Wide tarmac path Public road pavement	222m	Raised kerbs	5 public road crossing points	None	
EG12	10A	Duffus Road Path	No	Gently sloping	Public road pavement	263m	None	Public road crossing point	Car park off Duffus Road	YES
EG13	10A	Bishopmill School path / Ladies Walk	No	Undulating terrain	Wide tarmac path Public road pavement Wide aggregate path	687m 169m 393m	Narrow bridge with steps	2 public road crossing points Water course nearby	Car park at Elgin Leisure Centre	
EG14	10A, 10B	Dr Gray's Link	No	Short steep section	Wide concrete path Wide aggregate path Public road pavement Wide tarmac path	30m 30m 105m 138m	Steps	Public road crossing point. Water course nearby	Dr. Gray's Hospital	
EG15	10A	Morriston Path	No	Generally level	Wide aggregate path	400m	None	Watercourse nearby	None	YES
EG16	10A	Old Mills Path	No	Generally level	Wide tarmac path Narrow aggregate path (muddy when wet) Metal bridge	125m 335m 15m	None	Watercourse nearby	None	
EG17	10A	Boroughbriggs Cycle Link	Yes	Generally level	Wide public road Public road pavement Wide tarmac path	120m 494m 50m	None	2 road crossings	Elgin bus station Car park at Moray Leisure Centre	YES
EG18	10A	Elgin Town Centre pedestrian precincts	No	Generally level	Stone cobbles Wide concrete path	357m 180m	None	None	Elgin central car parks Tourist information centre	YES
EG19	10A	Thunderton Place	No	Generally level	Public road pavement Wide concrete path	55m 118m	None	None	Elgin central car parks Tourist information centre	YES
EG20	10A	Elgin High Street	No	Generally level	Public road pavement	100m	None	Public road crossing	Elgin central car parks Tourist information centre. Elgin Museum	YES
EG21	10A	Lossie Wynd	No	Generally level	Road Cycle Lane Public road pavement Wide tarmac path	100m 153m 160m	None	2 public road crossings	Elgin central car parks Lossie Green car park	YES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
EG22	10A	High Street to Cooper Park Link	No	Undulating terrain	Wide concrete path Public road pavement Wide tarmac path	30m 73m 192m	Raised kerbs	Public road crossing protected by Road Table	Parking at Elgin centre and Lossie Green Elgin tourist information centre and Elgin Museum	
EG23	10A	Cooper Park Paths	No	Generally level	Wide tarmac path Narrow tarmac path Wide tarmac path	1.35m 223m 171m	None	None	Parking at Lossie Wynd Limited parking at Elgin Cathedral	YES
EG24	10A	Cathedral and Brewery Bridge Link	No	Generally level	Public road Wide tarmac path	190m 42m	Raised kerb	None	Limited parking Elgin Cathedral	
EG25	10A	Deanshaugh Path	No	Generally level	Wide aggregate path Earth path Public road pavement Wide tarmac path Wooden bridge	275m 80m 210m 90m 30m	None	Water course nearby	Limited parking Elgin Cathedral	
EG26	10A	NCN Route 1 – Deanshaugh	Yes	Gently sloping	Wide tarmac path Public road pavement	198m 298m	Raised kerbs	Public road crossing	None	YES
EG27	10A	Linksfield Path	No	Gently sloping	Public road pavement Wide tarmac path	57m 213m	Raised kerb	None	None	YES
EG28	10A	Bishopmill Path	No	Generally level	Narrow public road Wide tarmac path Public road pavement	179m 188m 98m	Raised kerbs	Public road section with no pavement	Car park at Lossie Green Elgin Motor Museum	
EG29	10A	Lesmurdie Road cycle path	Yes	Generally level	Public road pavement	686m	Raised kerbs at Lossiemouth Road	Public road crossing	None	YES
EG30	10A	Spynie Cycle Link	Yes	Generally level	Wide tarmac path Public road pavement	469m 684m	None	4 road crossings	None	YES
EG31	10A	Outer edge path	No	Generally level	Narrow aggregate path (muddy when wet)	474m	None	None	None	
EG32	10A	Spynie Cycle Link	No	Generally flat	Public road pavement Wide tarmac path	70m 220m	No	2 Road crossings Overgrown vegetation from adjacent ground		YES
EG33	10A	Spynie Wood Path	No	Undulating terrain	Earth path (muddy when wet with extensive tree roots)	245m	Raised kerb at Duffus Road	Road crossing	None	
EG34	10B	Bilbohall Farm Link	No	Generally level	Public road pavement	166m	None	None	None	YES
EG35	10B	Fairfield Avenue Path	No	Generally level	Public road pavement Wide aggregate path	242m 130m	None	Public road crossing point	The Wards wildlife site	YES
EG36	10B	Hardhillock Path	No	Generally level	Tarmac vehicle path Rough vehicle track	287m 714m	None	Public road crossing points	None	
EG37	10B	The Wards Paths	Yes	Generally level	Narrow aggregate path	1.5km	Raised kerbs	Water course nearby	Wildlife Site	YES
EG38	10B	Wards Back Path	No	Generally level	Wide tarmac path	329m	None	None	None	YES
EG39	10B	Tyock Path	No	Generally level	Narrow public road Aggregate vehicle track Public road pavement Narrow tarmac path	64m 485m 140m 440m	Raised kerbs	2 public road crossing points	None	
EG40	10B	Edgar Road Path	No	Generally level	Public road pavement	65m	Raised kerb	None	None	
EG41	10B	Springfield Link Cycle Path	No	Gently sloping	Public road pavement Wide tarmac path	48m 955m	None	4 public road crossing points	None	YES
EG42	10B	Greenwards/Elgin High School safe route	No	Gently sloping	Wide tarmac path	1.5km	Raised kerbs	2 public road crossing points	None	
EG43	10B	Golf Course Path	No	Gently sloping	Grass path	422m	None	Golf balls	None	
EG44	10B	Glass Green Path	No	Generally level	Public road pavements Wide tarmac path	247m 1km	None	2 public road crossing points	None	YES

EG ELGIN CORE PATHS LISTS AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
EG45	10B	Thornhill Cycle Path	No	Generally level	Public road pavement Wide aggregate path	2.2km 1.70m	None	5 public road crossing points	None	YES
EG46	10B	Linkwood Paths	No	Undulating terrain	Tarmac vehicle track Rough vehicle track Wide tarmac path Earth path	210m 458m 724m 70m	None	Subsidence and flood risk on section of path Road crossing Proximity to watercourse Public road crossing point. Small section on public road with no pavement	None	YES
EG47	10B	New Elgin Primary Safe Routes	No	Generally level	Wide tarmac path Tarmac vehicle track	880m 204m	None	None	None	YES
EG48	10B	Ashgrove Path	No	Gently sloping	Public road pavement Wide tarmac path	5m 756m			None	YES
EG49	10B	Pinefield playing field path	No	Generally level	Wide tarmac path	320m	None	Water course nearby	None	YES
EG50	10B	Waulkmill Grove path	No	Generally level	Wide tarmac path Public road pavement	360m 103m	None	None	None	YES
EG51	13, 14	Urquhart Road Route	Yes	Generally level	Narrow public road Public road pavement	1km 444m	Raised kerbs	2 public road crossing points Public road section with no pavement	None	YES
EG52	13, 13A, 14	Muiryhall Blackburn Route	No	Short steep sections	Rough vehicle track (muddy when wet, extensively uneven) Aggregate vehicle track Tarmac vehicle track Earth path (muddy when wet)	2km 1.5km 812m 833m	None	2 public road crossing points	None	
EG53	13, 14	Loch Na Bo woodland path	Yes	Short steep sections	Earth path (muddy when wet, extensive surface tree roots)	2km	Narrow bridge	Loch nearby	View points around Loch Car park at south of Loch	
EG54	13A	Darkland Road Route	No	Generally level	Narrow public road	343m	None	Public road section with no pavement	None	
EG55	13A	Crooked Wood Paths	Yes	Short steep section	Earth paths (muddy when wet)	3km	None	None	None	
EG56	13A	Kirkhillhead Path	Yes in part	Short steep section	Earth path (muddy when wet) Narrow public road Narrow aggregate path	474m 159m 102m	Steps	Public road section with no pavement	None	
EG57	13A	Lhanbryde Safe Route	No	Gently sloping	Wide tarmac path Wide aggregate path Public road pavement Earth path	1.35km 50m 411m 39m	Raised kerbs	5 public road crossing points	None	YES
EG58	13A	Playing field Path	Yes in part	Short steep section	Earth path (muddy when wet) Grass path	568m 194m	Narrow gap	Public road crossing point	Community Centre Car Park at playing field	
EG59	10B	Maggot Cycle Path	No	Generally level	Wide tarmac path	500m	None	Road Crossings	None	
EG60	10B	Southfield Path	No	Generally level	Wide tarmac path	800m	None	None	None	YES
EG61	10A	Hamilton Gardens Cycle Path	In part	Gently sloping	Public road pavement	1.5km		Traffic Min 3 road crossings		YES
EG62	10A	Lesmurdie Link Path	No	Steps at east	Grass/earth path Steps	210m 20m	Flight of Steps	Steps up to Newmill Road Proximity to River Lossie	Deanshaugh Playing Field	NO
EG63	10, 10A, 10B, 11, 13, 13A	Elgin/Lhanbryde Cycle Path	Yes	Generally level	Public road pavement Wide tarmac path	2km 3.8km	None	Section adjacent to busy A96(T) Proximity to River Lossie 3 Road Crossings	River Lossie flood alleviation scheme	YES
EG64	10A	Ladyhill Path	No	Steep	Tarmac Path Narrow aggregate path	8m 215m	None	Steps at foot of hill but ramp as alternative	Historic site Extensive view from top over Elgin	NO
EG65	10B	Institution Path	No	Generally level Slight slope at south end	Aggregate Cobbles/slabs	230m 130m	Open gates at south end	Cobbles/slabs present uneven trip hazard Overgrown vegetation from adjacent gardens		NO

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
EG66	10B	Linkwood Cycle path	No	Generally level	Public road pavement Wide tarmac path	220m 40m	None	2 road crossings		YES
EG67	10B	Linkwood Road Cycle path	No	Generally level	Wide tarmac path	2km	None	11 road crossings		YES
EG68	10B	Southfield Cycle Path	No	Generally level	Public road pavement Wide tarmac path	284m 236m	None	1 road crossing	Linkwood medical practice Sports pitches	YES
EG69	10B	New Elgin Link	Yes	Generally level	Public Road Public road pavement Tarmac pedestrian path	180m 95m 230m	None	Proximity to busy A941 Main Street 2 road crossings	Toucan traffic light crossing at Main Street Historic Doocot	YES
EG70	10B	Dovecot Cycle Path	In part	Generally level	Wide tarmac path	282m	None	Proximity to busy A941	Historic Doocot Play area Sports pitch	YES
EG71	10B	Birnie Road Cycle Path	No	Gently sloping	Wide tarmac path	330m	None	2 road crossings		YES
EG72	10B	Mayne Road Link	No	Generally level	Public road Public road pavement Braco Place narrow concrete path	62m 571m 91m	Raised kerbs	6 road crossings Section of public road with no pavement	Short section through former allotment at Braco Place	NO
EG73	11, 30	Millbuies Paths	No	Short steep sections	Narrow aggregate path (wet and uneven in places with surface tree roots) Tarmac access track and car park	2350m 150m	Narrow bridges Wooden steps	Close to Millbuies Loch in places	Attractive woodland setting	NO
EG74	6, 10	Miltonduff Wood Paths	No	Undulating terrain	Narrow aggregate path Grass Path Tarmac Path Earth Path (rough and wet in places with exposed tree roots)	100m 60m 100m 1.45km	3 vehicle gates	None		NO
EG75	7, 30	Dallas Wood Paths	No	Undulating terrain	Earth Path (rough in places with exposed tree roots) Grass Path Aggregate vehicle track	680m 108m 60m	None	None	Car park at Millbank playing field	NO
EG76	5	Carsehill Path	Yes	Gently sloping	Tarmac Path	308m	None	Proximity of A96 trunk road at north end	Bus stop at north end of path	YES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
FB01	12, 16	Cadgers Road	Yes	Generally level	Aggregate vehicle track Narrow public road	409m 344m	None	Public road section with no pavement	None	YES
FB02	12, 16	N.C.N Route 1 – Innes Road	Yes	Generally level	Narrow public road	574m	None	Public road section with no pavement	None	YES
FB03	12, 16	Browlands Path	Yes	Short steep section	Narrow earth path (muddy when wet) Rough vehicle track	262m 127m	Steps	None	None	
FB04	12, 16	Innes Lane Path	No	Generally level	Earth path (muddy when wet) Rough vehicle track	233m 147m	None	Public road crossing point	None	
FB05	12, 16	Station Road route	No	Generally level	Public road pavement Wide public road Narrow public road	147m 151m 247m	Raised kerbs	2 public road crossing points Public road sections with no pavement	Car park off South road	
FB06	12, 16	N.C.N. Route 1 – Spey Viaduct West Link	Yes	Generally level	Wide tarmac path	360m	None	None	Car park off South Road	YES
FB07	12, 16	N.C.N. Route 1 – Spey Viaduct East Link	Yes	Generally level	Rough vehicle track Public road footpath	350m 90m	None	None	None	YES
FB08	14, 15	Mosstodloch to Fochabers Cycle Route	No	Gently sloping	Wide tarmac path	1km	None	2 public road crossing points	Car park and picnic area at cricket ground	YES
FB09	14, 15	Gordon Baxter Way	Yes	Gently sloping	Narrow aggregate path Rough vehicle track Earth path (muddy when wet)	139m 423m 773m	None	Public road crossing point	None	
FB10	14, 15	Essil Road and The Glebe	Yes in part	Generally level	Aggregate vehicle track Narrow public road	697m 743m	None	Public road crossing point Public road section with no pavement	None	
FB11	14, 15	Stynie Wood Path	Yes	Undulating terrain	Earth path (Muddy in sections when wet)	1.5km	None	None	None	YES
FB12	14, 15	Stynie Path	Yes	Undulating terrain	Earth Path (muddy when wet)	600m	Pedestrian gate	None	None	
FB13	14, 15	Webster Way	Yes	Generally level	Narrow aggregate path	1.5km	None	None	Car park and picnic area off B9015	YES
FB14	15, 15A	Home Farm Track	Yes	Generally level	Public road pavement Aggregate vehicle track	108m 1.5km	None	2 public road crossing point	None	YES
FB15	15, 16	Den Track	No	Generally level	Aggregate vehicle track (muddy when wet in places)	4km	None	Vehicle Gate (usually open)	None	
FB16	15	The Planting Path	Yes	Undulating terrain	Earth path (muddy when wet) Aggregate vehicle track Public road pavement Wide tarmac path Aggregate path	668m 200m 60m 85m 136m	None	Public road crossing point	Car parks at Winding Walks and Christie's Garden Centre	
FB17	15, 15A	Slorach's Loop	Yes(part)	Undulating terrain	Earth path (extensive surface tree roots) Aggregate vehicle track Wide aggregate path	1.5km 180m 674m	Steps. Raised kerbs 2 pedestrian gates	Public road crossing point Proximity to mountain bike trails at Ordiquish	Car park at Ordiquish Forest off Ordiquish Road Monster trails (mountain biking)	
FB18	15A	Fochabers High Street	No	Gently sloping	Public road pavement	1km	None	5 public road crossing points	Museum Car parking at the Square	YES
FB19	15A	Milnes School Safe Route	No	Generally level	Wide tarmac paths Public road pavement	144m 52m	None	Public road crossing point	Car parks at the Square and Christie's Garden Centre	YES
FB20	15A	George Street Route	No	Generally level	Public road pavement Narrow public road	100m 89m	Raised kerbs	2 public road crossing points	Car park at The Square	
FB21	15, 15A	The Intak Paths	Yes	Generally level	Grass path Earth path Aggregate vehicle track (muddy when wet) Narrow public road	240m 580m 1km 218m	Narrow gap at side of vehicle gate	Watercourse nearby	River Spey	

FB FOCHABERS CORE PATHS LISTS AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
FB22	15, 15A	Leitch's wood Link Path	No	Gently sloping with steep slope into Leitch's Wood	Wide aggregate path Wide Tarmac path Tarmac vehicle track Wooden bridge	500m 430m 145m 30m	None	Vehicle movements in caravan park Proximity to watercourse	Burnside caravan park A96 (T) underpass	YES in part
FB23	14, 15	Balnacoul Link Path	No	Generally level	Public road Wide Tarmac path Wide aggregate path	480m 140m 185m	None	Section of public road with no pavement	Balnacoul wood car park and picnic site A96(T) underpass	YES
FB24	16	Bogmoor Link	No	Generally level	Aggregate vehicle track Narrow public road	261m 157m	None	Public road section with no pavement	None	YES
FB25	16	Dallachy Link Path	No	Generally level	Public Road pavement Narrow aggregate path	340m 2km	None	1 road crossing Proximity		NO
FB26	12, 16	Kingston Road Path	No	Generally level	Public Road pavement Narrow aggregate path	120m 550m	Narrow path adjacent to road	Adjacent to traffic on public road	Seat midway Street lighting	YES
FB27	13, 14, 15	Loch Oire A96 Cycle Path	No	Generally level	Public road Public Road pavement Wide Tarmac path	2km 1.7km 3.28km	None	1 crossing of busy A96(T)	Petrol station and shops at Mosstodloch Layby at Loch Oire	YES

BK BUCKIE CORE PATHS LISTS AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
BK01	17, 17A	Gollachy Burn Path	Yes	Short steep sections	Earth path (muddy when wet) Narrow aggregate path Narrow public road Public road pavement	563m 150m 681m 214m	None	Public road section with no pavement Golf balls	None	
BK02	17, 17A	Auchantae Road	No	Generally level	Earth path (muddy when wet) Narrow public road	188m 1km	None	Public road section with no pavement	None	
BK03	17, 17A	Laird's Way	Yes	Generally level	Public road pavement Narrow public road Aggregate vehicle track	1km 1km 1km	Narrow bridge with steps Unbridged burn	9 public road crossing points Public road section with no pavement	Car park at Cluny Square	
BK04	17, 17A, 19	NCN Route 1 – Buckpool to Findochty	Yes	Generally level	Wide aggregate path Wide tarmac path Public road pavement Narrow public road	327m 2.5km 2km 232m	Raised kerbs	12 public road crossing points	Car park at Carlton Terrace Cycle route on public roads	YES in part (Portessie to Findochty Section)
BK05	17A	Seaview Road path	No	Generally level	Public road pavement Narrow tarmac path Wide aggregate path	560m 198m 164m	Raised kerbs	6 public road crossing points.	Buckpool golf course.	
BK06	17A	Cemetery path	No	Generally level	Tarmac vehicle track Wide aggregate path	522m 62m	None	None	Car park at Buckpool Cemetery	YES
BK07	17A	Barhill Road Path	No	Generally level	Public road pavement	450m	Raised kerbs	None	Medical Centre Car park at Buckie Cemetery	
BK08	17A	Mill of Buckie Path	No	Generally level	Aggregate vehicle track	1km	None	Public road crossing point	None	YES
BK09	17A	Buckie Burn Corridor Path	No	Short steep sections	Narrow public road Earth path (muddy when wet) Narrow tarmac path Wide tarmac path Public road pavement	30m 340m 200m 477m 499m	Steps	Public road crossing point	Local park at Queen Street	
BK10	17A	Buckie High School Safe Routes	No	Generally level	Wide tarmac path Public road pavements	712m 190m	None	2 public road crossing points	Buckie Community Centre	YES
BK11	17A	Millbank Primary School Safe Routes	No	Generally level	Public road pavement Grass path Wide tarmac path Wide public road Narrow concrete path	222m 88m 796m 200m 80m	Raised kerbs	3 public road crossing points	None	
BK12	17A	Freuchny Stripe	No	Generally level	Public road pavement Wide tarmac path	276m 170m	Raised kerbs	5 public road crossing points	None	
BK13	17A	Cluny Path	No	Generally level	Public road pavement Wide tarmac path	138m 470m	Steps Raised kerbs	4 public road crossings	Car park. Museum and Library off East Carlton Terrace	
BK14	17A	Old Station Yard Path	No	Steep slope	Wide tarmac path Public road pavement	182m 77m	None	Public road crossing point	None	
BK15	17A	Cliff Terrace Paths	No	Generally level	Wide tarmac path Public road pavement Narrow public road	448m 867m 75m	Raised kerbs	5 public road crossing points	None	
BK16	17A	Highland Yards Estate Route	No	Generally level	Wide tarmac path Public road pavement	285m 70m	None	None	None	YES
BK17	17A	Rathven Burn Path	No	Steep slopes	Narrow aggregate path (muddy when wet)	550m	Pedestrian gate	Water course nearby	Car park at Rathven Cemetery	
BK18	17A	Portessie Railway Path	Yes	Generally level	Wide tarmac path	597m	None	2 public road crossing points	None	YES
BK19	17A	Rathven Burn Link	No	Generally level	Grass path (muddy when wet)	100m	Steps	Water course nearby	None	
BK20	19	NCN Route 1 – Findochty	No	Steep slope	Public road pavement Wide public road	354m 95m	Raised kerbs	2 public road crossing points	None	
BK21	17A	Buckie High Street	No	Gently sloping	Public road pavement	1km	None	None	Car parking at the square	YES

BK BUCKIE CORE PATHS LISTS AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
BK22	16,18	Clochan Right of Way	No	Generally level	Grass path	336m	None	None		YES
BK23	16, 17	Slackend Path	No	Level	Grass path (muddy when wet in places) Aggregate path	375m 80m	Open gates at south cemetery end	Livestock in fields Working farm at south end		NO
BK24	19	Reservoir Path	No	Gently sloping	Tarmac Vehicle Track Aggregate vehicle track (uneven and rutted and muddy at south end of path) Grass Path	20m 615m 400m	None	None	Coastal Views Scottish Water covered reservoir Trig point	NO

KT — KEITH CORE PATHS LISTS AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
KT01	21, 25, 18	Fishwives Path	Yes	Undulating terrain	Aggregate vehicle track Grass path Rough vehicle track Tarmac vehicle track Narrow public road Public road pavement	2.65km 1.25km 1.68km 400m 6.5km 218m	4 vehicle gates 7 pedestrian gates Shallow wet ditch Unbridged burn	Proximity to water course	Extensive views	
KT02	22, 24	Garrowood Path	No	Gently sloping	Aggregate vehicle track Narrow public road	607m 1km	None	Water course nearby Public road section with no pavement	None	
KT03	24	Balloch Wood Path	No	Short steep section	Tarmac vehicle track Rough vehicle track Aggregate vehicle track	1km 1.5km 5km	2 barrier poles with narrow gaps at side	Water course nearby	None	
KT04	24, 25	Auchoynanie Path	No	Undulating terrain	Narrow public road Narrow aggregate path (muddy when wet)	2km 750m	Vehicle gate	Public road section with no pavement Watercourse nearby	None	
KT05	24, 25	Dunnyduff Woodlands Paths	Yes	Undulating terrain	Earth path (muddy when wet) Narrow aggregate path Rough vehicle track	3km 240m 353m	Narrow bridge	Watercourse nearby	Tarnash Falls on route	
KT06	24, 25, 25A	Den Path	Yes	Undulating terrain	Earth path (muddy when wet) Narrow aggregate path Public road with no pavement	780m 325m 200m	Raised kerb	2 public road crossing points	None	
KT07	24, 25, 25A	Green Roadies Path	Yes	Gently sloping	Rough vehicle track (muddy when wet) Grass path (muddy when wet) Wide public road Tarmac vehicle track Wide aggregate path	1.5km 700m 80m 350m 142m	Pedestrian gate	2 public road crossing points Public road section with no pavement	Car parking at Broomhill Cemetery	
KT08	24, 25, 25A	Town Centre Link	No	Generally Level	Grass path (muddy when wet) Narrow public road Wide tarmac path Public road pavement	410m 560m 40m 280m	Raised kerbs	3 public road crossing points Public road section with no pavement	None	
KT09	24, 25, 25A	Drum Road Path	No	Generally level	Narrow public road Public road pavement	449m 78m	None	Public road section with no pavement	None	YES
KT10	25A	Lony Park Paths	No	Generally level	Rough vehicle track (muddy when wet) Grass path (muddy when wet)	200m 272m	None	Proximity to livestock	None	
KT11	25A	Horse Market Lea Path	No	Undulating terrain	Public road pavement Wide tarmac path Narrow aggregate path (muddy when wet)	90m 190m 60m	None	None	Informal car park off Dunnyduff Road	
KT12	25A	Denwell Road	No	Generally level	Narrow public road Narrow tarmac path	1.5km 100m	None	Public road section with no pavement	None	YES
KT13	25A	Braehead Right of Way	Yes	Undulating terrain	Wide public road Rough vehicle track Grass path (muddy when wet)	139m 460m 216m	Narrow bridge Narrow gap between fences	None	None	
KT14	25A	Seafield Park Road/Lang Street	No	Gently sloping	Wide public road Public road pavement	234m 124m	Raised kerbs	2 public road crossing points Public road section with no pavement	None	
KT15	25A	Cuthil Park Paths	No	Generally level	Tarmac vehicle track Wide tarmac path Wide aggregate path	56m 149m 92m	None	None	Skate board and picnic area in park	YES
KT16	25A	Cuthil Seafield Link	No	Gently sloping	Public road pavement Rough vehicle track (muddy when wet) Narrow public road	137m 412m 147m	None	Public road section with no pavement	None	

KT | KEITH CORE PATHS LISTS AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
KT17	25A	Brandy Brae Path	Yes	Gently sloping	Grass path (muddy when wet) Public road pavement	1km 70m	Raised kerbs	None	None	
KT18	25A	Keith Old Cemetery Path	No	Generally level	Narrow public road Wide tarmac path Wide aggregate path	50m 87m 58m	Steps	Water course nearby	Car park at Tesco Picnic area at Auld Brig	
KT19	25, 25A	Cottage Wood Path	Yes	Undulating terrain	Earth Path (muddy when wet, extensive surface tree roots) Grass path (muddy when wet)	728m 275m	Steps Narrow bridge Raised kerb	Golf balls	None	
KT20	25A	Fife Park Path	No	Gently sloping	Wide tarmac path Narrow concrete path Grass path (muddy when wet)	120m 90m 380m	Narrow gap between barriers	Golf balls	None	
KT21	25, 25A	Toll House and Braehead Road	Yes	Gently sloping	Narrow public road Rough vehicle track (muddy when wet)	1.5km 338m	Narrow bridge	Public road crossing point Public road section with no pavement Water course nearby	Picnic area and car park	
KT22	25	Maisley Link	Yes	Generally level	Narrow aggregate path Earth path (muddy when wet)	170m 381m	2 vehicle gates	Golf balls	None	
KT23	26	Drummuir Station Path	Yes in part	Undulating terrain	Narrow public road Earth path (muddy when wet)	130m 186m	Steps	Public road crossing point Public road section with no pavement Watercourse nearby	Car Park at Botriphnie Church and Drummuir Village Hall	
KT24	26, 28	Westerton Path	No	Steep slopes	Narrow public road Aggregate vehicle track (muddy when wet, extensively uneven)	384m 1km	Unbridged burn	Watercourse nearby Public road section with no pavement	None	
KT25	22, 23	Moss of Rothiemay path	No	Generally level	1.5m wide board walk	425m	None	Wet bog/moss	Limited car parking Natural heritage interest - Moss of Rothiemay	NO
KT26	23, 24	Tarryblake path	No	Gently sloping	Wide aggregate track Narrow tarmac road Rough vehicle track	1.27km 210m 350m	None	Water course at old stone bridge	Car park off B9117	YES
KT27	24	Meikle Balloch Hill Paths	Yes	Steep slopes and undulating terrain	Earth path (rough/rocky in places and parts muddy when wet) Wide aggregate path	1.1km 1.6km	None	None	Car park at Herricks Summit views	NO
KT28	21, 25	Littlehill Circular path	Yes	Undulating terrain	Narrow public road Public road pavement Rough vehicle track/earth path (parts muddy when wet with very rough surface)	620m 380m 700m	None	Proximity to livestock Public road section with no pavements Half of route very rough surface	Extensive views of the River Isla valley	NO
KT29	25A	Seafield Terrace Link Path	No	Gently sloping	Grass path/track Narrow public road	470m 155m	2 pedestrian gates	Public road section with no pavement		NO
KT30	25	Maisley Road	Yes in part	Undulating	Narrow public road Aggregate vehicle track Grass path (muddy when wet)	3.4km 800m 235m	None	None	Views over the River Isla valley	NO

CU CULLEN CORE PATHS LISTS AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
CU01	19	NCN Route 1 – Admiralty Street Path	Yes	Gently sloping	Public Road Pavement	350m	None	2 public road crossing points	None	YES
CU02	19, 19A	NCN Route 1 – Portessie to Findochty	Yes	Generally level	Narrow aggregate path Narrow tarmac path Wide aggregate path Wide tarmac path	165m 40m 2km 60m	None	Public road crossing point	Historic viaduct on route	YES
CU03	19, 19A 20	NCN Route 1 – Cullen to Lintmill	Yes	Gently sloping	Public road pavement Narrow aggregate path	1.5km 630m	Raised kerbs	3 public road crossing points	Car park at Cemetery	Yes in part from Cullen Cemetery to Lintmill
CU04	19, 20	Lintmill to Crannoch Road	Yes	Gently sloping	Narrow public road	1km	None	Public road crossing point. Road section with no pavement	None	
CU05	19, 19A	Crannoch Circular Path	Yes	Short steep section	Narrow aggregate path Grass path (muddy when wet) Aggregate vehicle track Rough vehicle track Narrow tarmac path Public road pavement	270m 300m 469m 680m 500m 180m	2 pedestrian gates Raised kerbs	Public road crossing point Proximity to livestock	None	
CU06	19A	Cullen Coastal Path	Yes	Generally level	Grass path Narrow public road Wide aggregate path Rough vehicle track	340m 254m 700m 200m	Pedestrian gate Barrier pole with narrow gaps at side	Public road section with no pavement	Car park at eastern end of Port Long Road	
CU07	19A	Seaview Path	Yes in part	Short steep sections	Wide tarmac path Public road pavement Narrow public road Narrow aggregate path Concrete path	239m 121m 86m 67m 65m	None	2 public road crossing points Public road section with no pavement Steep drop nearby	None	
CU08	19A	Nelson Point Path	Yes in part	Generally level	Wide aggregate path	530m	None	None	Nelson's point Sea view at end of path	YES
CU09	19A	Salmon Bothy Path	Yes	Steep slope	Wide aggregate path	275m	None	None	None	YES
CU10	19A	Seafield Farm Track	Yes	Undulating	Public road pavement Aggregate vehicle track	170m 600m	None	Raised kerbs Crossing of busy A98 road Livestock in field	Coastal views	YES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
SP01	11, 28, 29, 29A, 30	Burn of Rothes/Mannoch Road	No	Undulating terrain	Rough vehicle track Aggregate vehicle track Narrow public road Tarmac vehicle track	4km 8.5km 3.5km 750m	2 vehicle gates Cattle grid with narrow pedestrian side gate Barrier pole with narrow side gate Damaged vehicle bridge	Golf balls Proximity to livestock Game shooting Public road section with no pavement	Informal car park at Bardonside	
SP02	27, 28, 29, 32, 34	Glenfiddich Way	Yes in part	Gently sloping	Wide aggregate path Narrow aggregate path	5km 50m	None	Landslip/ Subsidence	Car park and toilets at Fiddich Park (seasonal) Car park at Balvenie	YES but a 50m section at southern end of path is restricted in width due to a landslip
SP03	27, 27A, 28, 32, 32A, 34	The Gownie Path	Yes	Steep slopes	Grass path Earth path Rough vehicle track (muddy when wet) Aggregate vehicle track Narrow public road	673m 320m 1120m 1880m 2km	Narrow bridge Unbridged burn Pedestrian gate Narrow gap at side of vehicle gate	Raised kerb Public road section with no pavement Proximity to watercourse	None	
SP04	27, 27A, 34	Glenrinnes Way	Yes	Generally level	Public road pavement Wide aggregate path	297m 1.5km	None	None	Informal car park at Market Green Car parking toilets and tourist information centre available in the centre of Dufftown	YES
SP05	27, 27A	Burn Brae	Yes	Generally level	Narrow public road	1.5km	None	Public road with no pavement	None	
SP06	27A	Giant's Chair Path	Yes	Short steep sections	Narrow public road Grass path Earth path (muddy when wet)	1km 470m 1km	Steps Narrow bridges	Public road section with no pavement Watercourse nearby	Giant's Chair and Cradle on route Mortlach Kirk	
SP07	27A	Gordon's Cross Path	Yes	Short steep sections	Rough vehicle track (muddy when wet) Grass path (muddy when wet) Tarmac vehicle track	800m 740m 85m	2 vehicle gates	Water course nearby Proximity to livestock	Gordon's Cross on route	
SP08	27A	Maister's Well Path	Yes in part	Short steep sections	Narrow public road Earth path (muddy when wet) Public road pavement Wide public road	195m 400m 75m 258m	Steps	2 public road crossing points Steep drop nearby Public road section with no pavement	Maister's Well on route	
SP09	27A	Dufftown Town Centre Link	No	Gently sloping	Public road pavement	1km	None	4 public road crossing points	Car parking toilets and tourist information centre available in the centre of Dufftown	YES
SP10	27A	Steepie Brae Path	No	Short steep sections	Narrow public road Rough vehicle track (muddy when wet)	203m 275m	None	Public road section with no pavement	None	
SP11	27A	Meg's Wood Path	Yes	Short steep sections	Narrow aggregate path Earth path (muddy when wet, extensive tree roots) Grass path Rough vehicle track	180m 432m 306m 227m	Steps Narrow gaps at baffle barriers	Proximity to livestock	None	
SP12	28, 29, 29A	Dounie Path	Yes	Short steep sections	Public road pavement Wide aggregate path Wide tarmac path Earth path (muddy when wet, extensive surface tree roots) Narrow public road Grass path (muddy when wet)	30m 450m 44m 1.5km 236m 480m	Steps on bridges	Water course nearby Public road section with no pavement Road crossing	Fairy's Well at west end of route	

SP SPEYSIDE CORE PATHS LISTS AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
SP13	29A	Rothes Castle Paths	Yes	Short steep sections	Grass path Earth path (muddy when wet)	85m 210m	Steps	Watercourse nearby	Informal car park at Castle	
SP14	29A	High Street Link	No	Generally level	Public road pavement	230m	None	None	None	YES
SP15	29A	Rothes Primary School Safe Route	No	Generally level	Aggregate Path Narrow public road Wide tarmac road	80m 57m 580m	None	Public road crossing point	Recreational facilities at park	YES
SP16	29A	Green Street	No	Generally level	Public road pavement Narrow public road	680m 182m	None	3 public road crossing points	Car park	YES
SP17	29A	River Spey Path	No	Generally level	Narrow earth path (muddy when wet) Aggregate vehicle track Rough vehicle track Grass path	220m 1km 200m 258m	Pedestrian gate	Watercourse nearby	River Spey	
SP18	29A	Old Railway Path	No	Generally level	Wide aggregate path Aggregate vehicle track (extensively potholed)	94m 538m	None	2 public road crossing points	None	
SP19	30, 31	Station Road	No	Undulating terrain	Narrow public road	1km	None	1 public road crossing point with no pavement	None	
SP20	30, 31	Lower Mannoch Path	No	Undulating terrain	Aggregate vehicle track Rough vehicle track (muddy when wet) Tarmac vehicle track	810m 508m 122m	None	Proximity to livestock	Knockando Church on route	
SP21	30, 31	Short Forest Circular Path	Yes in part	Undulating terrain	Tarmac vehicle track Narrow public road Aggregate vehicle track Wide aggregate path Earth path (muddy when wet, extensive surface tree roots) Narrow aggregate path	320m 150m 1km 127m 1km 273m	Vehicle gate Narrow pedestrian gate Narrow bridge	Public road section with no pavement	None	
SP22	30, 31, 32, 32A	Elchies Track	Yes	Undulating terrain	Aggregate vehicle track Tarmac vehicle track Rough vehicle track (muddy when wet, extensively potholed)	2km 390m 778m	None	None	None	
SP23	32, 32A	Glenallachie Path	Yes	Short steep slopes	Narrow public road Grass path (muddy when wet) Rough vehicle track Tarmac vehicle track	260m 606m 123m 540m	Pedestrian gate	Public road section with no pavement	None	
SP24	32	Birkenbush Road	No	Generally level	Narrow public road	447m	None	Public road section with no pavement	Glenallachie Distillery	
SP25	32, 32A	Linn Path	Yes	Undulating terrain	Earth path (muddy when wet) Wide aggregate path Narrow aggregate path	1.65km 284m 120m	Stile Steps Pedestrian gate Narrow bridge	Public road crossing point	Linn Falls	
SP26	32, 32A	Fairy Knowe Path	Yes in part	Undulating terrain	Earth path (muddy when wet) Grass path Narrow aggregate path Tarmac vehicle track	354m 93m 157m 70m	Narrow gap at side of vehicle gate	None	None	
SP27	32A	Queens Road Town Link	No	Gently sloping	Public road pavement	471m	None	4 public road crossing points	Speyside Way Visitor Centre	
SP28	32A	Victoria Bridge	Yes	Generally level	Suspension bridge metal surface	90m	Steps	Water course nearby	Car park, toilet and Visitor Centre at Alice Littler Park	

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
SP29	34	Suie to Bridgehaugh Path	No	Undulating terrain	Rough vehicle track (muddy when wet and extensively uneven) Tarmac vehicle track Grass path Aggregate vehicle track	8.3km 5km 1km 1km	1 river ford and 3 burn fords	Unbridged river and burns subject to flash flooding Proximity to livestock Game shooting	Remote wild hill country	
SP30	34	The Steplar	No	Undulating terrain	Grass path Rough vehicle track (muddy when wet and extensively uneven) Narrow public road	704m 8.5km 3.5km	Game shooting 2 vehicle gates 2 pedestrian gates 2 river fords and 4 burn fords	Unbridged rivers and burns subject to flash flooding	Remote wild hill country	YES in part from Bridge–haugh to Glenfiddich Lodge
SP31	36	Drumin Circular Walk	Yes	Undulating terrain	Earth path (muddy when wet)	526m	Steps Pedestrian gates	Watercourse nearby Proximity to livestock	Drumin Castle and car park	
SP32	36	Bochel Circuit	Yes in part	Undulating terrain	Earth path (muddy when wet) Narrow public road Rough vehicle track	178m 712m 381m	Narrow bridge Steps	Watercourse nearby Subsidence Public road section with no pavement	None	
SP33	27, 32	Maltkiln Burn Path	No	Gently sloping	Aggregate vehicle track	800m	None	A941 road crossing	Viewpoint with bench Glenfiddich Visitor Centre and car park nearby Scenic views	NO
SP34	28, 29, 29A	Rothes Way North	No	Generally level	Wide aggregate vehicle track Wide grass vehicle track Grass path	550m 400m 1250m	None	Proximity to River Spey Proximity of part of route to busy A941 road	River Spey	NO
SP35	32	Wood of Aberlour Path	No	Gently sloping	Wide aggregate path Grass/earthpath - boggy section for 20m (needs drainage)	755m 600m	Gate (unlocked)	Unbridged burn	Car park at St Mary's Church	NO
SP36	30, 31	Knockando School Path	No	Gently sloping	Narrow public road Rough vehicle track Aggregate vehicle track	335m 290m 180m	None	Public road section with no footpath Proximity to watercourse	Knockando Primary School	NO
SP37	32A	Woolfies Brae	No	Gently sloping with steep section	Aggregate vehicle track Wide aggregate path Tarmac path	130m 240m 213m	None	Steps	Link to Speyside High School	NO
SP38	34	Ben Rinnes Hill Path	No	Steep slope	Rough vehicle track Narrow aggregate path	2.1km 1.35km	Pedestrian Gate Steep pitching/steps	Remote wild hill country	Scenic views Car park at start of walk	NO
SP39	34	Little Balloch Path	No	Undulating terrain	Wide aggregate path Rough vehicle track	2.1km 1.57km	None	Wild remote hill country		NO
SP40	34	Balloch Moss Path	No	Undulating terrain	Rough vehicle track (very wet in places) Wide grass path	2.2km 100m	Vehicle gates (unlocked)	Boggy track Proximity to livestock Wild remote hill country		NO
SP41	34	Blackwater Track	No	Undulating terrain	Aggregate vehicle track Rough vehicle track Rough vehicle track Grass path	2.54km 1.61km 2.14km 420m	Damaged bridge	Damaged bridge crossing Remote wild hill country	Scenic views	NO
SP42	34	The Roch Ford	No	Undulating terrain	Aggregate vehicle track Rough vehicle track Grass path	1.46km 1.84km 2.36km	Ford	Remote wild hill country Proximity to watercourse	Scenic views	NO

SW SPEYSIDE WAY CORE PATHS LISTS AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
SW01	1, 6, 12, 15, 15A, 16, 17, 17A	Speyside Way – Buckpool to Spey Bay	Yes as the Speyside Way	Generally level	Narrow aggregate path Wide aggregate path Tarmac vehicle track Public road pavement Narrow public road Earth path (muddy when wet) Aggregate vehicle track	1.5km 1.5km 120m 2km 277m 2.5km 560m	Steps Raised kerbs Pedestrian gate 2 chain gates Narrow gap	Public road crossing point. Public road section with no pavement	Car parks at Buckpool and Portgordon Harbour Wildlife along shore section	YES in part – Portgordon to Buckie section
SW02	15, 15A, 28, 29, 29A, 32	Speyside Way – Spey Bay to Fochabers	Yes as the Speyside Way	Undulating terrain	Tarmac vehicle track Aggregate vehicle track Narrow aggregate path Earth path (muddy when wet)	439m 5.5km 504m 1km	Narrow gap at side of barrier pole Steep ramp	Public road crossing point Watercourse nearby Flood risk on section of path under A96 bridge	Wildlife Centre, cafe and car park at Tugnet. Memorial garden, picnic area and car park at Bi–centenial park.	YES in part – Tugnet to Bogmoor section
SW03	28, 29, 30, 31, 32A, 33, 34	Speyside Way – Fochabers to Craigellachie	Yes as the Speyside Way	Short steep sections	Public road pavement Narrow aggregate path Narrow public road Aggregate vehicle track	256m 419m 11.65km 6km	Steps Narrow bridge 4 vehicle gates Raised kerb	2 public road crossing points Public road sections with no pavement Shooting range	Informal car parks at earth pillars and Boat o Brig Seasonal toilets and car park at Fiddich Park Car park and mountain bike trail at Ordiquish	
SW04	33, 34	Speyside Way – Craigellachie to Cragganmore	Yes as the Speyside Way	Generally level	Grass path (muddy when wet) Wide aggregate path Narrow public road	1km 17km 1.5km	Narrow bridge 12 vehicle gates Step on to Delnapot bridge	Public road crossing point Watercourse nearby Public road with no pavement	Speyside Way Visitor Centre, toilets and car park at Aberlour Car park and toilet at Tamdhu Seasonal camp site at Blacksboat Toilet, extensive views and car park at Ballindalloch	YES Craigellachie to Aberlour Carron to Ballindalloch
SW05	33, 34, 36	Speyside Way – Tomintoul Spur	Yes as part of the Speyside Way	Short steep sections	Wide public road Narrow public road Earth path (muddy when wet)	2.5km 2km 5km	Steps 3 stiles	Public road crossing point Public road section with no pavement	None	

IW ISLA WAY CORE PATHS LISTS AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
IW01	27A	The Isla Way – Tininver	Yes as part of Isla Way	Short steep sections	Public road pavement Grass path Narrow aggregate path	200m 77m 42m	Steps	Public road crossing point	None	
IW02	27A, 27	The Isla Way – Tom Na Muidh	Yes as part of Isla Way	Short steep sections	Aggregate vehicle track Rough vehicle track Narrow aggregate path Earth path Grass path Tarmac vehicle track	36m 62m 163m 578m 198m 194m	Steps	Steep drop nearby	Balvenie Castle and limited car park	
IW03	27	The Isla Way – Balvenie Public Roads	Yes as part of Isla Way	Generally level	Wide public road Public road pavement	254m 600m	None	Public road section with no pavement Narrow road bridge	Car park and visitor centre at Glenfiddich Distillery Car park at Dufftown Station	
IW04	27	The Isla Way – Dufftown Station Path	Yes as part of Isla Way	Generally level	Wide tarmac path Wide aggregate path	30m 124m	Pedestrian gate	None	Car park at Dufftown Railway Station	YES
IW05	27	The Isla Way –Convalmore Link	Yes as part of Isla Way	Generally level	Wide aggregate path	615m	Vehicle gate Narrow gap at side of gate	None	Car park at Convalmore Distillery	
IW06	27	The Isla Way – Jubilee Path	Yes as part of Isla Way	Short steep slopes	Rough vehicle track Earth path (muddy when wet) Wide aggregate path	274m 50m 400m	Narrow bridge	Public road crossing point	None	
IW07	26, 27, 28	The Isla Way – Tulloch Road	Yes as part of Isla Way	Gently sloping	Narrow public road	2.5km	None	Public road section with no pavement	None	
IW08	26, 27, 28	The Isla Way –Kininvie Wood Road	Yes as part of Isla Way	Short steep sections	Narrow public road Rough vehicle track (muddy when wet)	420m 1.5km	None	Public road section with no pavement	Car park in Adventure Centre at Loch Park	
IW09	26, 28	The Isla Way – Loch Park Link	Yes as part of Isla Way	Generally level	Narrow aggregate path Tarmac vehicle track	900m	None	Water course nearby	Fish hatchery on route Car parking at Loch Park	YES
IW10	26, 28	The Isla Way – Drummuir Link	Yes as part of Isla Way	Generally level	Narrow aggregate path Narrow public road	108m 878m	None	Water course nearby	Walled garden Car park at Botriphnie Church	YES
IW11	26, 28	The Isla Way – Cachenhead Path	Yes as part of Isla Way	Gently sloping	Rough vehicle track (muddy when wet)	246m 1.5km	None	Public road section with no pavement	None	

MCT MORAY COAST TRAIL CORE PATHS LISTS AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
MCT01	2	Moray Coast Trail – Findhorn Beach Link	Yes	Generally level	Dune sand/shingle Narrow aggregate path Public road pavement	807m 220m 119m	None	Public road crossing point	Findhorn heritage centre Toilet and car parks at Back Shore	Yes in part from store to Heritage Centre
MCT02	2, 5	Moray Coast Trail – Findhorn Dunes	Yes	Generally level	Dune sand/shingle	4km	None	Subsidence due to coastal erosion	Car park at Back Shore road end	
MCT03	2, 4, 4A, 5	Moray Coast Trail – Roseisle Section	Yes	Generally level	Rough vehicle track Aggregate vehicle track	4.5km 2km	Vehicle gate	None	Car park, toilet and bird hide all in Roseisle Wood	Yes in part from car park to bird hide
MCT04	4A	Moray Coast Trail – Burghead	Yes	Short steep sections	Wide aggregate path Public road pavement Narrow public road	740m 617m 189m	Steps	Steep drop nearby Public road with no pavement	Car park, toilet and historic site at Burghead Harbour	Yes in part from Burghead caravan park to harbour
MCT05	4A	Moray Coast Trail – Old Coastal Railway	Yes	Generally level	Wide aggregate path	3km	Steps	None	Car park, toilet and play area at Cummingston	Yes in part from Burghead to Cummingston
MCT06	4A	Moray Coast Trail – Hopeman Caravan Park	No	Generally level	Narrow aggregate path Tarmac vehicle track Earth path (muddy when wet)	67m 370m 66m	None	None	None	
MCT07	4A	Moray Coast Trail – Hopeman Bay	Yes	Generally level	Public road pavement Wide aggregate path Tarmac vehicle track	267m 427m 302m	Raised kerbs	Public road crossing point	Toilet at harbour 3 car parks at playing fields	Yes in part from playing fields car park to Braemou Well
MCT08	4, 4A, 8	Moray Coast Trail – Clashach to Covesea	Yes	Short steep sections	Earth path (muddy when wet, extremely uneven) Wide Aggregate Path	3.65km 350m	Steps	Steep drop nearby Subsidence	Coastguard lookout station at Covesea	
MCT09	8, 9A	Moray Coast Trail – Silver Sands (at low tide the route is on the beach and at high tide follows the dune path)	Yes	Undulating terrain	Earth path (muddy when wet) Dune sand/shingle	262m 3.5km	None	Steep drop nearby Coastal tides Golf balls	Car park at Lossie west beach	
MCT10	9A	Moray Coast Trail – Lossiemouth	Yes	Generally level	Wide aggregate path Wide tarmac path Public road pavement	250m 700m 1km	None	Public road crossing point	Car park, toilet and heritage centre at harbour	Yes along section within the town's built up area
MCT11	9, 9A 12	Moray Coast Trail – Lossiemouth to Kingston (route difficult at Lossie end during extremely high tides)	Yes	Generally level	Dune sand/shingle Wood surface on bridge	10km 150m	None	Coastal tides	Pill/boxes & Tank traps Gun emplacements along route Car park at Kingston	
MCT12	12,16	Moray Coast Trail – Kingston to Garmouth	Yes	Short steep sections	Aggregate vehicle track Narrow public road Public road pavement Earth path (muddy when wet) Narrow aggregate path	110m 241m 460m 225m 430m	None	2 public road crossing points Public road section with no pavement	Car park at Garmouth playing field	
MCT13	12,16	Moray Coast Trail – Spey Viaduct Link	Yes	Generally level	Wide tarmac path Wide aggregate path	619m 295m	None	Watercourse nearby Steep drop nearby	Spey viaduct railway bridge	Yes
MCT14	16, 17	Moray Coast Trail – Portgordon Old Railway	Yes	Generally level	Wide aggregate path Public road pavement	1.5km 79m	Raised kerbs Steep ramp	Public road crossing point	Car park at bowling green Extensive sea views	Yes in part from Portgordon Centre to Gollachy Burn
MCT15	17, 17A	Moray Coast Trail – Portessie Bay	Yes	Generally level	Harbour quayside Wide public road Public road pavement	496m 411m 2.5km	Raised kerbs	3 public road crossing points Drop at harbour quayside Public road section with no pavement	Car parks and toilets at Buckie Harbour and Strathlene	
MCT16	17,19	Moray Coast Trail – Strathlene to Findochty	Yes	Steep slopes	Earth path (very rough and rocky in places) Wide aggregate path Narrow aggregate path Tarmac vehicle track	790m 306m 499m 353m	Steps Narrow bridge	Steep drops nearby Golf balls	Car parks at Strathlene and Findochty Harbour Toilets at Findochty Harbour Extensive sea views	Yes in part along 500m stretch east of old Strathlene swimming pool site

MCT MORAY COAST TRAIL CORE PATHS LISTS AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
MCT17	19	Moray Coast Trail – Findochty	Yes	Undulating terrain	Public road pavement Narrow aggregate path Aggregate vehicle track Narrow public road	328m 197m 111m 696m	Raised kerbs	None	Findochty Harbour toilets and car park	
MCT18	19	Moray Coast Trail – Findochty to Portknockie	Yes	Undulating terrain	Wide aggregate path	2km	None	Steep drop nearby	Extensive sea views and cliffs	Yes
MCT19	19	Moray Coast Trail – Portknockie	Yes	Generally level	Narrow public road	800m	None	Public road with no pavement	Portknockie Harbour and car park	
MCT20	19, 19A	Moray Coast Trail – Cullen Bay (at low tide the route is on Cullen Sands and at high tide follows the edge of Cullen Golf Course)	Yes	Short steep sections	Wide aggregate path Narrow aggregate path Coastal rocks Grass path Sandy beach (low tide) Wide public road Public road pavement	211m 372m 335m 590m 750m 168m 263m	Steps on to beach (low tide) Path on coastal rocks particularly at high tide Burn overflow across beach	Golf balls Coastal tides Steep drop nearby	Cullen sands and car park Bow fiddle rock and Jenny's Well Extensive sea views and cliffs Toilets and car park at Cullen Square	

DA   DAVA WAY CORE PATHS LISTS AND ATTRIBUTES

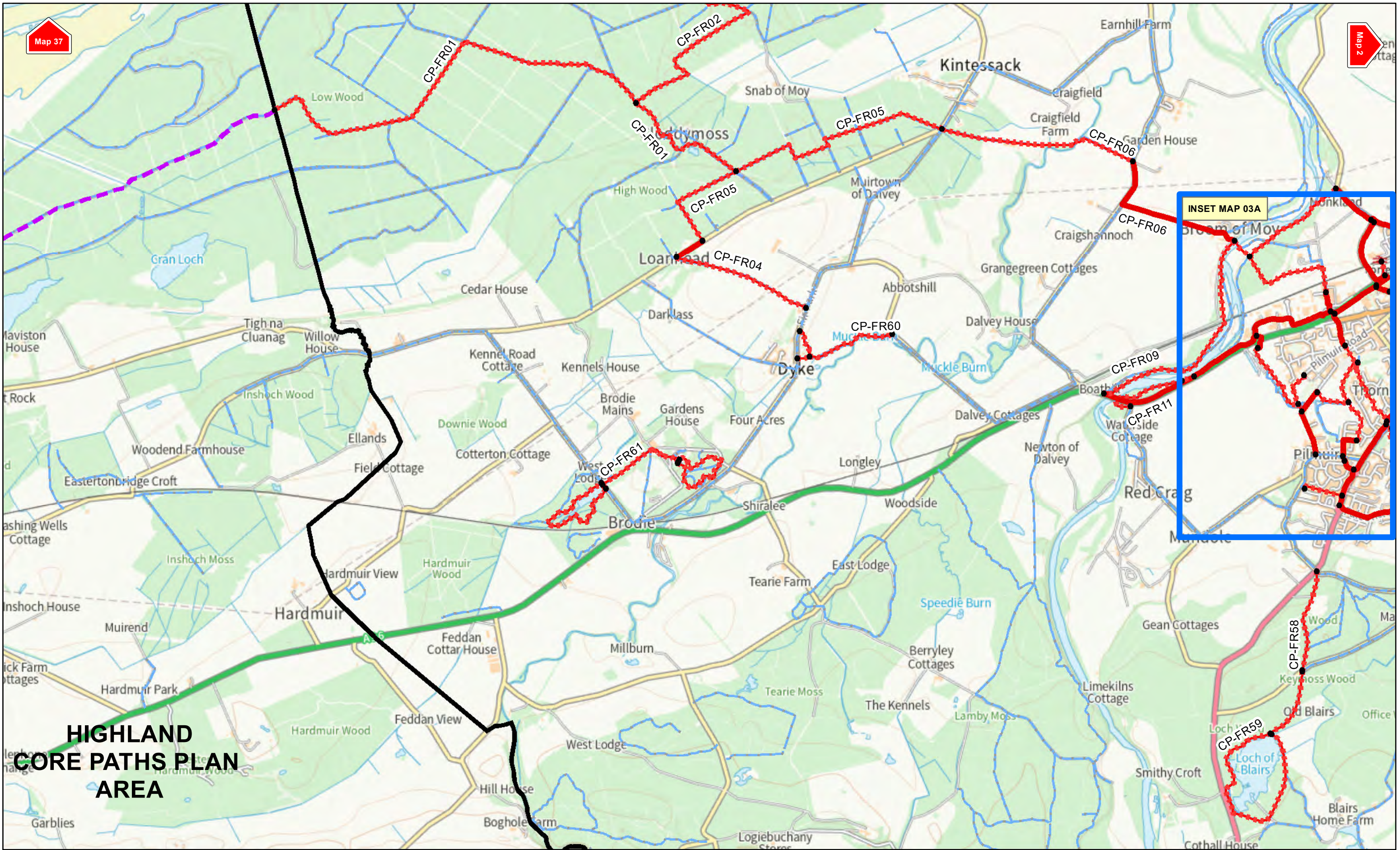| Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
DA01	3, 35	Dava Way – Mannachie Section	Yes as the Dava Way	Generally level	Wide aggregate path Public road pavement Wide tarmac path	2.5km 1.8km 55m	Raised kerbs	Proximity to livestock 6 road crossings	Dallas Dhu Distillery and car park Car park Sanquhar Loch	YES
DA02	35	Dava Way – Romach Section	Yes as the Dava Way	Short steep sections	Wide aggregate path Rough vehicle track (muddy when wet)	2km 2.5km	Narrow bridge Steps	Proximity to livestock	Informal car parks at Woodside and Rafford Bridge	
DA03	35	Dava Way – Drumine Section	Yes as the Dava Way	Generally level	Wide aggregate path (muddy when wet)	2.5km	5 vehicle gates	None	Logie visitor centre and car park Informal car park at Clashdhu	
DA04	35	Dava Way – Longley Section	Yes as the Dava Way	Generally level	Wide aggregate path (muddy when wet)	2.5km	8 vehicle gates	Proximity to livestock	None	
DA05	35	Dava Way – Dunphail to Dava Section	Yes as the Dava Way	Generally level	Earth path Wide aggregate path (muddy when wet)	1km 9km	3 vehicle gates	Proximity to livestock	Divie Viaduct Car parks at Divie Viaduct and Dunphail	

SRA SPEY RIVER ACCESS/EGRESS POINTS CORE PATHS LIST AND ATTRIBUTES

Core Path Number	Map Number	Name	Is route signed?	Gradient	Type	Length Metres	Barriers	Potential Hazards	Other Features	Most Accessible Core Path
SRA01	12, 16, 38	Spey River Access – Spey Bay (Tugnet)	Yes	Generally level	Earth path Shingle path	20m 80m	Step at entrance	Watercourse nearby	Wildlife centre, cafe toilet and car park at Tugnet	
SRA02	15A, 38	Spey River Access – Fochabers Bank	Yes	Undulating terrain	Rough vehicle track (muddy when wet) Earth path (extensively uneven) Wide aggregate track	148m 240m 196m	None	Watercourse nearby subsidence Flood risk on section of path	Informal car parking off B9104	
SRA03	28, 38	Spey River Access – Boat o'Brig	Yes	Generally level	Aggregate vehicle track	160m	None	Watercourse nearby Flood risk on section of path	Informal car parking off B9103	
SRA04	28, 29, 32, 38	Spey River Access – Craigellachie West	Yes	Gently sloping	Tarmac vehicle track Wide aggregate path Grass path Wide concrete path	345m 230m 100m 15m	None	Watercourse nearby Steep drop nearby	Car parks at pavilion and off A941 Telford Bridge	YES Telford Bridge section
SRA05	28, 29, 32, 38	Spey River Access – Craigellachie East	Yes	Short steep section	Earth path	50m	Steps	Watercourse nearby Flood risk on section of path	None	
SRA06	32A, 38	Spey River Access – Aberlour Bank	Yes	Generally level	Earth path	166m	None	Watercourse nearby Flood risk on section of path	Car park Speyside Way visitor centre and toilets at Alice Littler Park	YES when dry
SRA07	31, 39	Spey River Access – Carron	Yes	Undulating terrain	Narrow aggregate path Earth path	76m 40m	Steps	Watercourse nearby Flood risk on section of path	Bridge of Carron	
SRA08	30, 31, 39	Spey River Access – Knockando Tamdhu	Yes	Steep slope	Aggregate steps	30m	Steps	Watercourse nearby	Tamdhu Station with car parking	
SRA09	33, 39	Spey River Access – Blacksboat Bridge	Yes	Generally level	Grass path	220m	No gap or stile in first fence. Stile over second fence	Watercourse nearby Proximity to livestock	Informal car parking off Speyside Way	
SRA10	33, 39	Spey River Access – Cragganmore	Yes	Steep slope	Earth path	25m	Steps	Watercourse nearby Flood risk on section of path	None	
SRA11	33, 39	Spey River Access – Ballindalloch	Yes	Gently sloping	Rough vehicle track Grass path	200m 25m	Vehicle gate	Watercourse nearby Flood risk on section of path	None	
SRA12	33, 39	Spey River Access – Delnapot (Bridge)	Yes	Steep slope	Earth path (extensively uneven)	60m	Steep slopes (needs steps)	Watercourse nearby Proximity to livestock	None	

MORAY CORE PATHS MAPS

Map 37

Map 2

CP-FR02

CP-FR01

Kintessack

Earnhill Farm

Low Wood

Snab of Moy

Craigfield

CP-FR05

Craigfield Farm

CP-FR06

Garden House

CP-FR01

Muddymoss

High Wood

Muirtown of Dalvey

CP-FR05

CP-FR06

INSET MAP 03A

Monkhead

Broom of Moy

Craigshannoch

Loanhead

CP-FR04

Cedar House

Darklass

Abbotshill

Grangegreen Cottages

Dalvey House

Maviston House

Tigh na Cluanag

Willow House

Kennel Road Cottage

Kennels House

Dyke

CP-FR60

Muckle Burn

Muckle Burn

CP-FR09

Boath

Pilmuir Road

Red Craig

Thorn

t Rock

Inshoch Wood

Brodie Mains

Gardens House

Four Acres

Longley

Dalvey Cottages

Newton of Dalvey

CP-FR11

Waterside Cottage

Woodend Farmhouse

Ellands

Field Cottage

Downie Wood

Cotterton Cottage

West Lodge

CP-FR61

Shiralee

Woodside

Pilmuir

Eastertonbridge Croft

Brodie

ashing Wells Cottage

Mundole

Inshoch Moss

Hardmuir View

Hardmuir Wood

East Lodge

Tearie Farm

Speedie Burn

Gean Cottages

CP-FR58

Wood

Inshoch House

Hardmuir

Feddan Cottar House

Millburn

Berryley Cottages

Limekilns Cottage

Muirend

Keymoss Wood

Old Blairs

ick Farm
ttages

Hardmuir Park

Feddan View

West Lodge

Tearie Moss

The Kennels

Lamby Moss

CP-FR59

Loch of Blairs

Smithy Croft

Blairs Home Farm

Office

ler
ange

Garblies

Hardmuir Wood

Hill House

Boghole Farm

Logiebuchany Stores

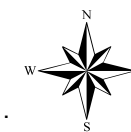Cothall House

HIGHLAND CORE PATHS PLAN AREA

Moray Core Path Plan
Dyke & Kintessack Area
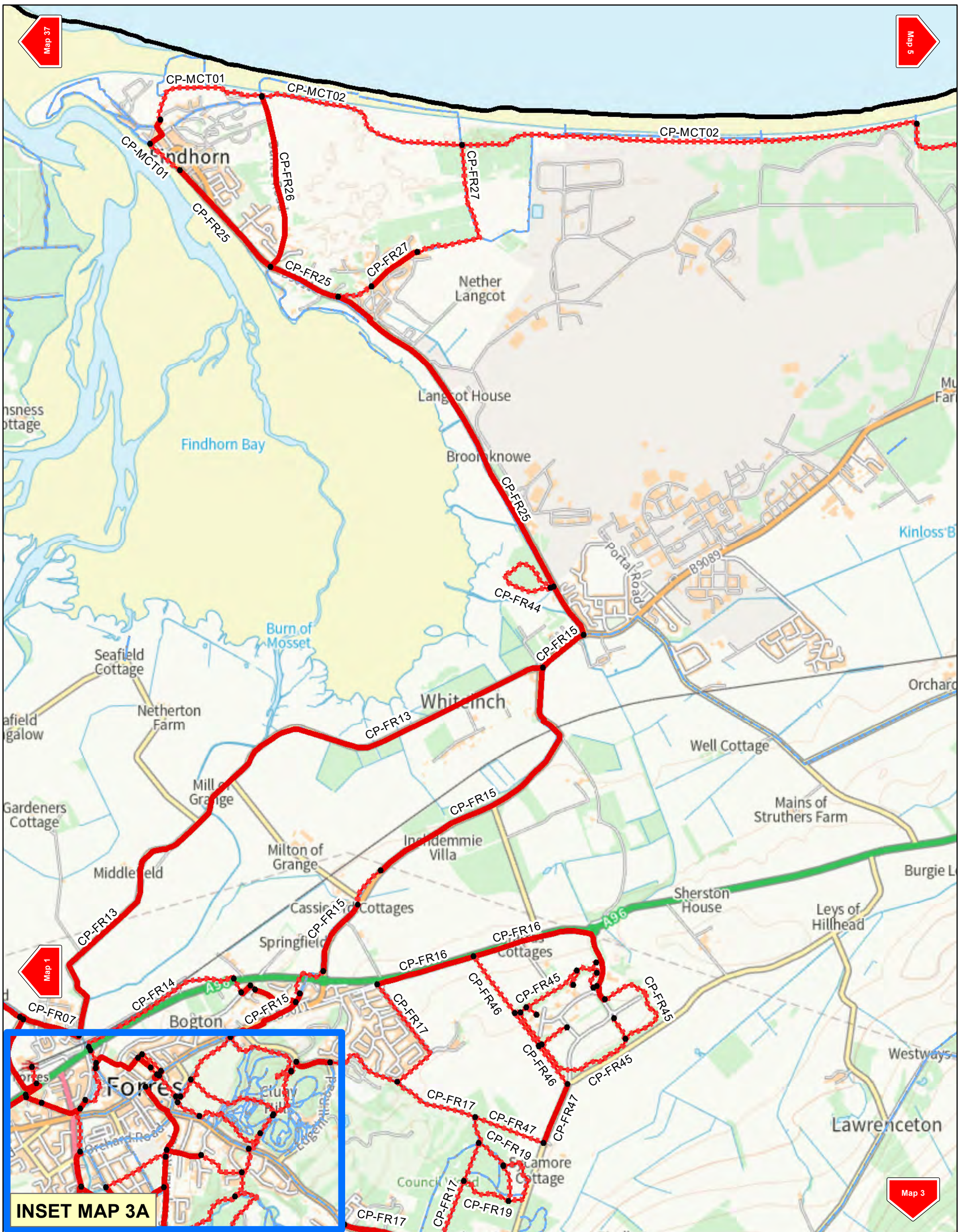
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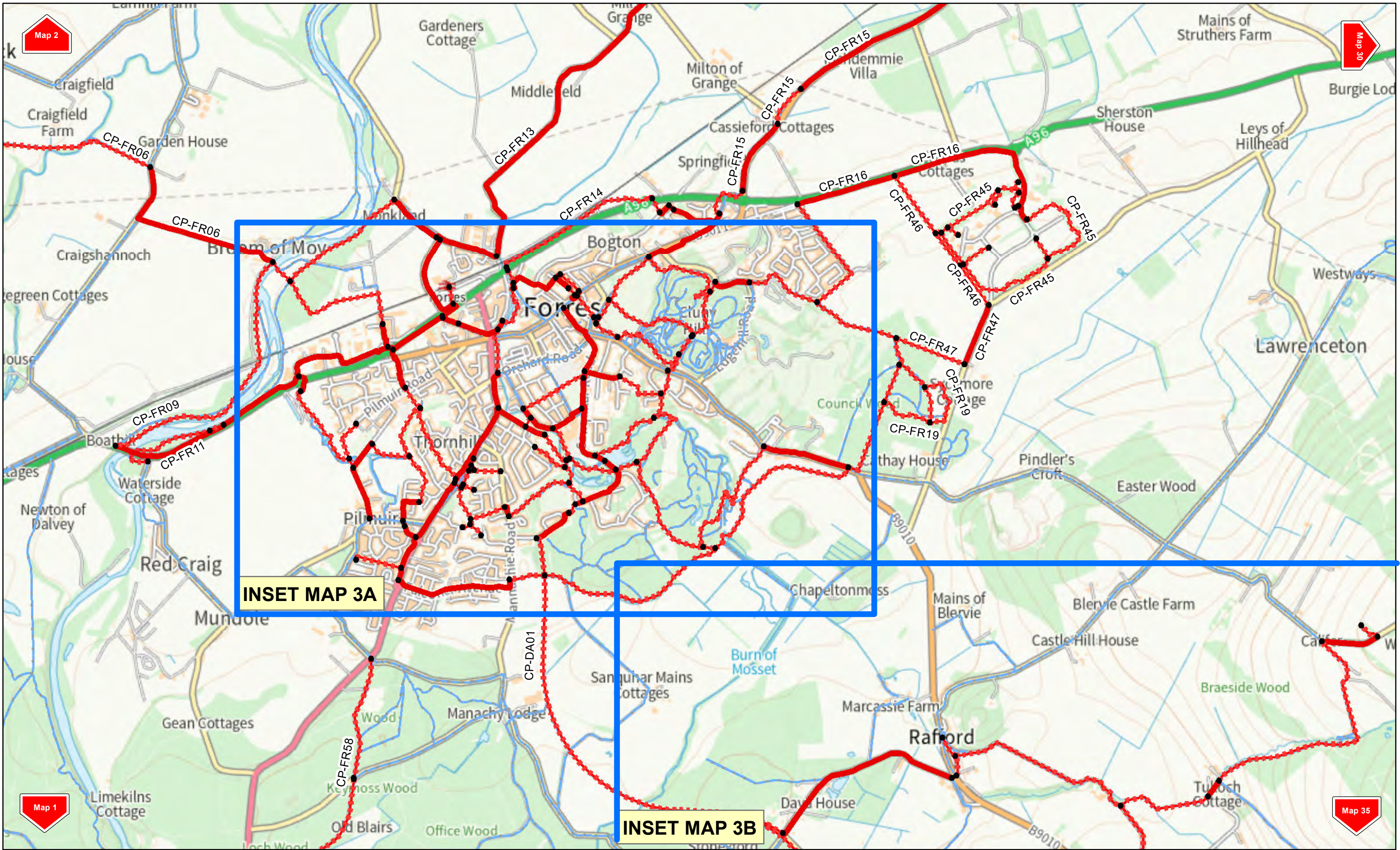
Layers

- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Map 1

moray council

Map 37

Map 5

CP-MCT01

CP-MCT02

CP-MCT02

CP-FR26

CP-FR27

Findhorn

CP-MCT01

CP-FR25

CP-FR25

CP-FR27

Nether Langcot

Findhorn Bay

Langcot House

Brookknowe

CP-FR25

Kinloss B

Portal Road

B9089

CP-FR44

CP-FR15

Insness Cottage

Seafield Cottage

Netherton Farm

Whiteinch

CP-FR13

Well Cottage

Orchard

afield galow

Mill of Grange

Burn of Mosset

CP-FR15

Mains of Struthers Farm

Gardeners Cottage

Milton of Grange

Inchdemmie Villa

CP-FR15

Middlefield

Sherston House

Burgie L

Cassieford Cottages

A96

Leys of Hillhead

CP-FR13

Springfield

CP-FR15

CP-FR16

Cottages

Map 1

CP-FR16

CP-FR45

CP-FR45

CP-FR14

A96

CP-FR46

CP-FR07

CP-FR15

CP-FR17

Bogton

CP-FR45

CP-FR45

Westways

CP-FR17

CP-FR46

CP-FR47

Forres

Eury

CP-FR17

CP-FR47

Lawrenceton

INSET MAP 3A

Orchard Road

CP-FR19

Sycamore Cottage

Council Yard

CP-FR17

CP-FR19

Map 3

CP-FR17

Map 2

moray council

Map 2
Map 30

INSET MAP 3A

INSET MAP 3B

Map 1
Map 35

Moray Core Path Plan
Forres Area

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Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- ● Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Map
3

moray council

Moray Core Path Plan
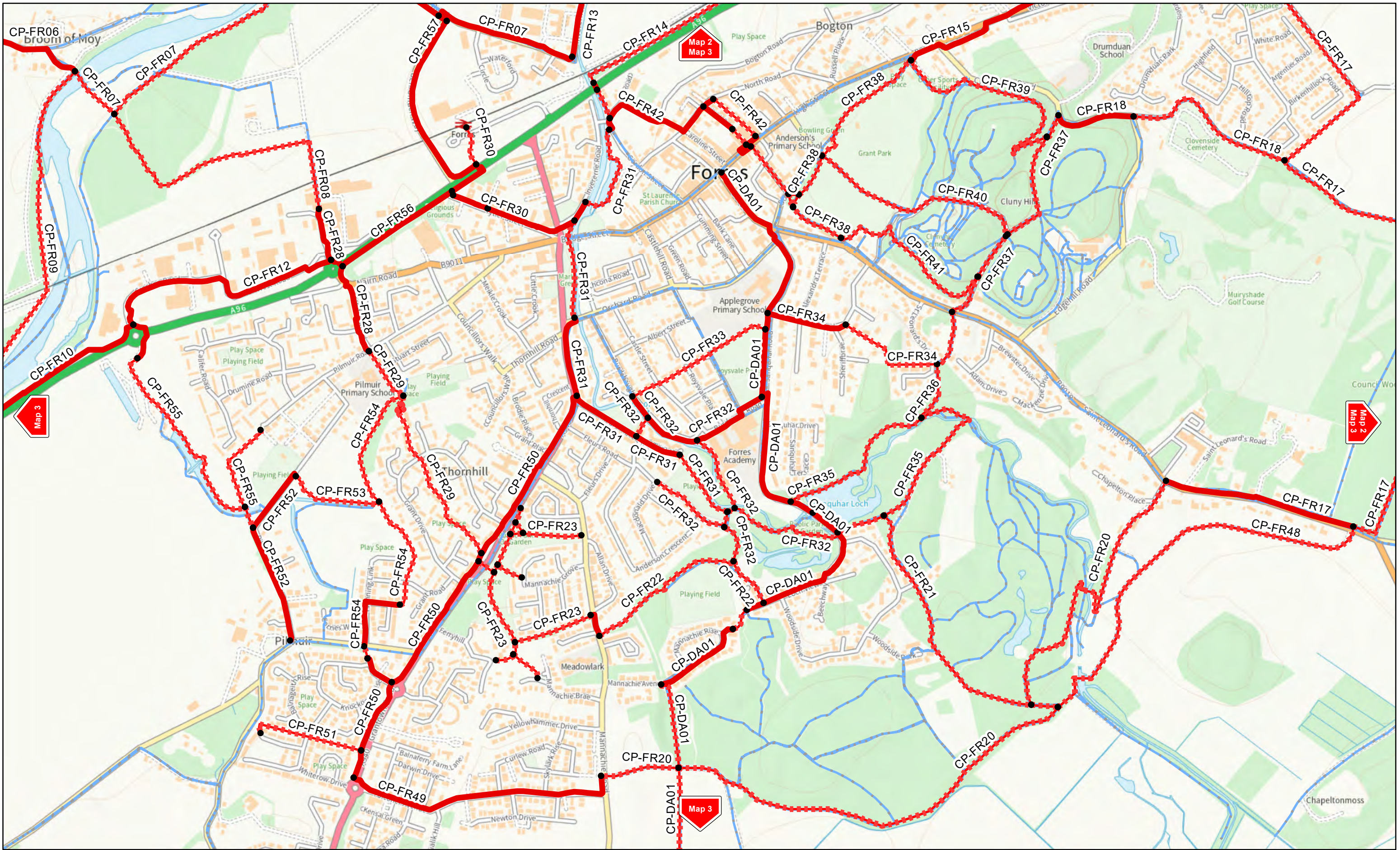**Forres Inset Map**

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Map
3A

Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Moray Core Path Plan
Rafford Inset Map

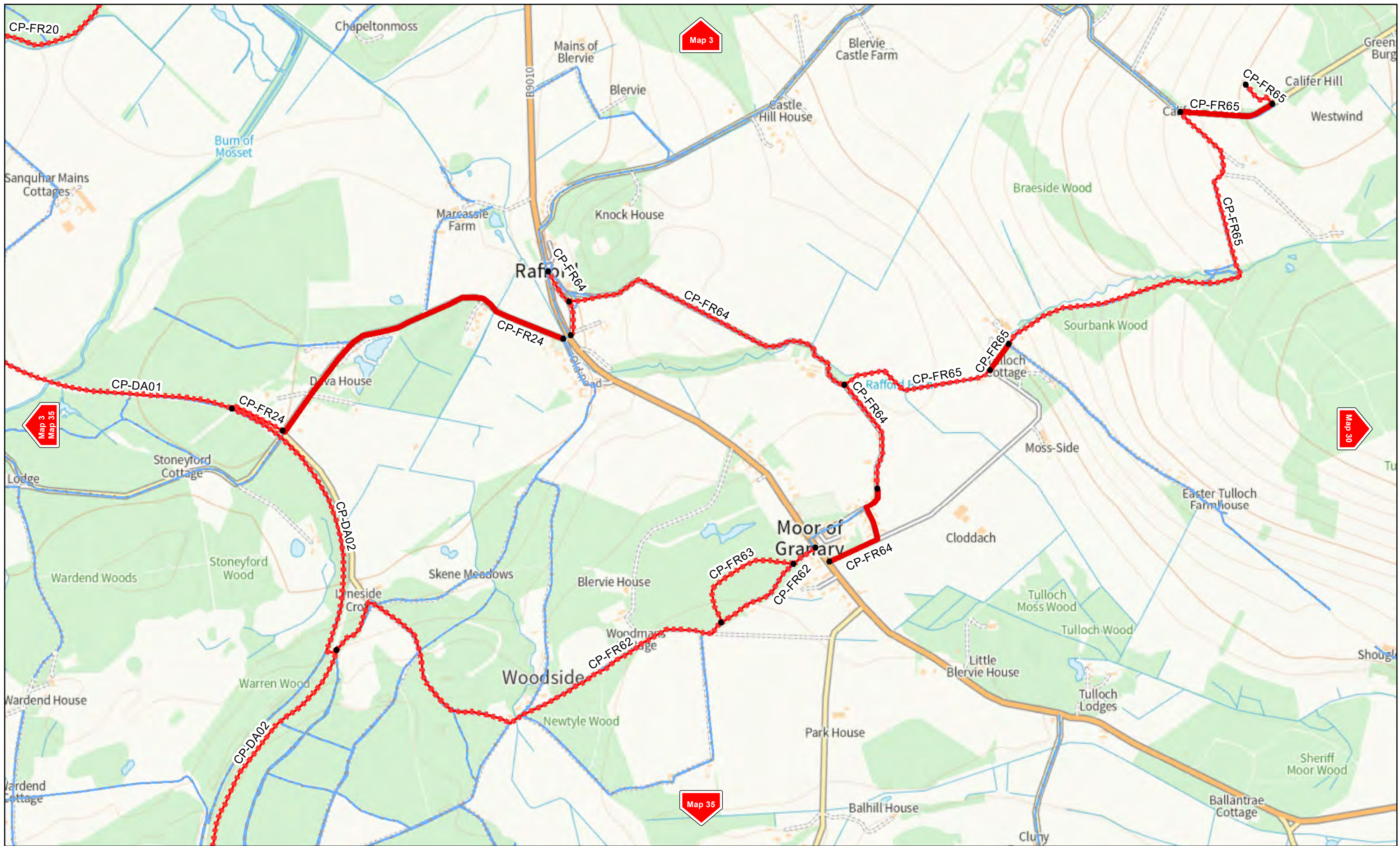Scale: 1:12,000   Date: January 2024

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Map
3B

Layers

- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
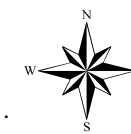- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

INSET MAP 4A

CP-MCT08
CP-MCT08
CP-MCT08
Clashach Cove
Covesea Village
Coves
CP-LM07
Plewlands Farm
CP-LM06
Burnside
Scot Burn
East Beach
Hopeman
CP-LM05
Cumming House
CP-LM03
Williamston Farm House
CP-LM03
CP-LM03
CP-LM06
Cummingston
Weddershill Farm
CP-LM02
Duffus
CP-LM04
Shempston Bungalow
Burghead
Fraser Road
St Aethans
The Cairn
Hopeman Road
Philaxdale Farm
Shempston Lodge
Lea Rig
Gamekeepers Cottage
Keam Cottage
Rothills House
Meadow Cottage
Crosslots
Clarkly Croft
Ar Dachaidh
Sealladh Ard
Kem Farm
Easter Oldtown
Tappoch
Highfield House
Wallace Brae
Wester Unthank
Easter Unthank
CP-MCT03
Roseisle Forest
Charlestown
Bank of Roseisle
Crookies Moss
West Main
Millie Burn
Map 5
CP-LM01
CP-LM01
College of Roseisle
Spindlemuir Wood
Map 8
CP-MCT03

Moray Core Path Plan
Burghead & Hopeman Area
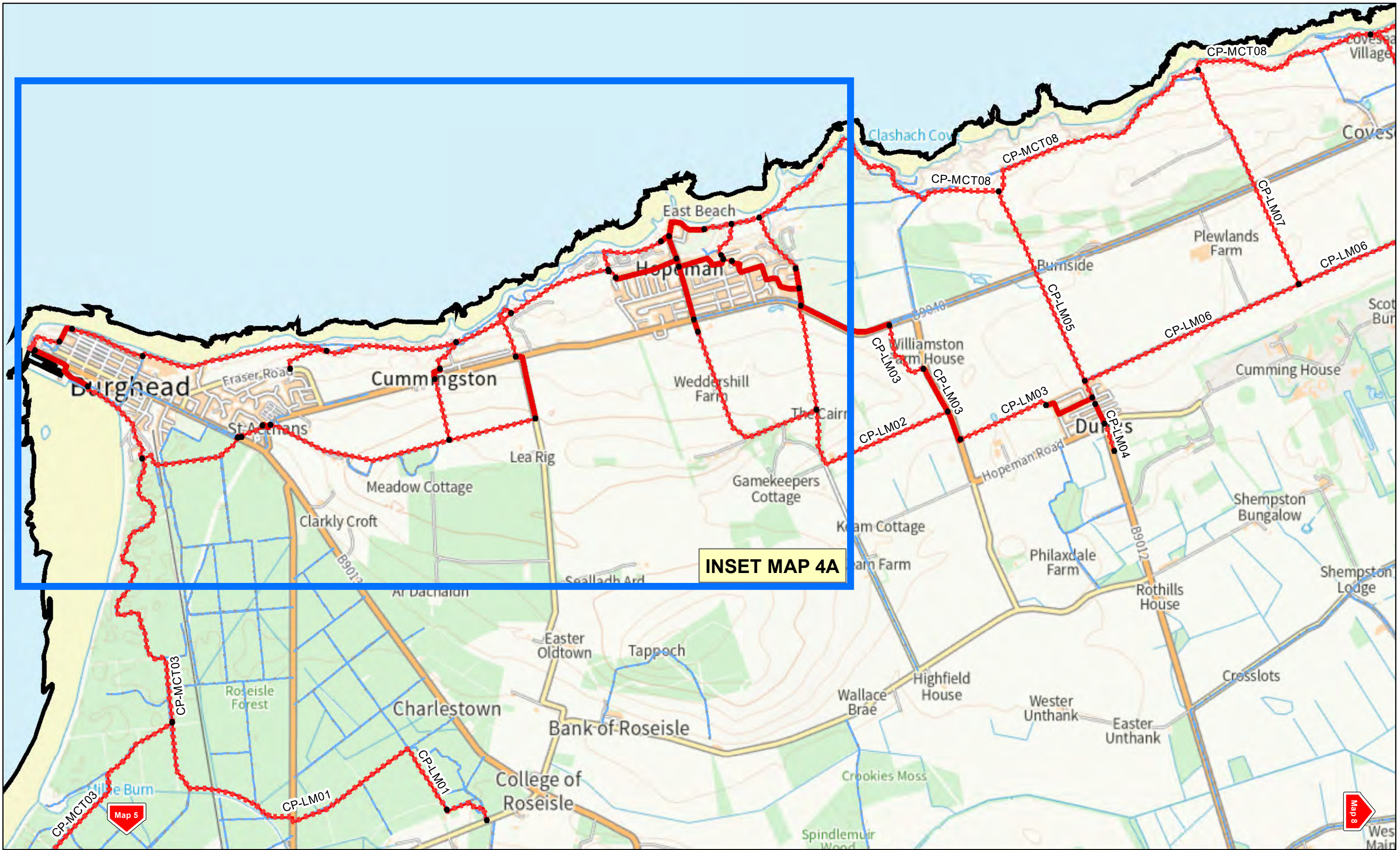
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Map 4

Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
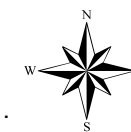- National Park Boundary
- Moray Boundary

Moray Core Path Plan
Burghead & Hopeman Inset Map
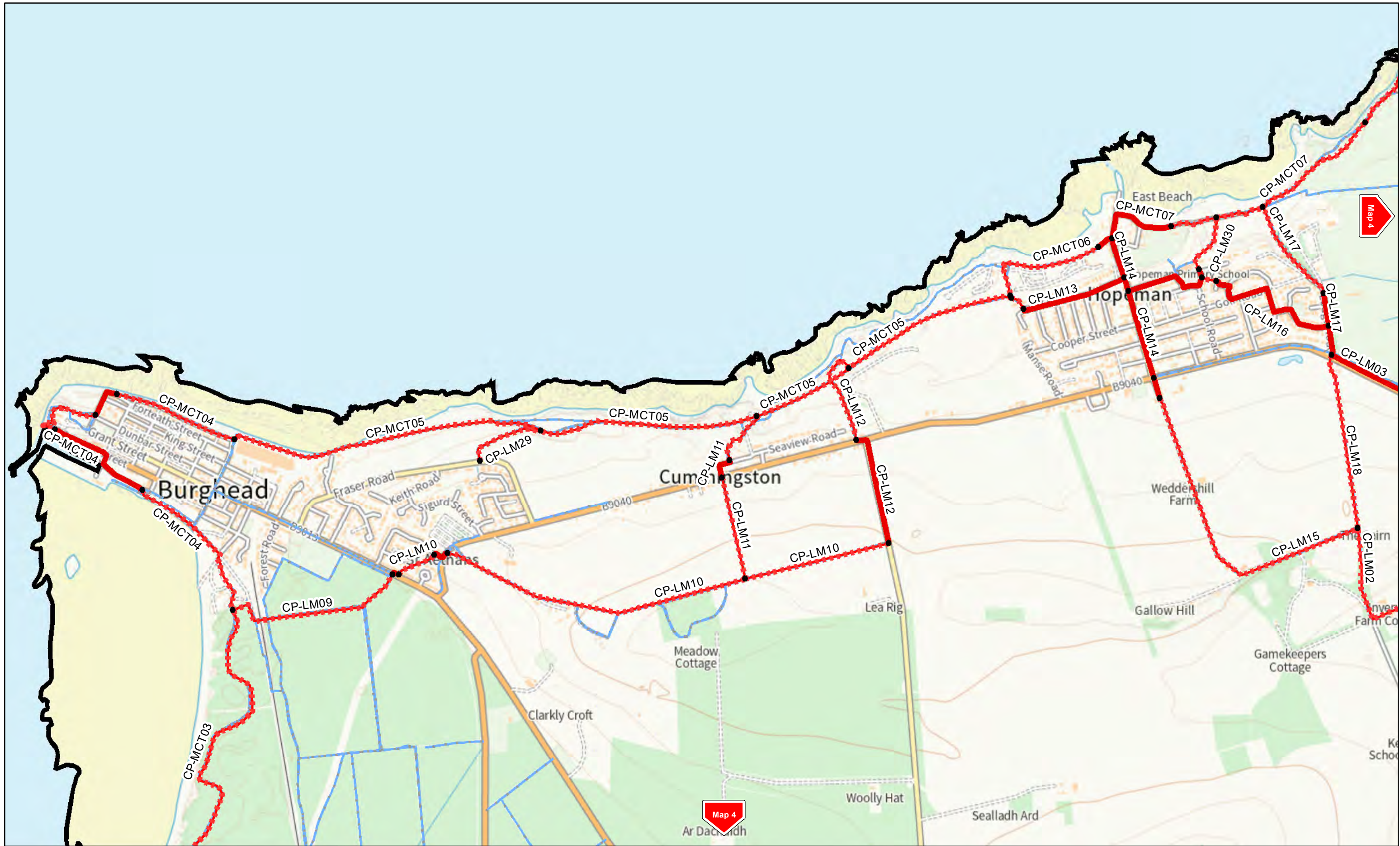
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Map
4A

Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Moray Core Path Plan
Alves Area

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Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Map
5

Moray Core Path Plan
Pluscarden & Miltonduff Area

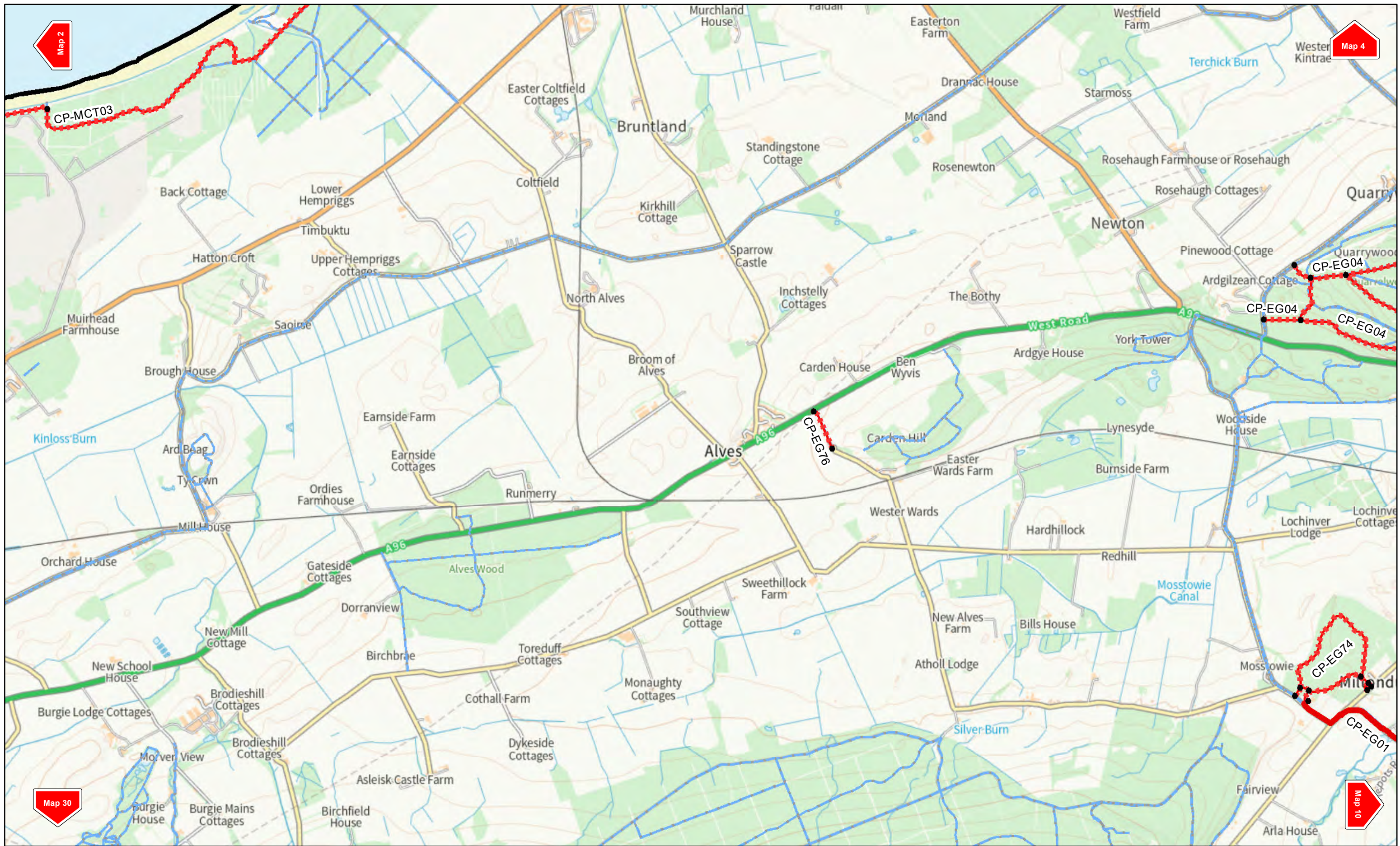Scale: 1:20,000   Date: January 2024

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Map 6

Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
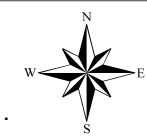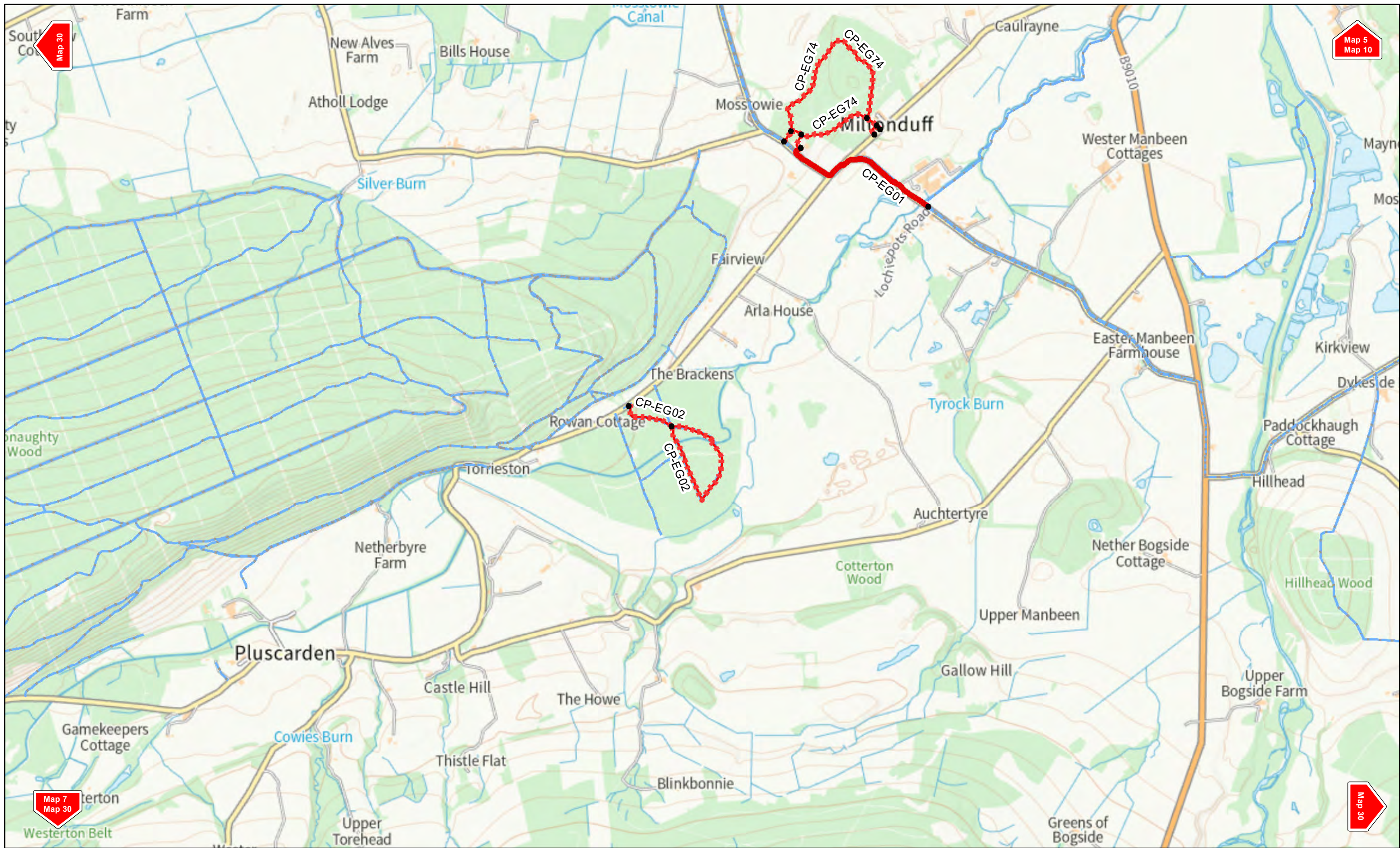- Moray Boundary

Map labels: Map 30, Map 5 / Map 10, Map 7 / Map 30, Map 30

CP-EG74, CP-EG01, CP-EG02

Place names: Mosstowie Canal, New Alves Farm, Bills House, Caulrayne, South Co, Atholl Lodge, Mosstowie, Miltonduff, Wester Manbeen Cottages, Mayne, Mos, Silver Burn, Fairview, Lochiepots Road, Arla House, Easter Manbeen Farmhouse, Kirkview, Dykes de, The Brackens, Rowan Cottage, Tyrock Burn, Paddockhaugh Cottage, Torrieston, naughty Wood, Netherbyre Farm, Cotterton Wood, Auchtertyre, Nether Bogside Cottage, Hillhead, Hillhead Wood, Pluscarden, Castle Hill, The Howe, Gallow Hill, Upper Manbeen, Upper Bogside Farm, Gamekeepers Cottage, Cowies Burn, Thistle Flat, Blinkbonnie, Greens of Bogside, terton, Westerton Belt, Upper Torehead

Easter Kellas

Map 6
Map 30

Bro

Hill of Edinvale

Hillside Cottage

Chapel Hillock

Mains of Edinvale

Wangie Wood

Craighead

Revordnal

Edinvale House

Oakwood

Kellas

Mulundy Lodge

Hill of the Wangie

River Lossie

Gow's Hillock

Bodnamoor

Mossend

Bodnastalker

Park Farm

Blackhills

Map 30

Black Park

Craigend

River Lossie

Doual Burn

Pickyhillock

Bauds

Cots of Rhininver

Dallas Inset Map

Torchastle Cottage

Tombreck

Black Stripe

Hard Hillock

Dallas

Woodside

Clashdon

Ditchead

River Lossie

Plantation of Hillockhead

Hummel Burn Farm

Moss of Delnahaugh

Stripe of Bodenriach

Craigroy Mill

Glen Etan

Meikle Hill

Map 30

Little Rhynagoup

Scottackleys

Tam na Moin

Cairn Uish

Dallas Inset Map

CP-EG75

Primary School

CP-EG75

Kirkton Green

CP-EG75

CP-EG75

Dallas

St Michael's Parish Church

Shean Burn

Moray Core Path Plan
Dallas & Kellas Area

Scale: 1:20,000   Date: January 2024

Layers
━━━ Core Paths- Off road
━━━ Core Paths - Public roads/ Roadside paths
● Start Finish Points
━━━ Existing Paths
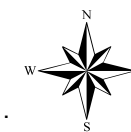━━━ Core Paths outwith Moray
━━━ National Park Boundary
▬▬ Moray Boundary

Map
7

INSET MAP 9A

CP-MCT09
CP-MCT09
CP-MCT08

Stotfield Hithe
Stotfield

Covesea Village
Covesea
CP-LM08
CP-LM08
CP-LM07
CP-LM06
CP-LM06

North Greens

Burgie Cottage

East Lodge

Scots Pines Bungalow

Michael Kirk Lodge

Drainie House

Cumming House

Plewlands Farm

Shempston Bungalow

Shempston Lodge

Crosslots

Westerfolds Cottages

Drainie Road

Westerfolds Farm House

Silverhills Farm

Ardor House

Balormie Cottage

Salterhill Farm

Murton

CP-LM19

Greenside Cottage

Windy Farm

CP-EG03

Ardivot Farm

East Mains Farm Cottages

Castleview

West Mains

Waterton Cottages

Smiths oft

Easter Kintrae Farm

Lower Mains

Midtown Farmhouse

Findrassie Farm

Findrassie Wood

Hayscastle

Spynie Canal

Lochside Cottage

Lochside Farm

Spynie Palace Cottage

Spynie House

Lower Spynie Cottage

Muir of Myreside Cottage

Muir of Linksfie

CP-EG31
CP-EG61
CP-EG03

Duffus Road

Loanhead Farmhouse

Map 4
Map 10
Map 9

Map 8

Layers
- ┄┄ Core Paths- Off road
- ━━ Core Paths - Public roads/ Roadside paths
- ● Start Finish Points
- ── Existing Paths
- ── Core Paths outwith Moray
- ── National Park Boundary
- ■■ Moray Boundary

Moray Core Path Plan
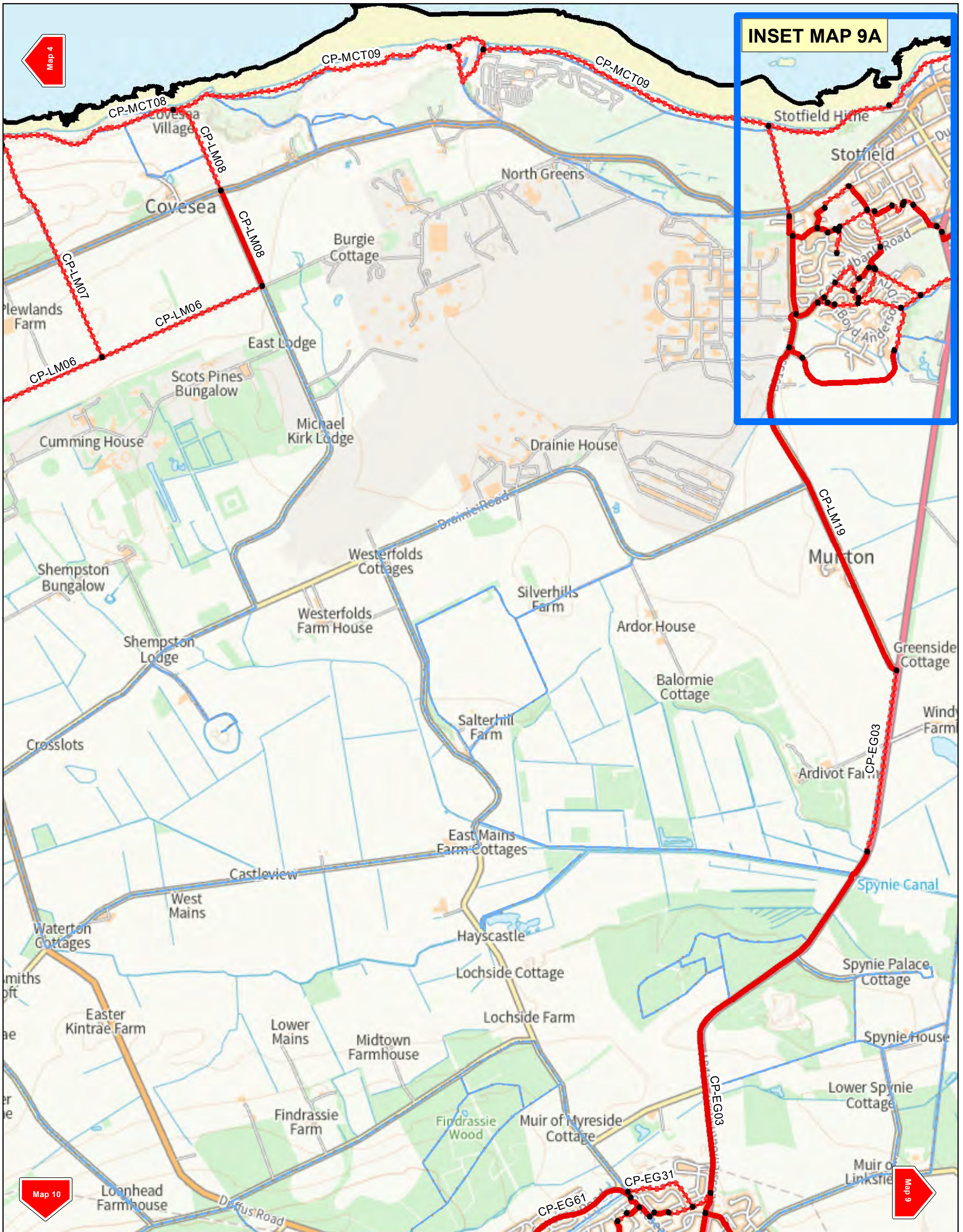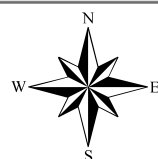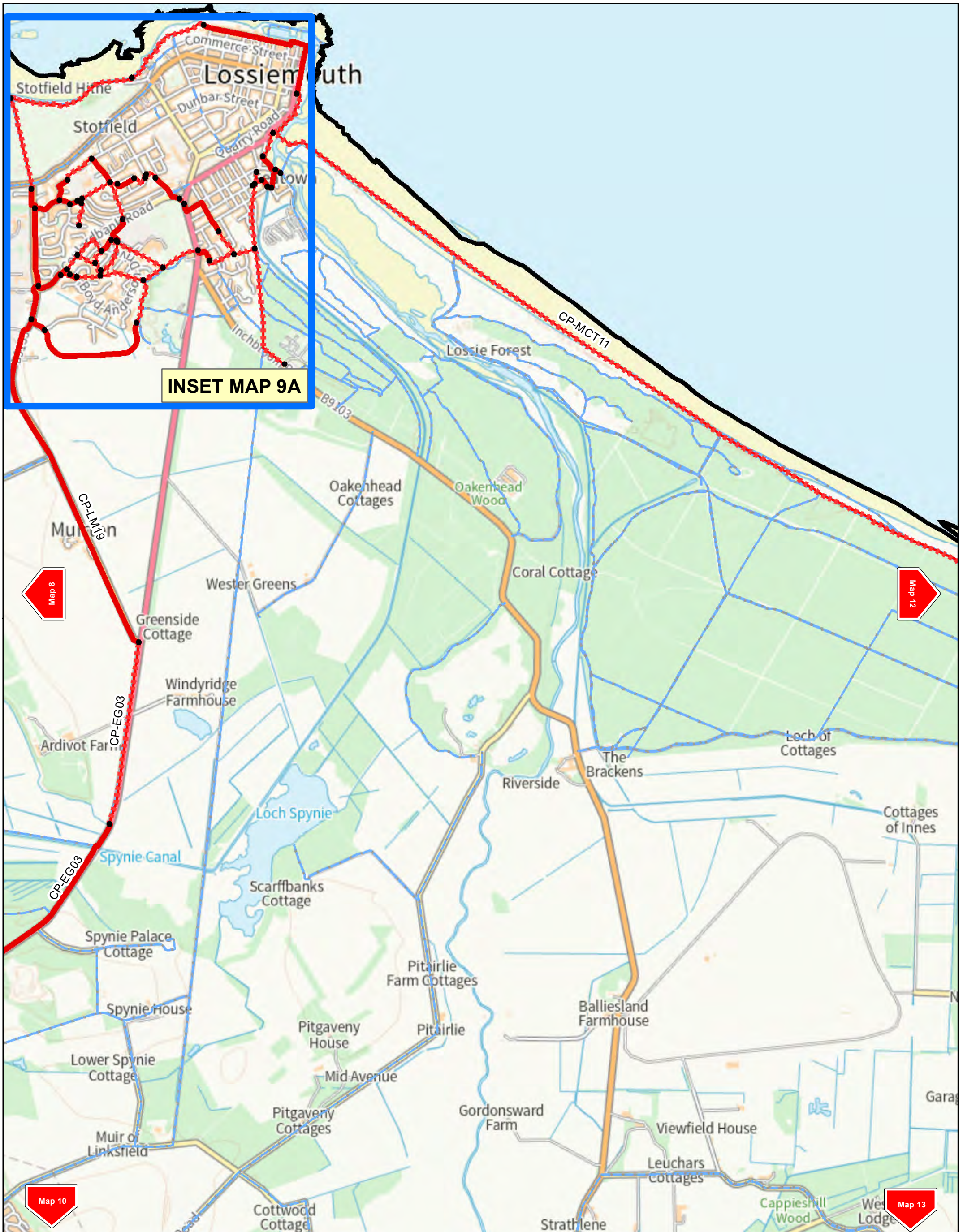## Lossiemouth West Area

Scale: 1:20,000

Date: January 2024

N W E S

moray council

INSET MAP 9A

Lossiemouth

Commerce Street
Stotfield Hithe
Stotfield
Dunbar Street
Quarry Road
Albany Road
Boyd Anderson

CP-MCT11

Lossie Forest

Oakenhead Wood

B9103

CP-LM19

Murton

Oakenhead Cottages

Coral Cottage

Wester Greens

Greenside Cottage

CP-EG03

Windyridge Farmhouse

Ardivot Farm

The Brackens

Loch of Cottages

Cottages of Innes

Loch Spynie

Spynie Canal

CP-EG03

Scarffbanks Cottage

Riverside

Spynie Palace Cottage

Spynie House

Pitairlie Farm Cottages

Pitairlie

Balliesland Farmhouse

Lower Spynie Cottage

Pitgaveny House

Mid Avenue

Gordonsward Farm

Viewfield House

Muir of Linksfield

Pitgaveny Cottages

Leuchars Cottages

Cottwood Cottage

Strathlene

Cappieshill Wood

West Lodge

Garag

Map 8

Map 10

Map 12

Map 13

Map 9

Layers
- ▬▬ Core Paths- Off road
- ▬▬ Core Paths - Public roads/ Roadside paths
- ● Start Finish Points
- ── Existing Paths
- ── Core Paths outwith Moray
- ── National Park Boundary
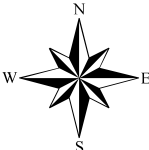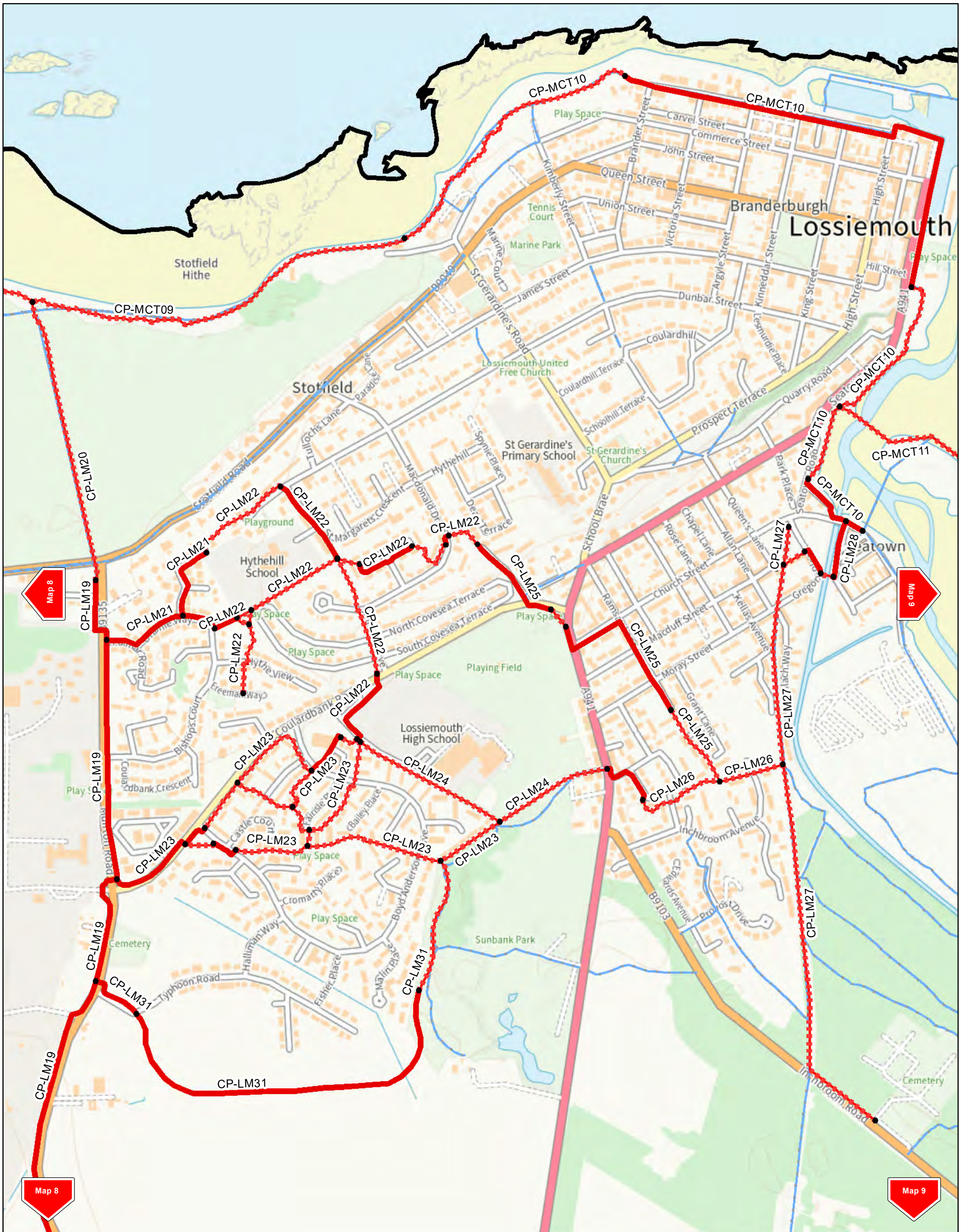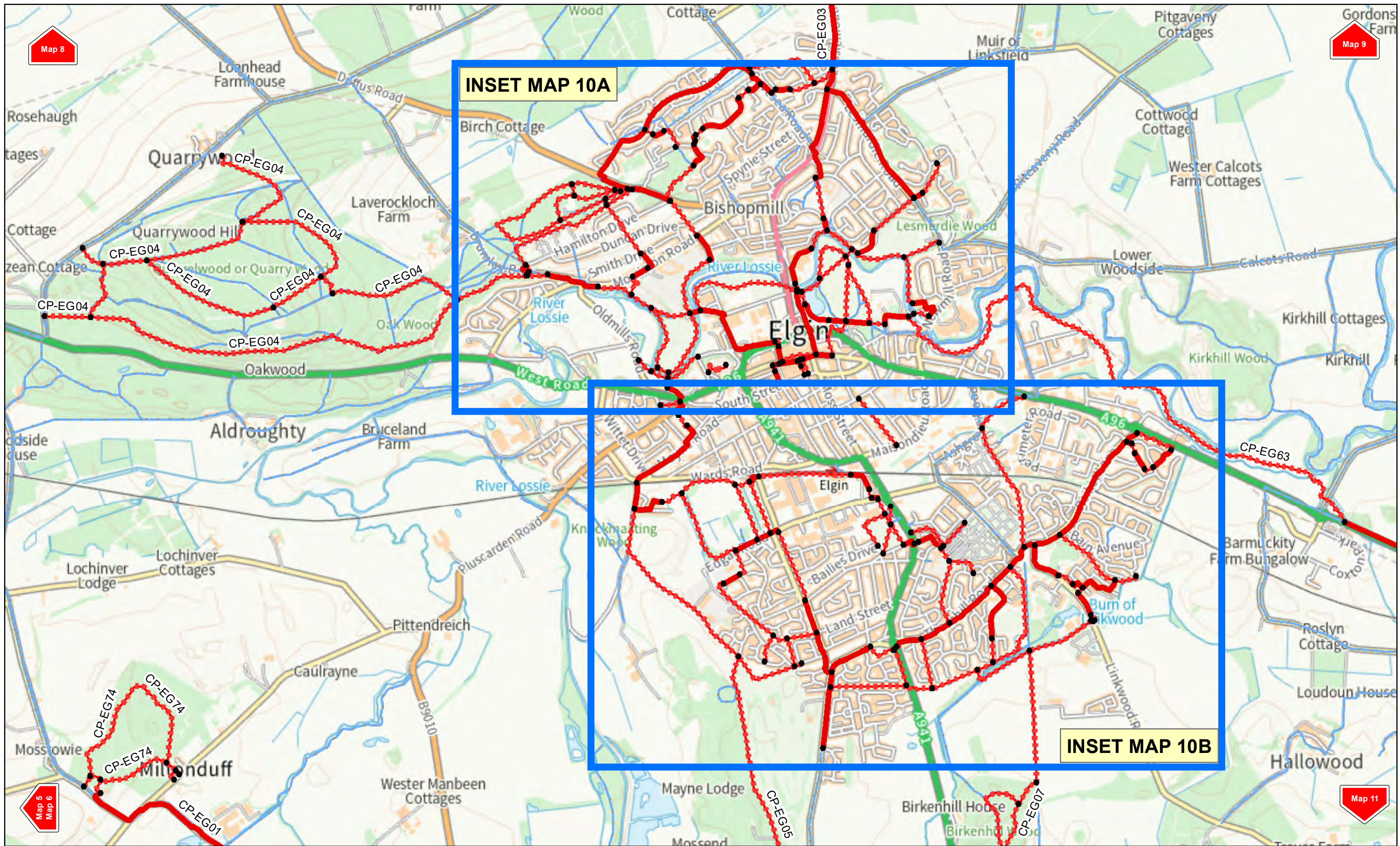- ▬▬ Moray Boundary

moray council

Map 9A

Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Moray Core Path Plan
Lossiemouth Inset Map

Scale: 1:6,500

Date: January 2024

INSET MAP 10A

INSET MAP 10B

Map 8

Map 9

Map 5
Map 6

Map 11

Moray Core Path Plan
Elgin Area

Scale: 1:20,000   Date: January 2024

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Layers
- ▬▬▬ Core Paths- Off road
- ▬▬▬ Core Paths - Public roads/ Roadside paths
- ● Start Finish Points
- ▬▬▬ Existing Paths
- ▬▬▬ Core Paths outwith Moray
- ▬▬▬ National Park Boundary
- ▬▬▬ Moray Boundary

Map 10

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Moray Core Path Plan
Elgin Inset Map- North

Scale: 1:8,000   Date: January 2024

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Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Map 10A

Moray Core Path Plan
Elgin Inset Map- South
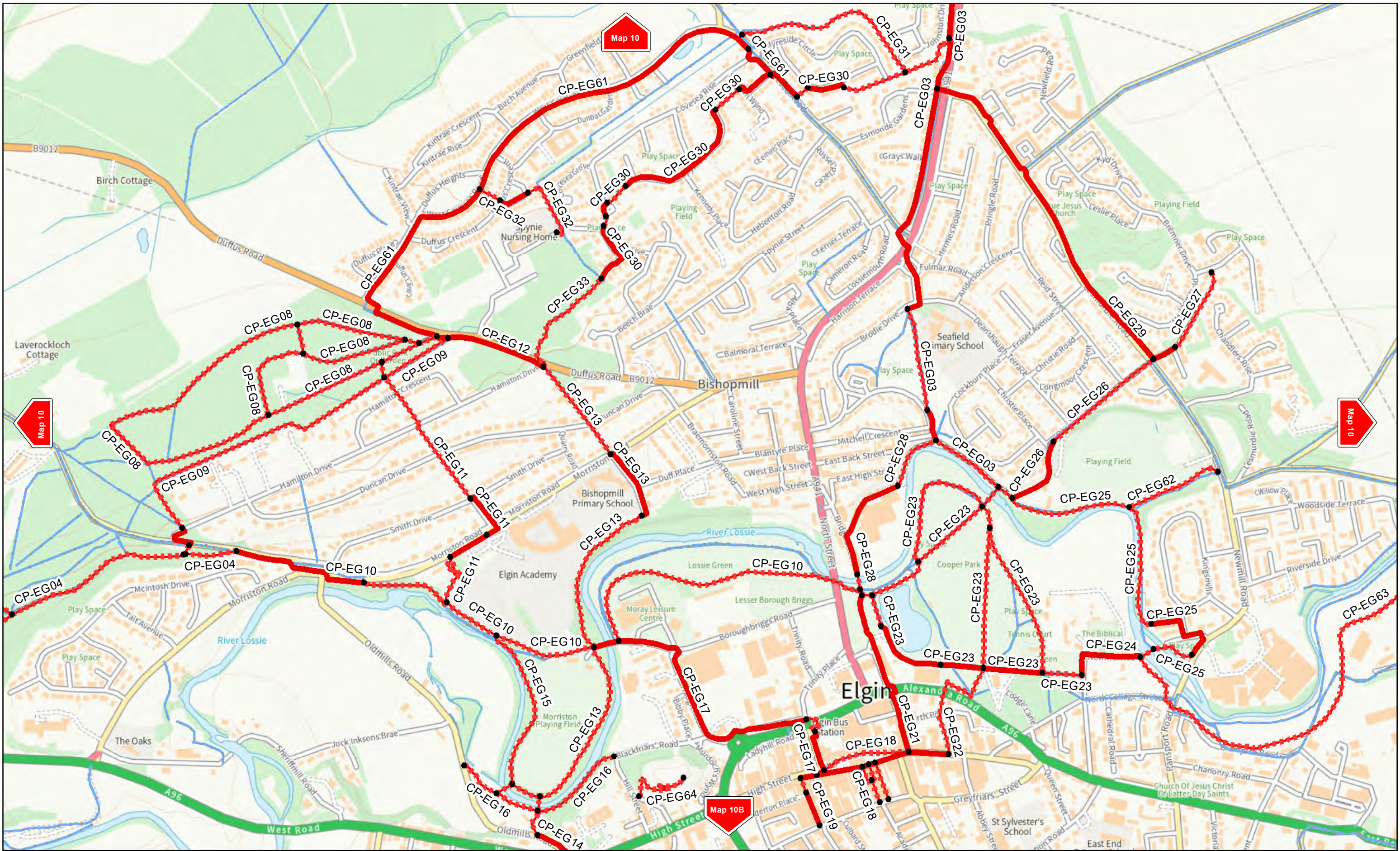
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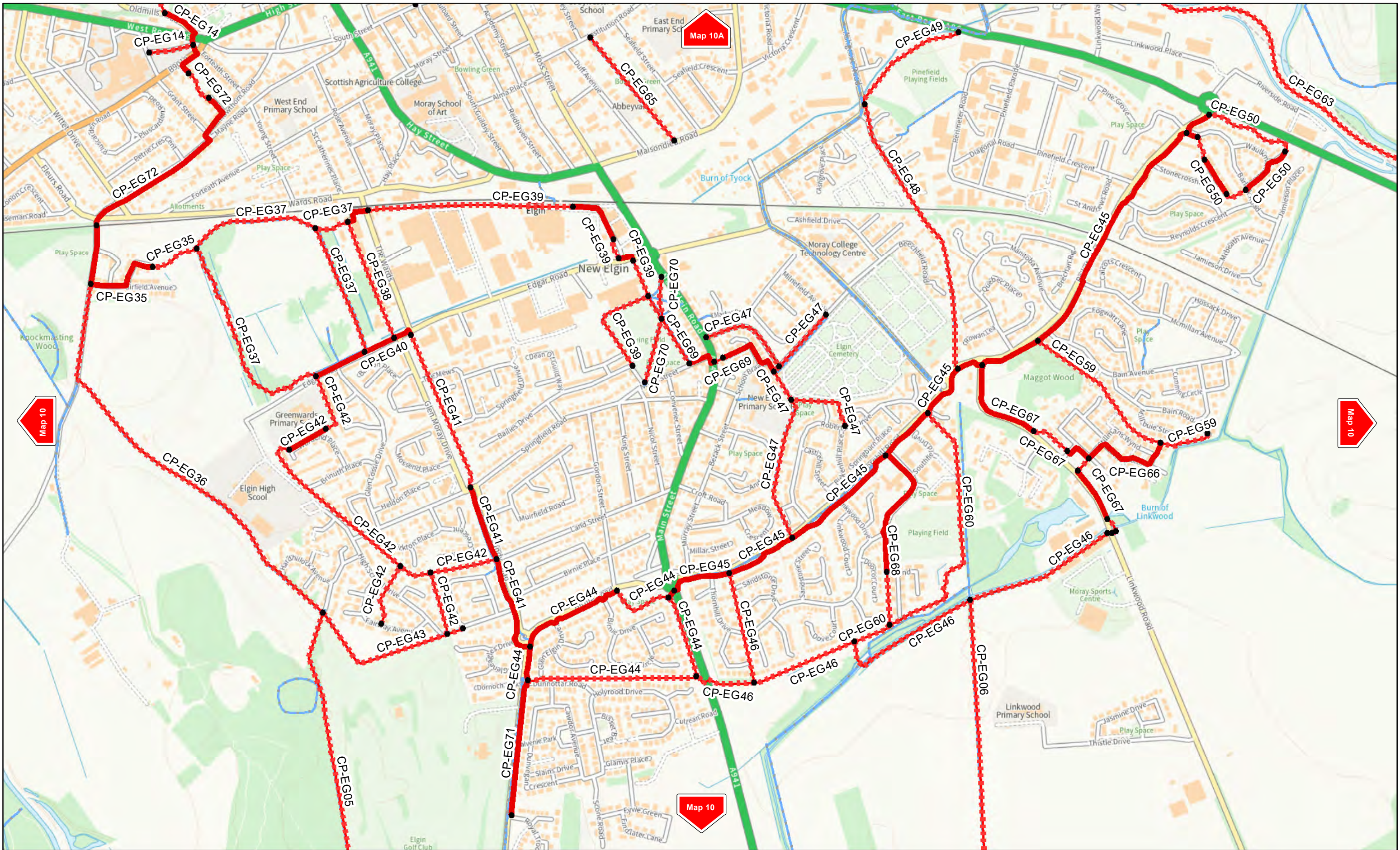
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Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
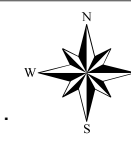- Moray Boundary

Map 10B

INSET MAP 10B

Map 10

Map 9

CP-EG63

Barmuckity Farm Bungalow
Coxton
Sheriffston Cottages
Roslyn Cottage
Loudoun House
Mains of Coxton
Hallowood
Wester Coxton
Troves Farm Cottage
Fairfield House
Mains of Cottages
Thornhill
Clackmarras

Map 9

CP-EG05

Mayne Lodge
Mossend
Kirkview
Dykeside Farm
ockhaugh ottage

CP-EG06

CP-EG07
CP-EG07
CP-EG07
CP-EG07

Birkenhill House
Birkenhill Wood
Mingulay
Burnside of Birnie
Burn of Linkwood
Wood of Level

The Kennets
Denarii
Castlehill

Longmorn
Lithe Lochan

Moray View
Rohallion
Braehead Bungalow

CP-EG73
CP-EG73
CP-EG73
CP-EG73

Millbuies Wood
Angus House Farm
Wester Millbuies Farm
Rowa

Thomshill
Trochail
Rashcrook Cottage
Fogwatt

Foths Burn
CP-SP01
Th Sch lhouse
Brae View House
Wardend Side
Newlands of Easterton Farmhouse
Cow Hill
Woodside House

Carding House
Humbreck

Fairview House
Bracken View
The Bungalow
Coleburn House
Brown Muir

Highview
Grant Lodge
Dukes Cottage

Map 30

hougle Burn
Broombank
eepers Cottage
Coneloch House

Map 13

Layers

- ⬤⬤⬤ Core Paths- Off road
- ▬▬▬ Core Paths - Public roads/ Roadside paths
- ● Start Finish Points
- ─── Existing Paths
- ─── Core Paths outwith Moray
- ─── National Park Boundary
- ▭ Moray Boundary

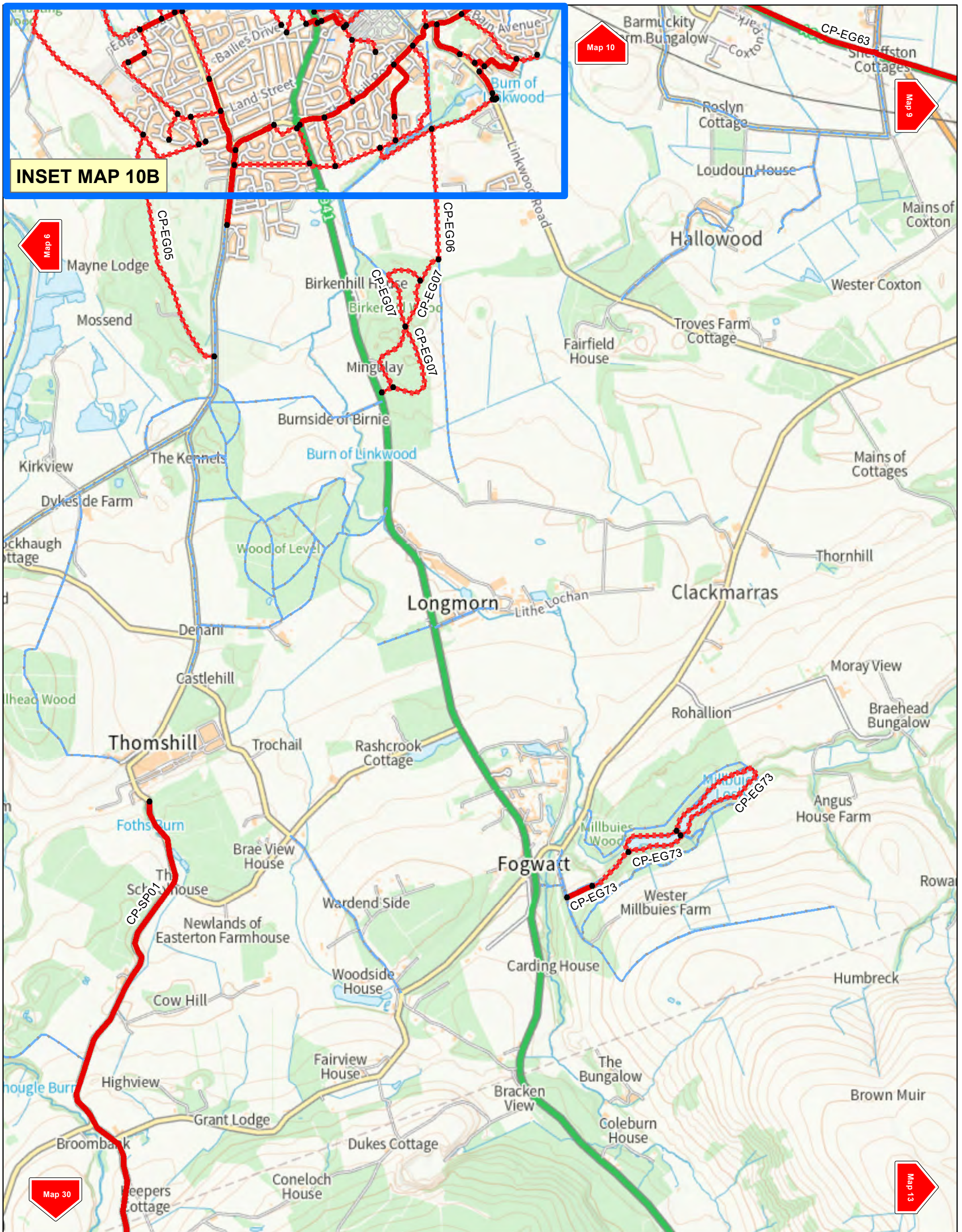# Moray Core Path Plan
Fogwatt & Longmorn Area

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Scale: 1:20,000

Date: January 2024

Map 11

moray council

Map 9

CP-MCT11

Speyslaw

Cottages of Innes

Newton of Innes

Broomhill

Nether Unthank

North Lodge

Branston Farm

Inset Map 38-SRA01

Kingston

CP-SW01

Waterscott

Binn Hill

Corbiewell

Gladhill

Garage House

CP-FB01

CP-MCT12

CP-FB26

Spey

Lochhill

Wallfield Cottage

CP-FB02

CP-FB03

CP-MCT12

Grainan

Fernyfield

Home Farm

CP-FB04

CP-MCT12

CP-SW02

Tippertait

CP-MCT13

Birchfield House

CP-FB05

Garmouth

CP-FB06

CP-SW02

Map 14

Netherleft Cottage

Innesmill Cottages

Map 16

Moray Core Path Plan
Kingston & Garmouth Area

Scale: 1:20,000   Date: January 2024
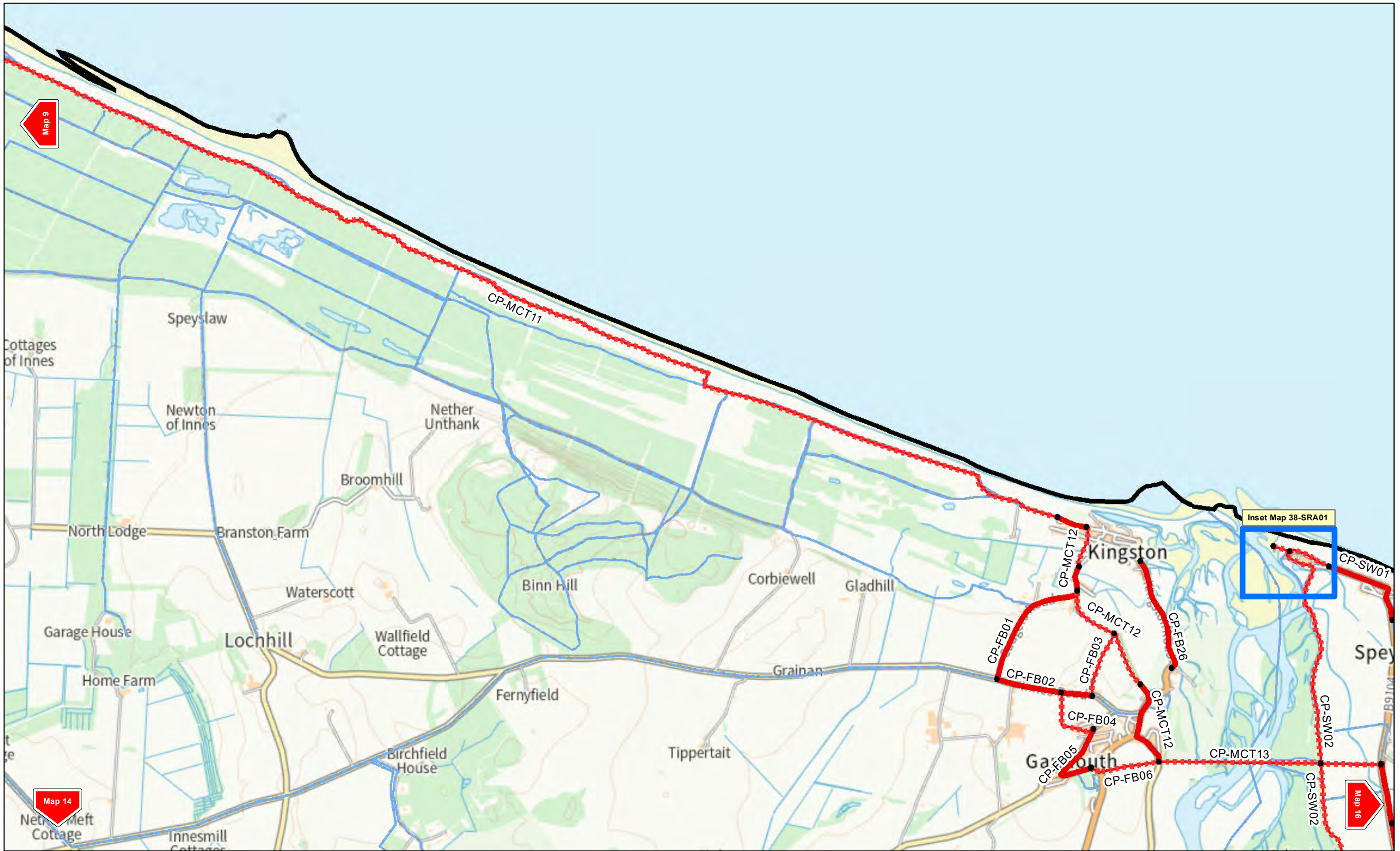
moray council

Map
12

Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- ● Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

INSET MAP 13A

Moray Core Path Plan
Lhanbryde Area
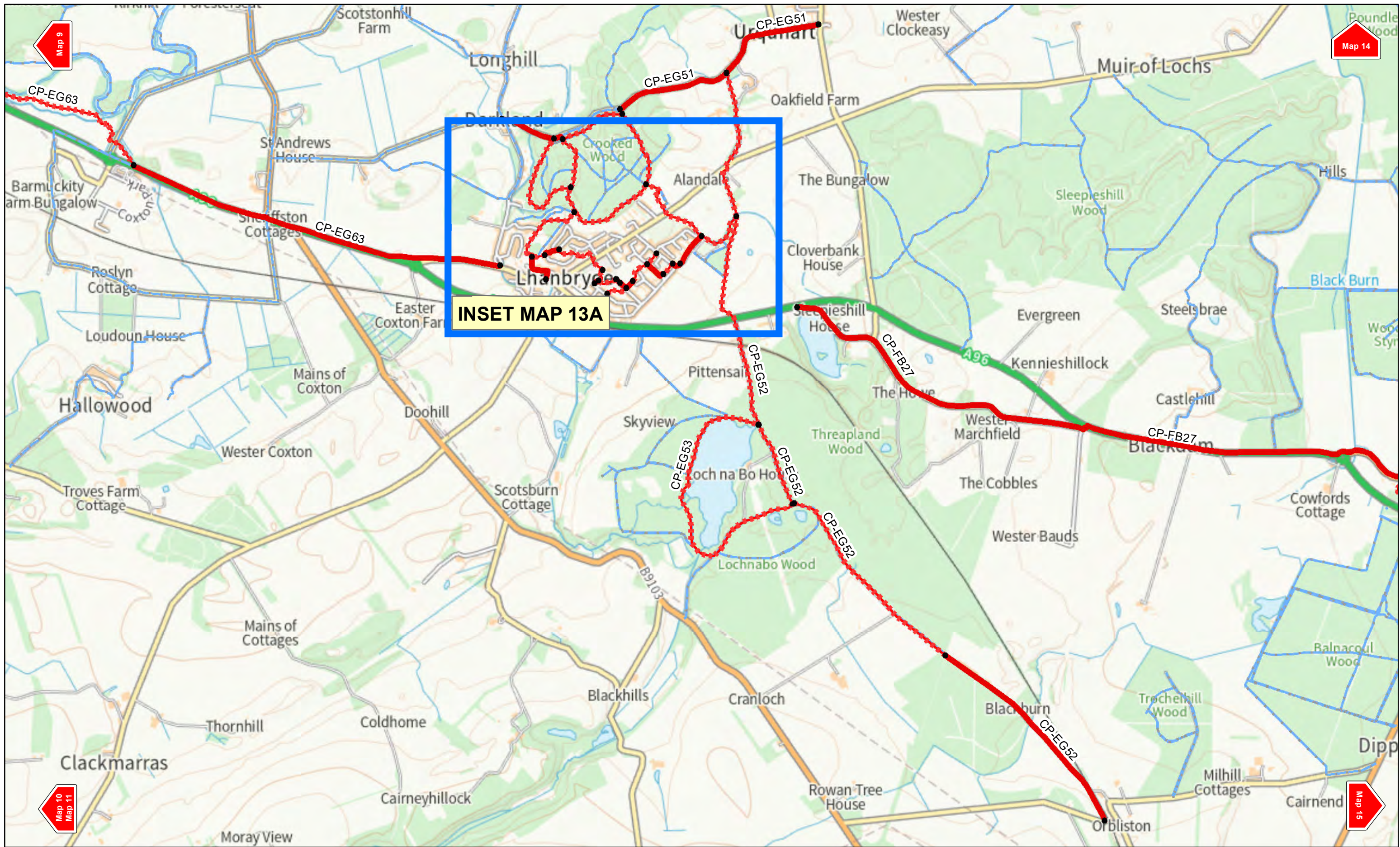
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Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- • Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Map
13
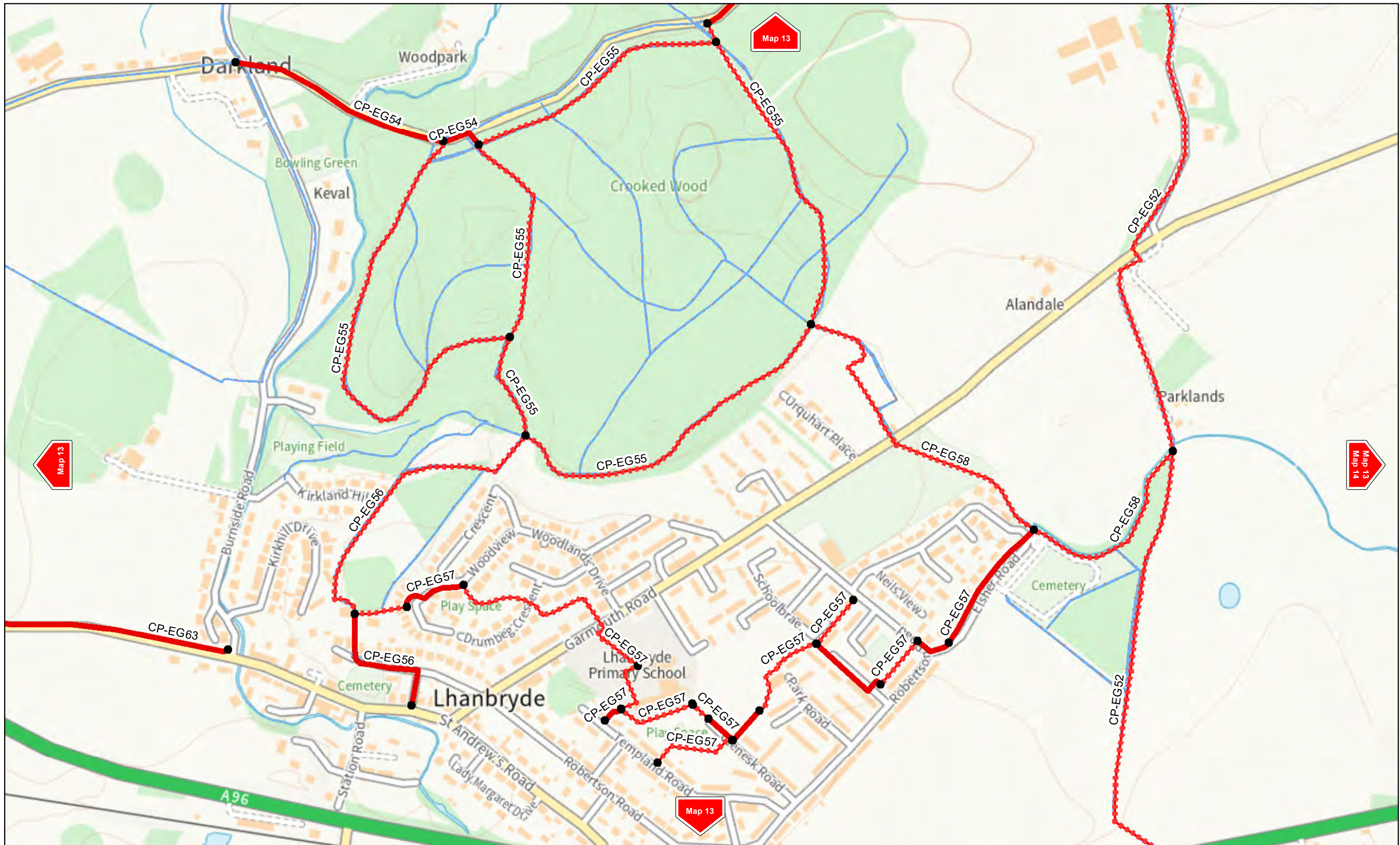
Moray Core Path Plan
Lhanbryde Inset Map

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Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
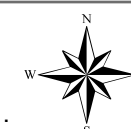- National Park Boundary
- Moray Boundary

Map 13A

Map labels (geographic features and place names):

Map 12

CP-EG51
CP-EG51
Urquhart
Longhill
Crinabhat
Wester Clockeasy
Moss-Side
Mayerston Cottage
Easter Lochs
Hill of Garmouth
Bradan Orach
Lunan Wood
Spey Farm
The Neuk
Greylag
Byres
Bog

Darkland
Crooked Wood
Oakfield Farm
Stonybrigg Wood
Muir of Lochs
New Mains
New Stynie
New Bun

Alandale
The Bungalow
Hills
Poundler Wood
CP-SW02
Greshornish
Warren Wood
Den Farm

INSET MAP 13A
Lhanbryde
Cloverbank House
Sleepieshill Wood
Black Burn
Steelsbrae
Wood of Stynie
CP-FB10
Mar Cottage
CP-FB10
River Spey

A96
Pittensair
Steepieshill House
Evergreen
Castlehill
CP-FB09
Stynie Farmhouse
B9104
Den Wood

Skyview
Doohill
CP-EG52
Threapland Wood
The Howe
Wester Marchfield
Kennieshillock
CP-FB27
Blackhillock
CP-FB11
CP-FB12
Map 15 Map 16
Quarry

Scotsburn Cottage
Loch na Bo House
CP-EG53
The Cobbles
Cowfords Cottage
CP-FB13
Mosstodloch
CP-FB27
INSET MAP 15A
Bellie Wood
Home Farm
Bell Park

B9103
Lochnabo Wood
Wester Bauds
Balnacoul Wood
CP-FB23
A96
River Spey
Lakeside House
Gordon Castle Farm
Tarrynae House

CP-EG52
Blackhills
Cranloch
Blackburn
Trochelhill Wood
Sweethome Cottage
Focnabers
CP-FB16

Rowan Tree House
Milhill Cottages
Dipple
Cairnend
Map 28

Map 13
neyhillock
Orbliston
Redbog

Moray Core Path Plan
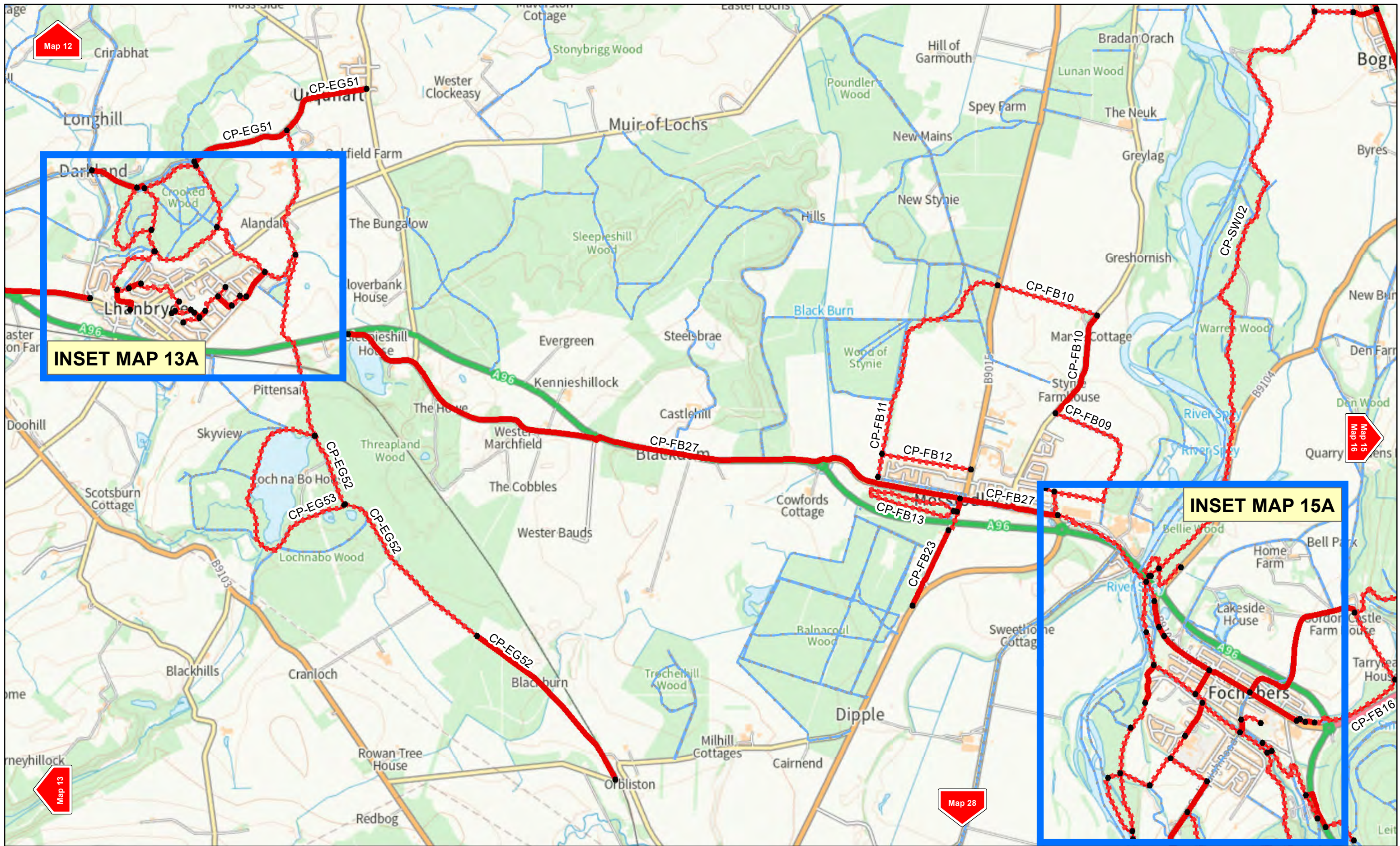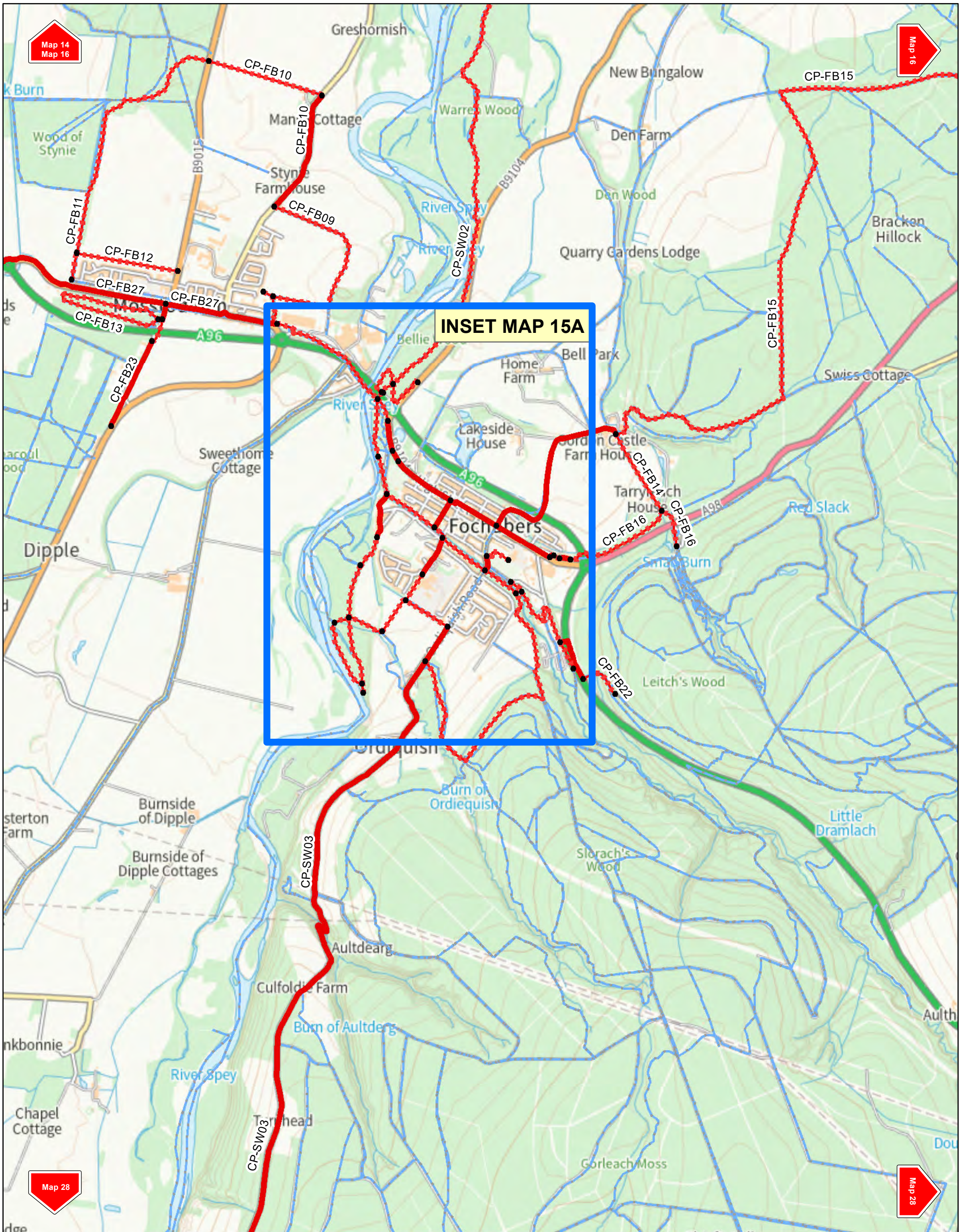**Mosstodloch Area**

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Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Map
14

INSET MAP 15A
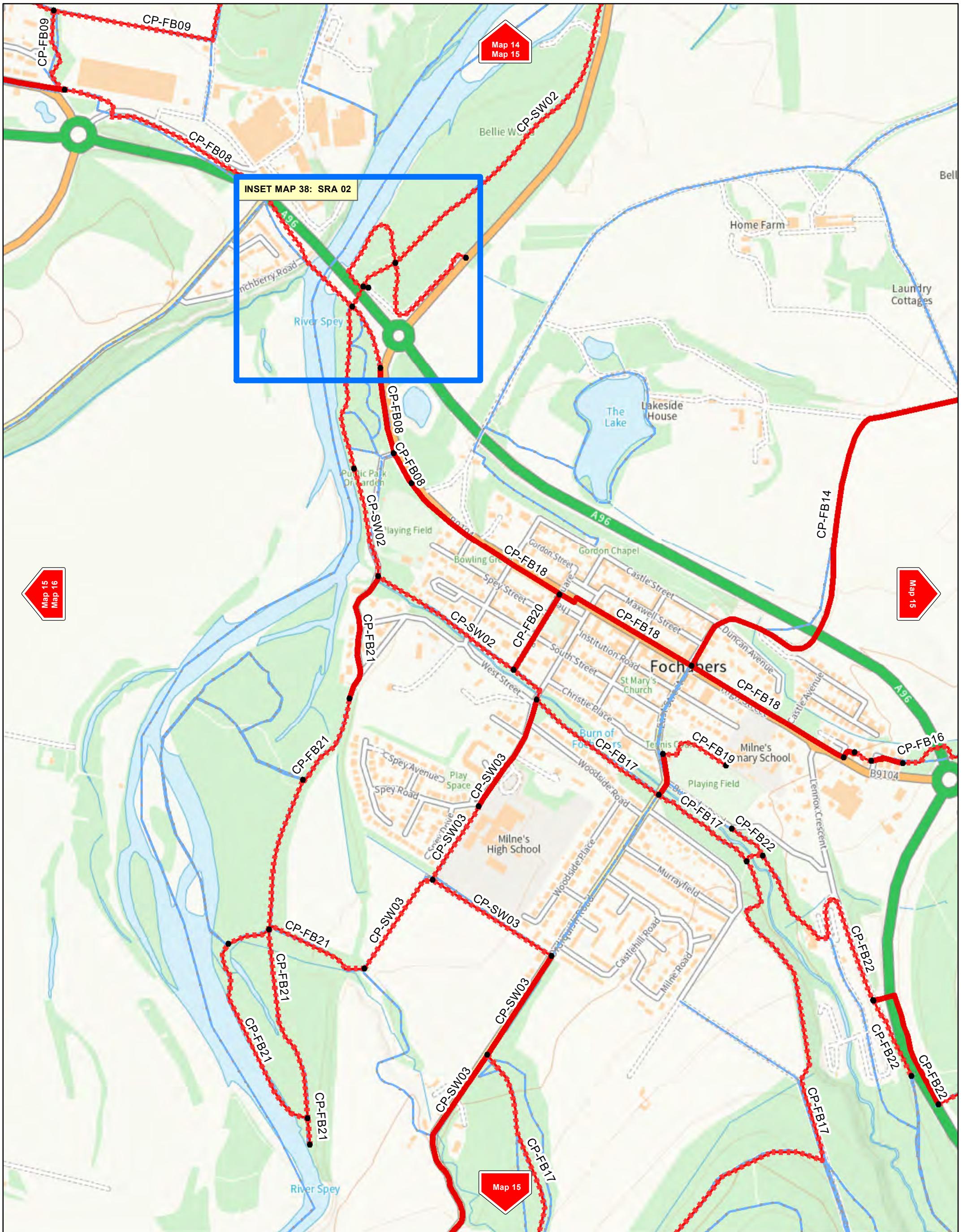
Moray Core Path Plan
Fochabers Area

Map 15

Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Scale: 1:20,000

Date: January 2024

INSET MAP 38: SRA 02

Map 14
Map 15

Map 15
Map 16

Map 15

Map 15

Map 15A

Layers

- **Core Paths- Off road**
- **Core Paths - Public roads/ Roadside paths**
- **Start Finish Points**
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Moray Core Path Plan
Fochabers Area Inset Map

Scale: 1:7,000

Date: January 2024

moray council

Inset Map 38: SRA01

Kingston

Map 12 Map 14

Map 17

CP-MCT12

CP-FB01

CP-FB26

CP-FB03

CP-FB02

CP-SW01

Spey Bay

Norrie Scalp

Burnmouth Cot

CP-SW01

CP-FB04

CP-MCT12

CP-SW02

B9104

Tannach Sands

CP-SW01

CP-SW01

CP-MCT14

CP-FB05

Gormouth

CP-FB06

CP-MCT13

CP-SW02

Nether Dallachy

CP-FB25

Beaufighter Road

Lower Auchenreath

CP-SW01

CP-SW01

Mains of Gollachy

Culriach Wood

CP-FB25

Burn of Tynet

Mains of Tannachy

CP-BK23

River Spey

Essil

CP-FB25

Parkside Cottage

Dry Burn

Bradan Orach

CP-FB24

Core Burn

Hill of rmouth

Lunan Wood

The Steading

Dryburn

Cowiemuir Wood

Upper Auchenreath

Woodlands Edge

Enzie

Spey Farm

The Neuk

CP-SW02

Bogmoor

CP-FB25

Upper Dallachy

Byres

Howcore

White Ca

Greylag

Gowktree Wood

Roman Camp Gate Cottage

Auchenhalrig

Blair of Tynet Cottages

Mains of Cuffurach

Broadley

B9016

Greshornish

Tarw

CP-FB11

CP-FB10

New Bungalow

CP-FB15

Chapel House

Greendale

CP-BK22

Clochan

ains

tynie

Mar CP-FB10 Cottage

Warren Wood

Den Farm

Burnside House

A98

Map 18

Map 15 Map 28

CP-FB10

Moray Core Path Plan
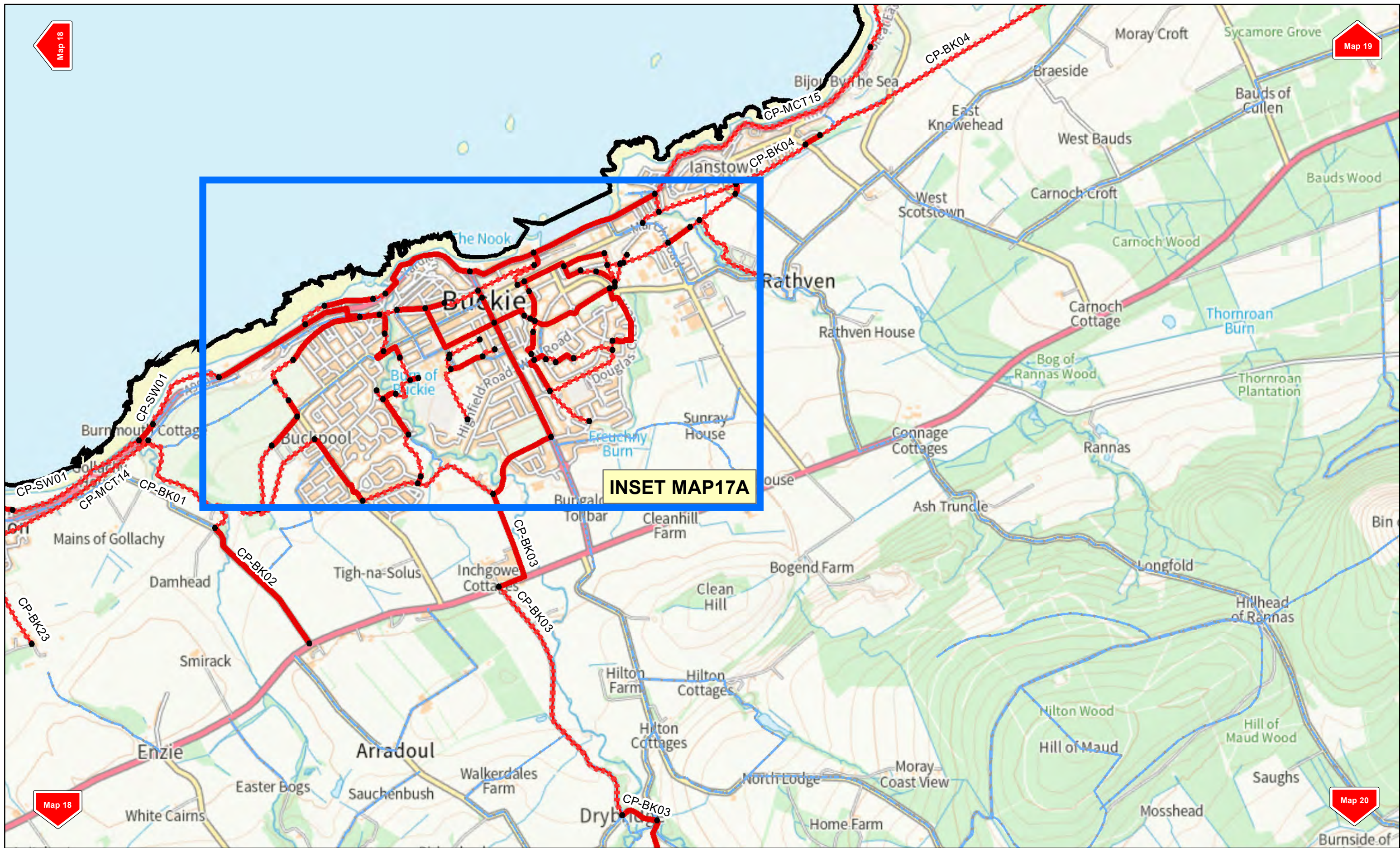## Spey Bay Area

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Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Map
16

INSET MAP17A

Moray Core Path Plan
Buckie Area

Scale: 1:20,000   Date: January 2024

Layers

- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
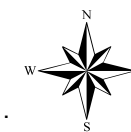- National Park Boundary
- Moray Boundary

Map
17

Map 18
Map 19
Map 20

Moray Core Path Plan
Buckie Inset Map

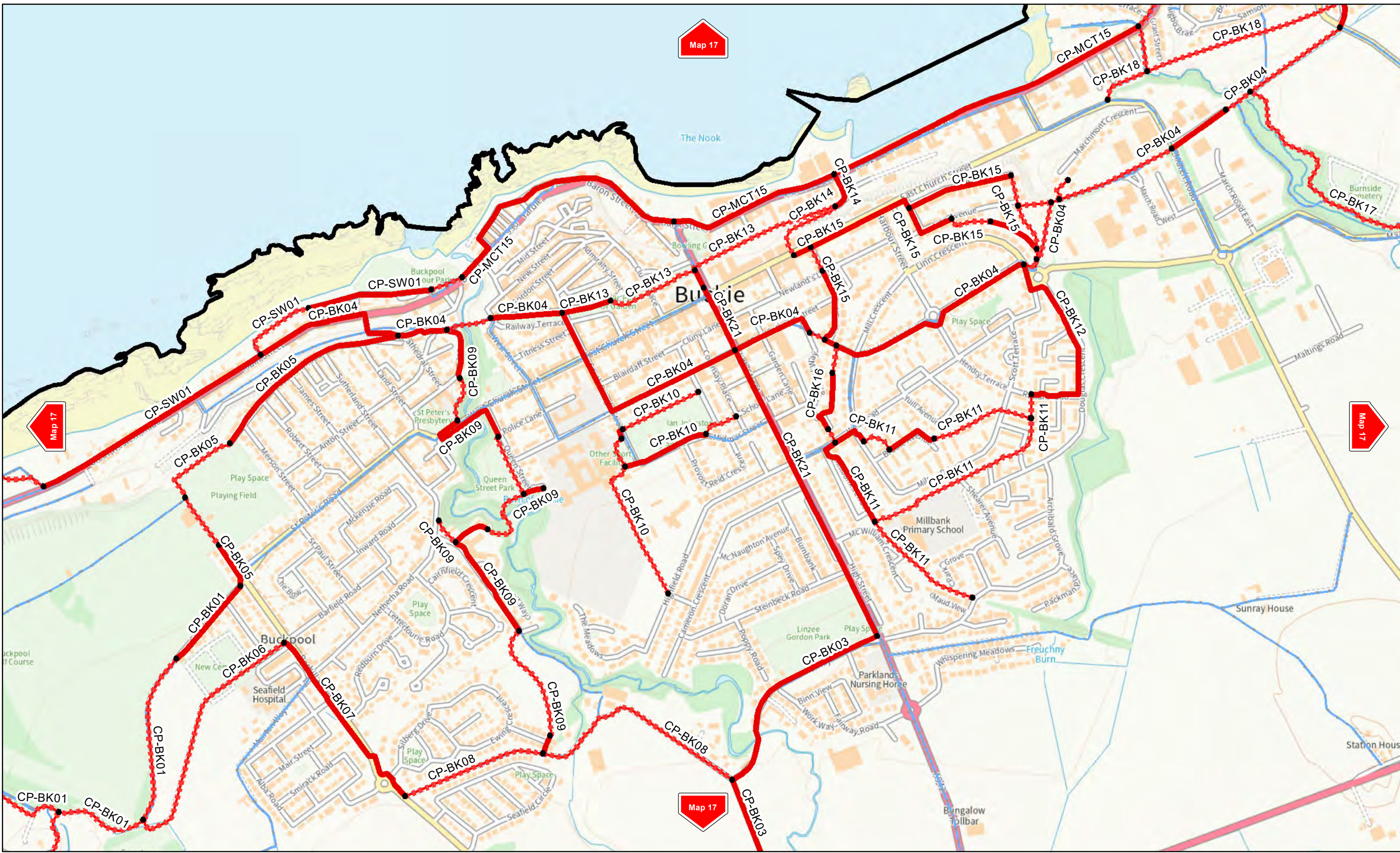Scale: 1:8,000   Date: January 2024

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Map
17A

Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Moray Core Path Plan
Aultmore Area

Layers

- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
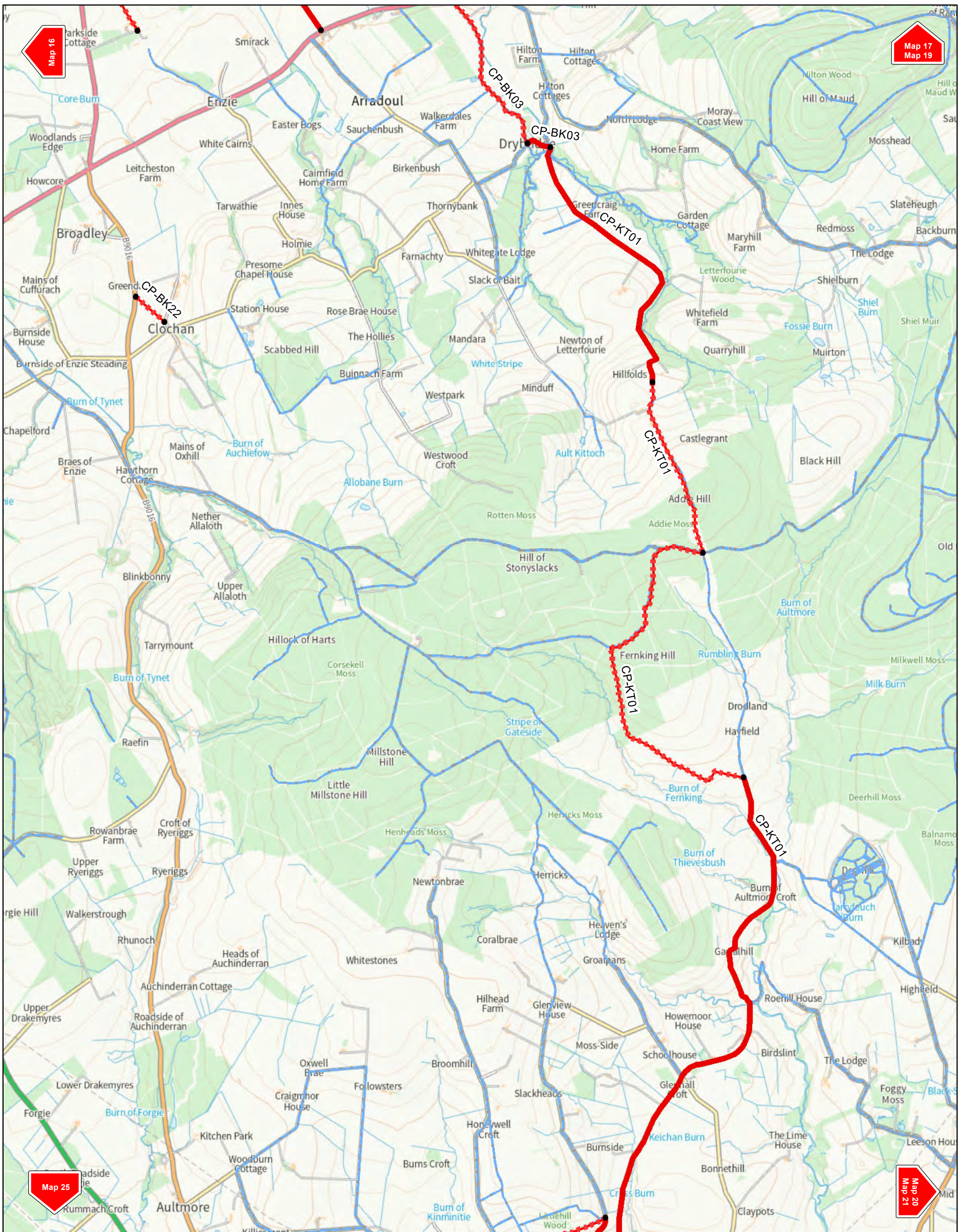- Moray Boundary

Map 18

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Scale: 1:30,000

Date: January 2024

Map labels (on map):

Map 17

CP-MCT19
Portknockie
CP-CU01
Haig Street
CP-CU02
Slack Burn
Cullen Bay
Cullen Sands
CP-MCT20
CP-CU02
Burn of Cullen
Cullen
INSET MAP 19A
Little Hillhead
CP-MCT18
CP-MCT17
CP-MCT17
CP-BK20
CP-MCT16
CP-BK04
A942
Bloomfield
Denside
Bruntown Farm Cottages
CP-BK24
Mountabor
Bruntown
CP-MCT16
Mains of Findochty
Sunnybrae Cottage
Moray Croft
Sycamore Grove
Hillhead of Bruntown
Marywell Lodge
Braeside
Bauds of Cullen
CP-BK04
e Sea
East Knowehead
West Bauds
Home Farm
Bedewood House
Crannoch-hill Wood
CP-CU05
West Scotstown
Carnoch croft
Carnoch Wood
Bauds Wood
Robber's Wood
Garden House
Hillocks Plantation
CP-CU03
Station House
CP-CU04
Carnoch Cottage
Moss Hill
Moss Hill Plantation
Shirralds
Linmill
n House
Thornroan Burn
Curling Pond Plantation
Connage Cottages
Bog of Rannas Wood
Thornroan Plantation
Coach Drive Plantation
Glen Burn
Shirralds Wood
Towie Croft
Map 18 Map 20
Trundle
Rannas
Bin Hill Plantation
High Glen Plantation
Broxy Burn
Mill of Towie
Bin of Cullen
Silver Hillocks
Burn of Deskford

ABERDEENSHIRE CORE PATHS PLAN AREA

Moray Core Path Plan
Cullen Area

Scale: 1:20,000   Date: January 2024

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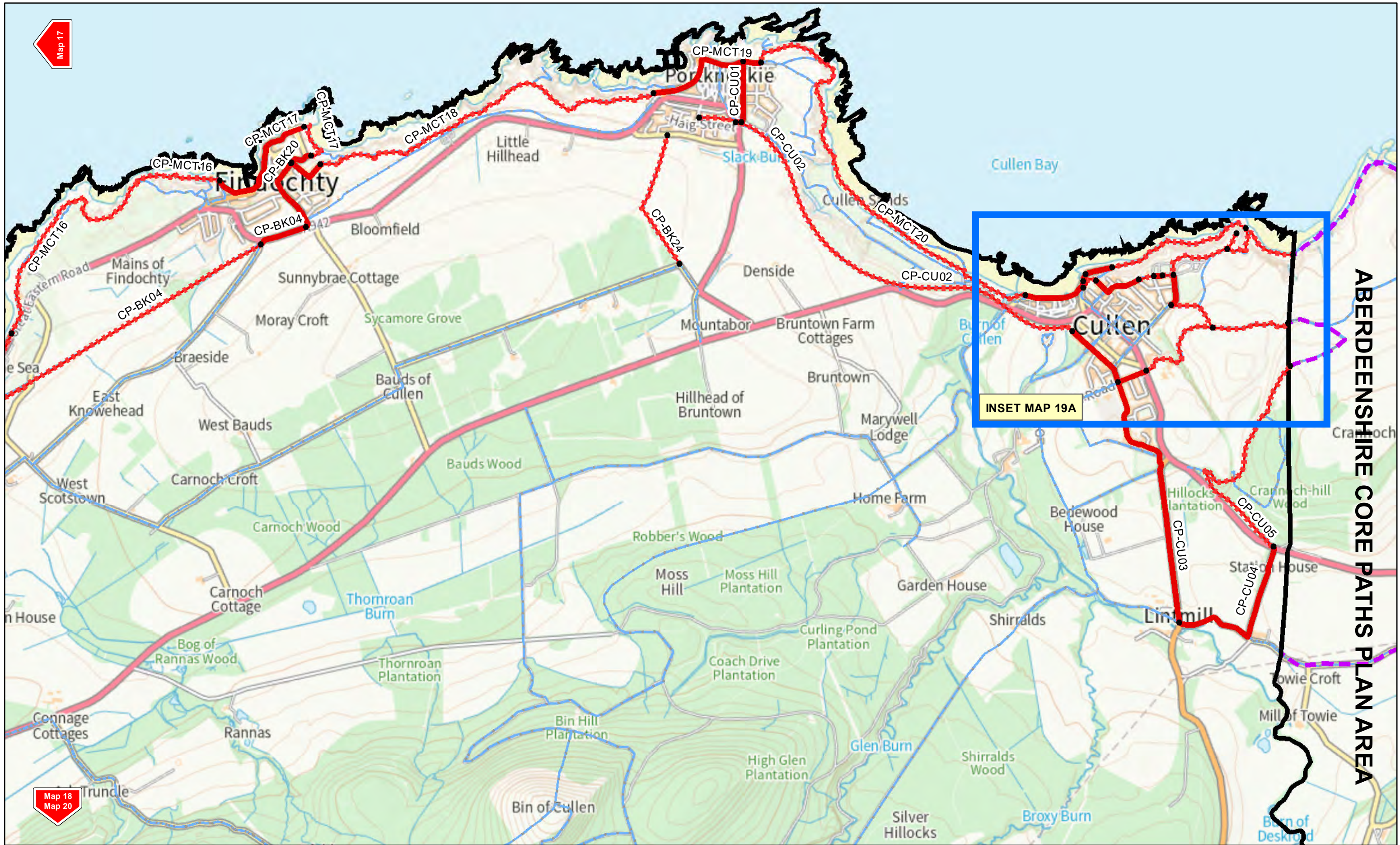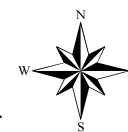sub-licence, distribute or sell any of this data to third parties in any form.

Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Map 19

Moray council

Map 19
Map 19
Map 19
Map 19

CP-CU09
CP-CU08
CP-CU08
CP-CU06
CP-CU06
CP-CU06
CP-CU06
CP-CU07
CP-CU07
CP-CU07
CP-CU07
CP-MCT20
CP-MCT20
CP-MCT20
CP-CU05
CP-CU05
CP-CU05
CP-CU05
CP-CU05
CP-CU02
CP-CU10
CP-CU10
CP-CU03
CP-CU03

Cemetery
Playing Field
Cullen
Bowling Green
Cullen Primary School
Ogilvie Park
Gallow Hill

Castle Terrace
Station Road
Campbell St
New View Court
Victoria Street
Victoria Place
Seafield Place
Blantyre Street
Reidhaven Place
York Place
Seafield Road
Glebe Park Crescent
Queen's Drive
Binview Road
Old Church Road
Ogilvie

A98

ABERDEENSHIRE CORE PATHS PLAN AREA

Moray Core Path Plan
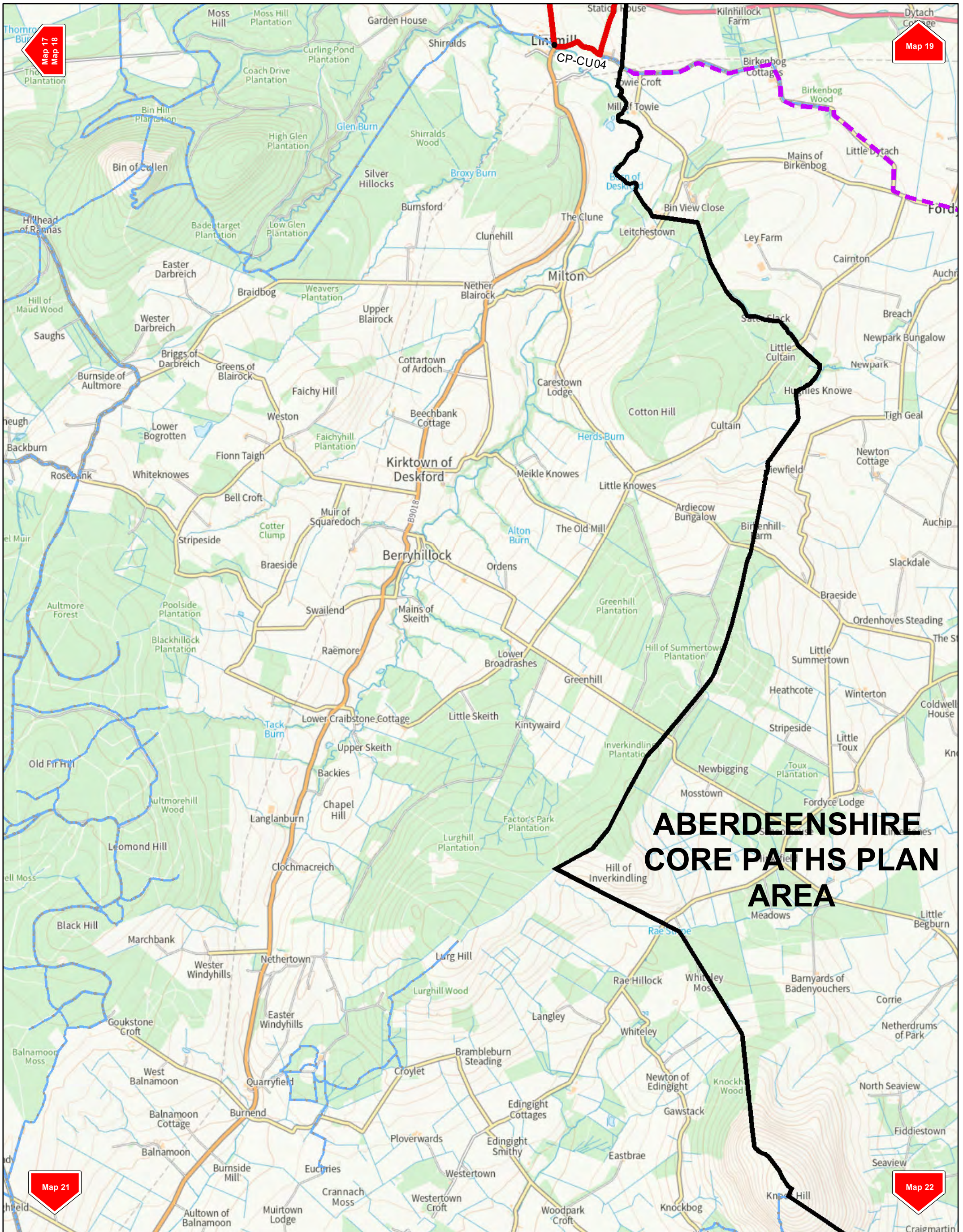**Cullen Inset Map**

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Layers
━━━ Core Paths- Off road
━━━ Core Paths - Public roads/ Roadside paths
● Start Finish Points
━━━ Existing Paths
━━━ Core Paths outwith Moray
━━━ National Park Boundary
━━━ Moray Boundary

Map 19A

ABERDEENSHIRE
CORE PATHS PLAN
AREA

Map 17
Map 18

Map 19

Map 21

Map 22

CP-CU04
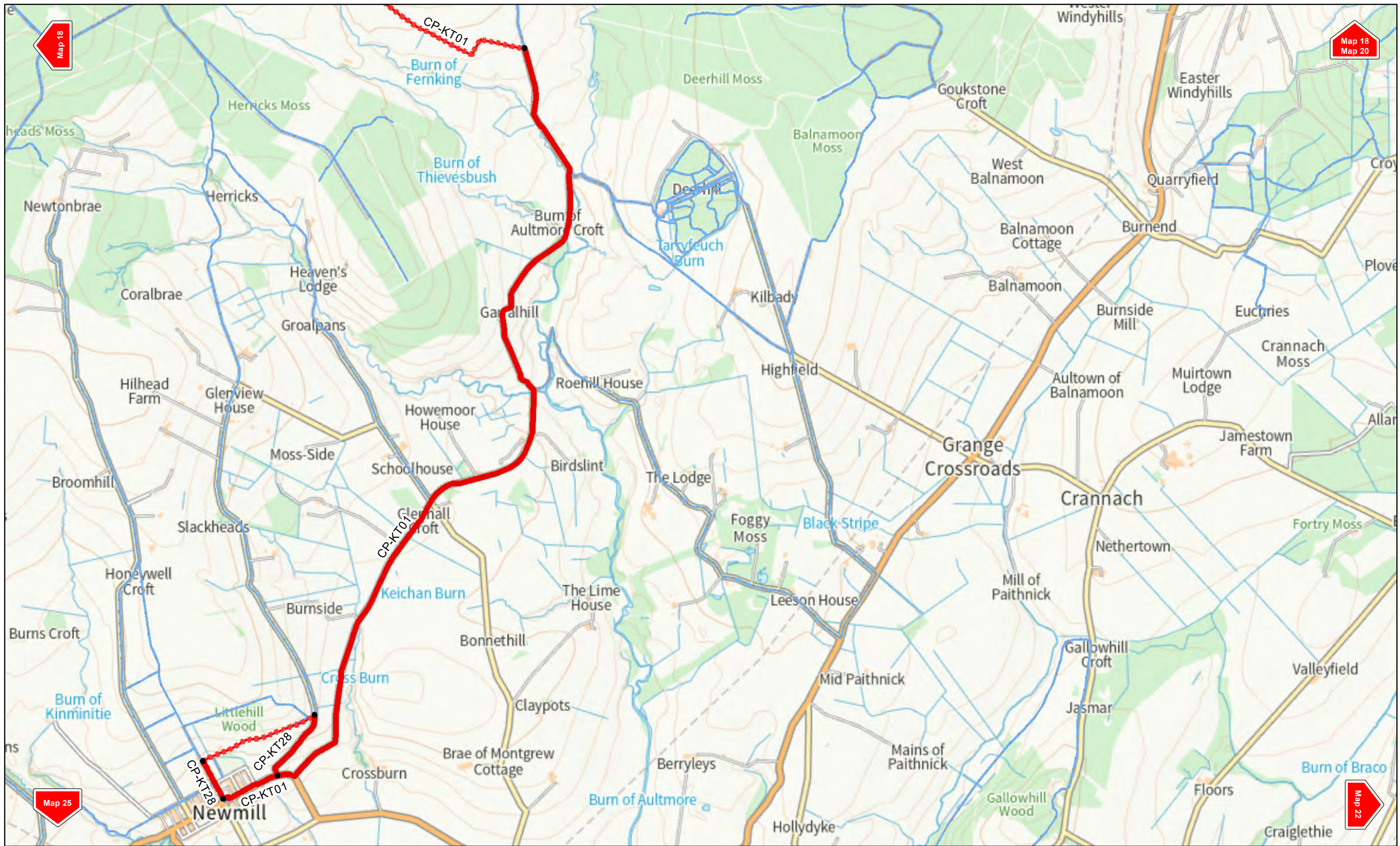
Map 20

Moray Core Path Plan
Deskford Area

Layers

┿┿┿ Core Paths- Off road
▬▬▬ Core Paths - Public roads/ Roadside paths
● Start Finish Points
─── Existing Paths
▬▬▬ Core Paths outwith Moray
▬▬▬ National Park Boundary
▬▬▬ Moray Boundary

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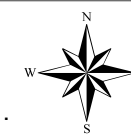
Date: January 2024

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Moray Core Path Plan
Grange & Newmill Area

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Moray Council

Map 21

Layers

- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Map 21 · Map 20

Westertown · Knockbog · Barry House · Wetherhill House

Westertown Croft · Craigmartin

ann Moss · Allantown · Woodpark Croft · Little Knockbog Farm · Knock Wood · Grantown · Culvie W

Burnside of Edingight · Woodlands · Knock Hill · Barry Hill

Fortry Moss · Newseat · **ABERDEENSHIRE CORE PATHS PLAN AREA**

Berryhillock Farm · Edingight Wood · Whitehill · Yonderton Croft · Glen Barry · Wether Hill

Cranmore Cottage · Springfield · Wetherhill Croft

Sillyearn Mains · Midmore · Stotfield

Valleyfield · Bracobrae · South Whitehill · Stonyfield

Ternemny Schoolhouse · Kempfield

Andersons Wards · Ternemny

Burn of Braco · Fowlwood Farm · Knabbygates Wood · Moss of Crombie

Sillyearn Wood · Ramsburn House

Drumnagorrach · Netherton of Knock · Knock · Ramsburn Steading · Meikle Brown Hill

craiglethie · Seggiecrook · Well Heads

Whitehead Cottage · Shiel · Clovenstone North · Bo Hill

Braco Cottage · Weetyfoot · Little Brown Hill

Farmtown · CP-KT25 · Knauchland Cottage · Far Easter Knauchland

CP-KT02 · Willowbrook · Waterton Croft · Moss-Side Mills · Barnhill

Nethermills House · CP-KT02 · Burnside · Meadow Farm · The Parks · The Gables · Moss-Side Croft · Hillhead Croft

Garrowood Croft · Map 24 · Map 23

Moray Core Path Plan
Knock Area
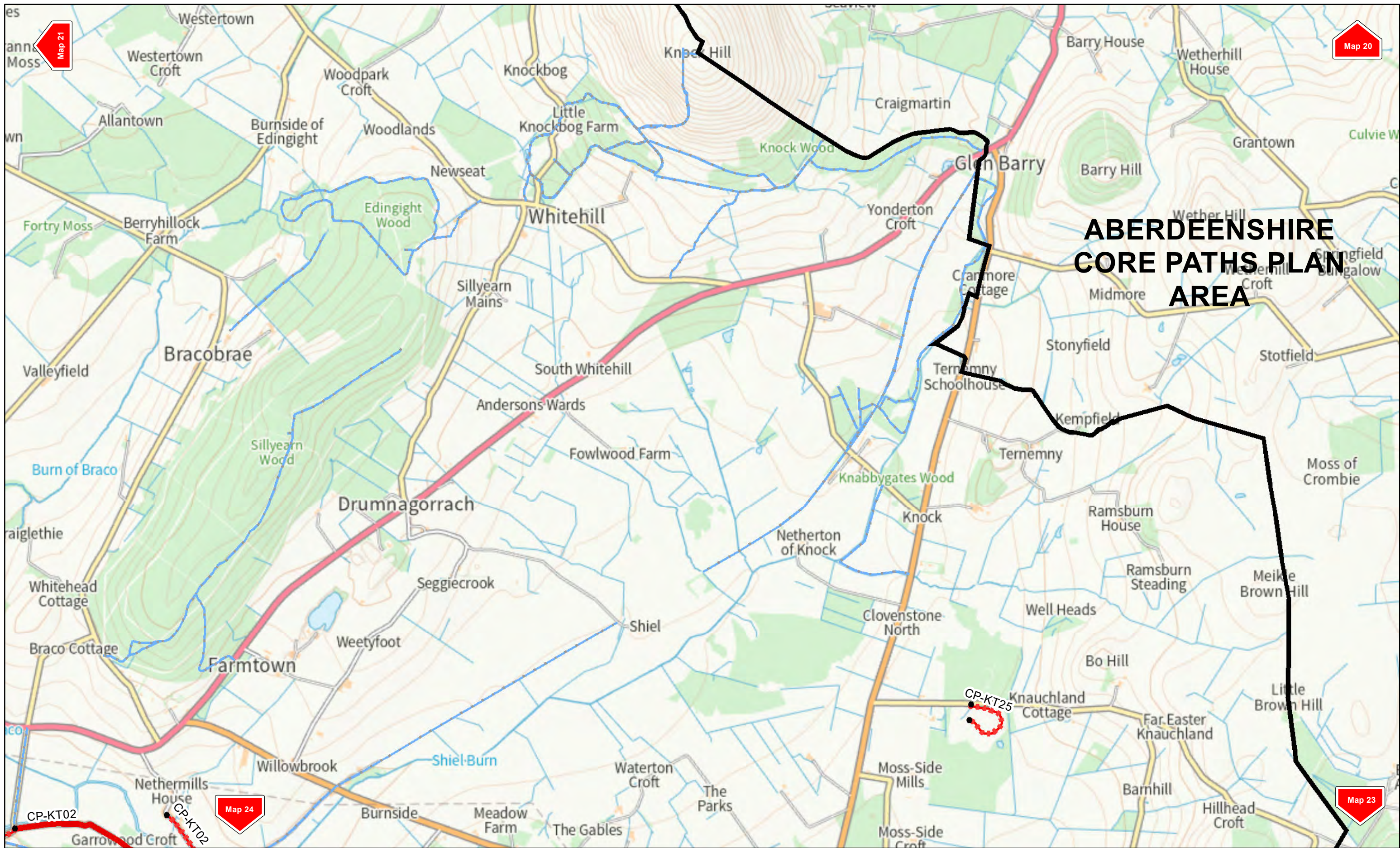
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Map 22

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Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
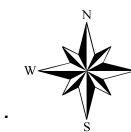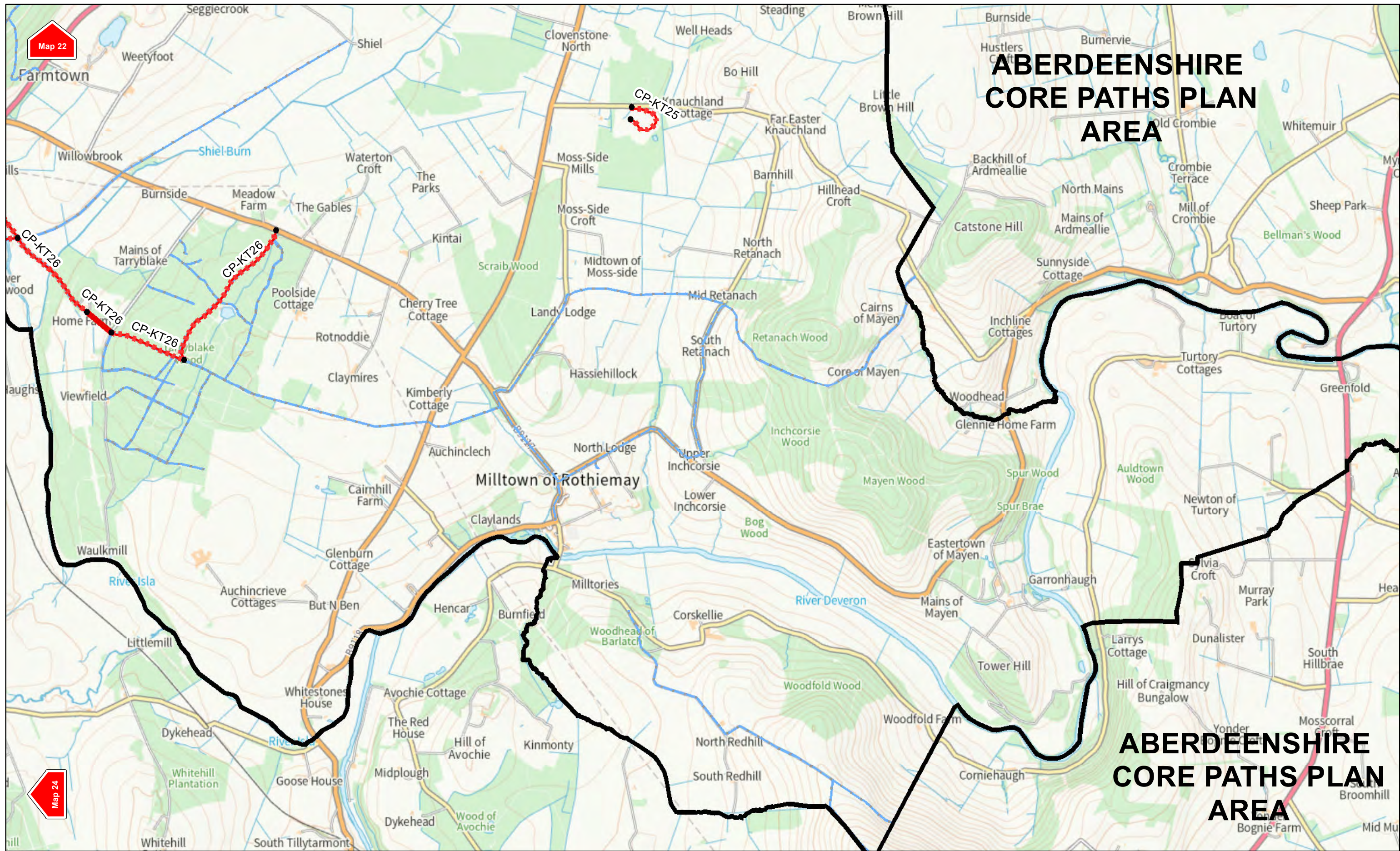- National Park Boundary
- Moray Boundary

Map 22

ABERDEENSHIRE
CORE PATHS PLAN
AREA

CP-KT25

CP-KT26

CP-KT26

CP-KT26

CP-KT26

ABERDEENSHIRE
CORE PATHS PLAN
AREA

Map 24

Moray Core Path Plan
Rothiemay Area
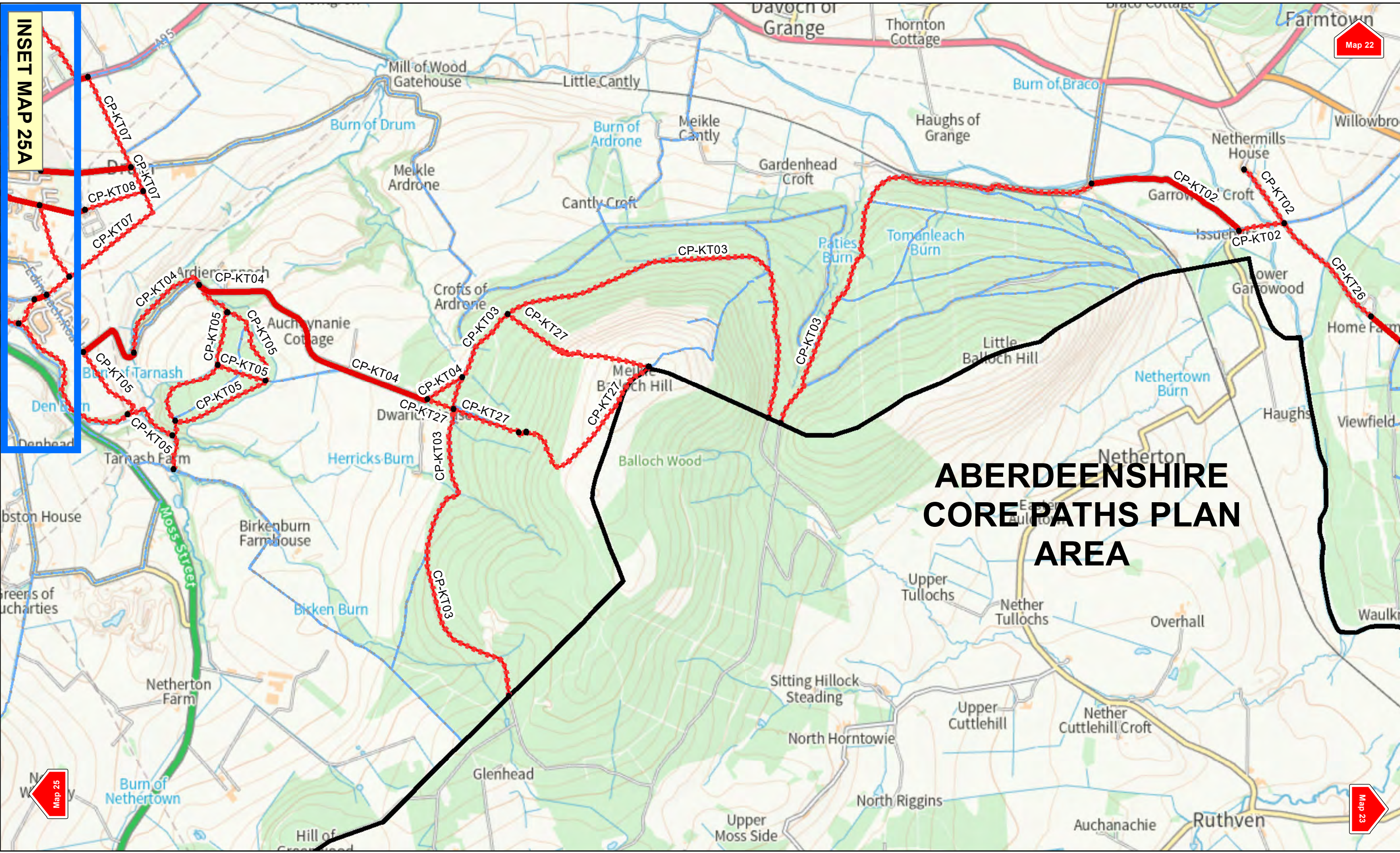
Scale: 1:25,000   Date: January 2024

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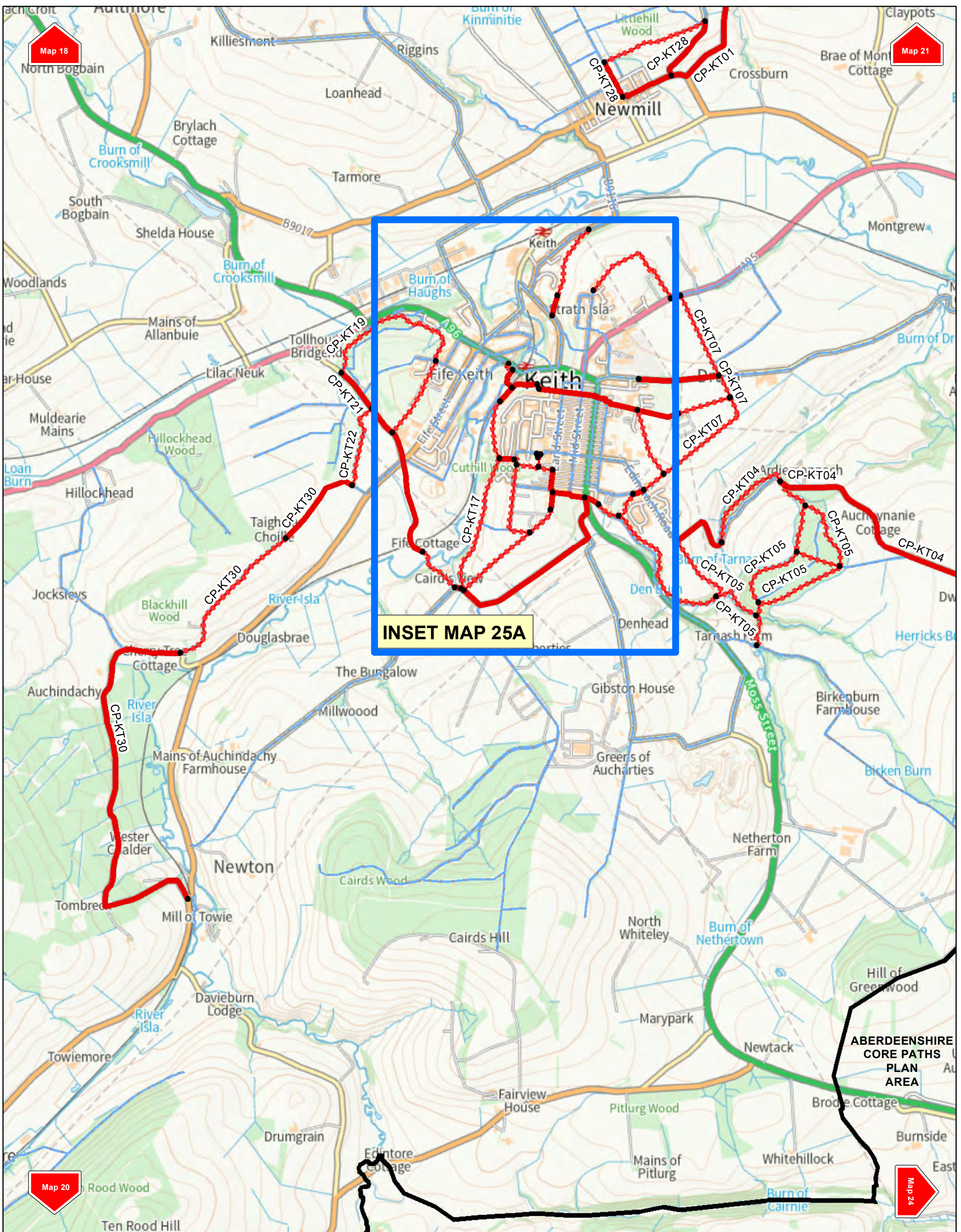
**Map
23**

Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Moray
council

Map 22

CP-KT07
CP-KT08
CP-KT07
CP-KT07

CP-KT02
CP-KT02
CP-KT02
CP-KT26

CP-KT04
CP-KT04
CP-KT04
CP-KT05
CP-KT05
CP-KT05
CP-KT05
CP-KT05
CP-KT05
CP-KT05

CP-KT03
CP-KT27
CP-KT03
CP-KT03

CP-KT04
CP-KT27
CP-KT27
CP-KT27
CP-KT03
CP-KT03

ABERDEENSHIRE CORE PATHS PLAN AREA

Map 25

Map 23

Moray Core Path Plan
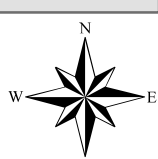### Balloch Area

Scale: 1:20,000   Date: January 2024

Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Map 24

moray council

INSET MAP 25A

Map 25

Layers

- ╫╫╫ Core Paths- Off road
- ▬▬▬ Core Paths - Public roads/ Roadside paths
- ● Start Finish Points
- ─── Existing Paths
- ─── Core Paths outwith Moray
- ─── National Park Boundary
- ▭ Moray Boundary

Moray Core Path Plan
Keith Area

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Scale: 1:22,000

Date: January 2024

Map 25

Map 25 Keith

CP-KT29

CP-KT07

CP-KT29

Regent Street

CP-KT19

Keith Wood

A96

Fife Keith

Keith Golf Club

Holy Trinity Church

St Rufus Park

Tennis Court Play Space

Keith Grammar School

Keith Primary School

A95 Banff Road

CP-KT18

CP-KT08

Keith

CP-KT08

Drum Road

CP-KT09

Map 25

Map 24 Map 25

CP-KT17

Turner Memorial Hospital and Keith Health Centre

Turner Street

Union Street

Union Terrace

Alexander Simpson Park

CP-KT08

CP-KT20

CP-KT21

CP-KT17

Muldearie View

Fay Cres

Cuthil Road

Cameron Drive

St Thomas' Roman Catholic Primary School

Legion Lane

Ploo Lane

Pipers Lane

Festival Lane

CP-KT10

CP-KT07

River Isla

CP-KT16

CP-KT15

Chapel Street

CP-KT15

Cuthil Park

CP-KT14

Bridge Street

CP-KT07

CP-KT21

Cuthill Wood

Braeside

Play Space

CP-KT16

Quarryhill

Viewfield

CP-KT14

CP-KT13

Broad Lane

CP-KT06

CP-KT11

CP-KT11

St John Ogilvie

Sellar Cresc

Den Crescent

CP-KT21

CP-KT17

CP-KT13

Playing Field

Play Space

CP-KT06

CP-KT06

Playing

CP-KT13

CP-KT12

CP-KT21

Caird's View

CP-KT12

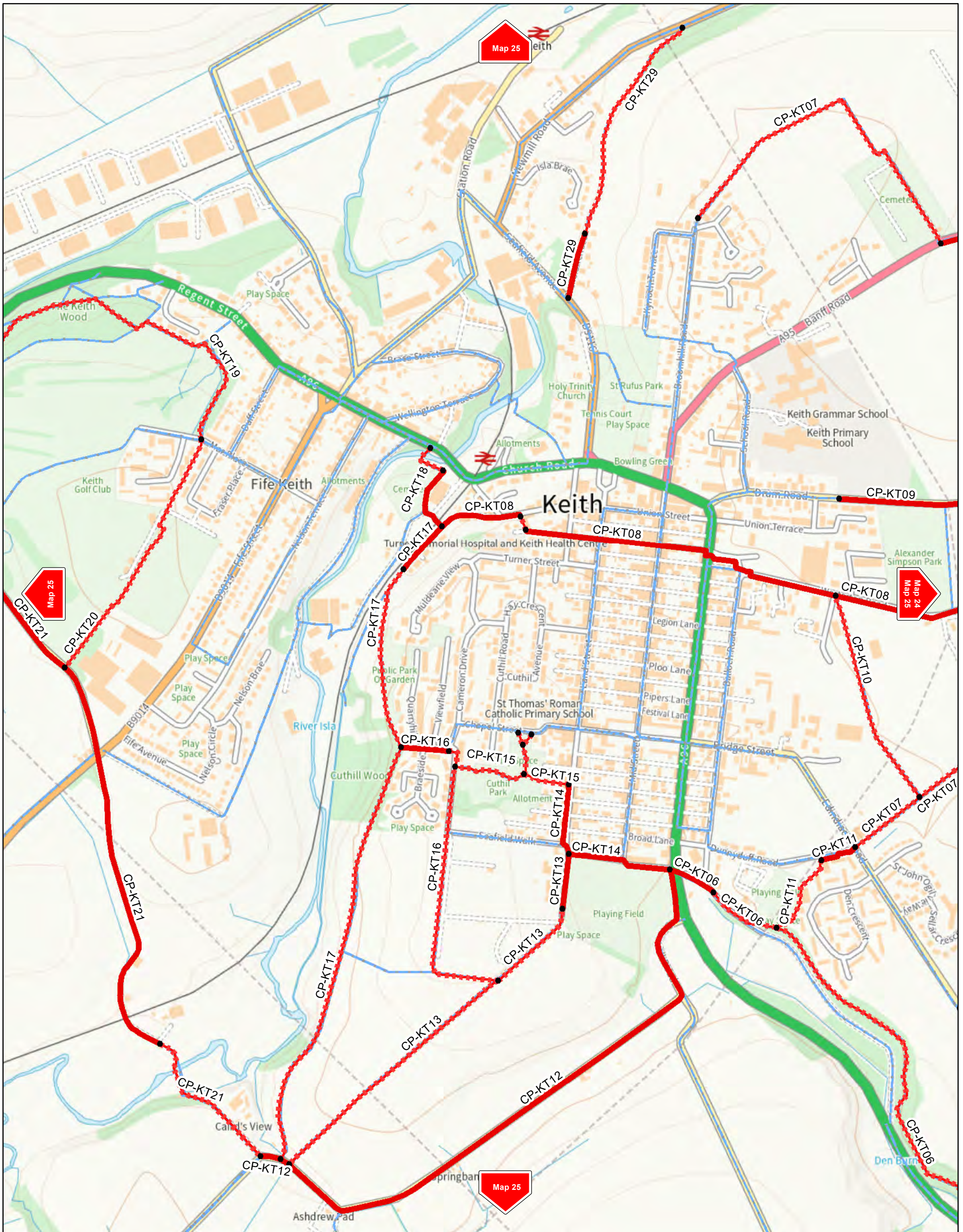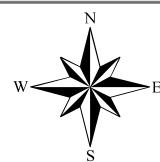Ashdrew Pad

Springbank

Map 25

CP-KT06

Den Burn

Layers

- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- ● Start Finish Points
- Existing Paths
- Core Paths outwith Moray
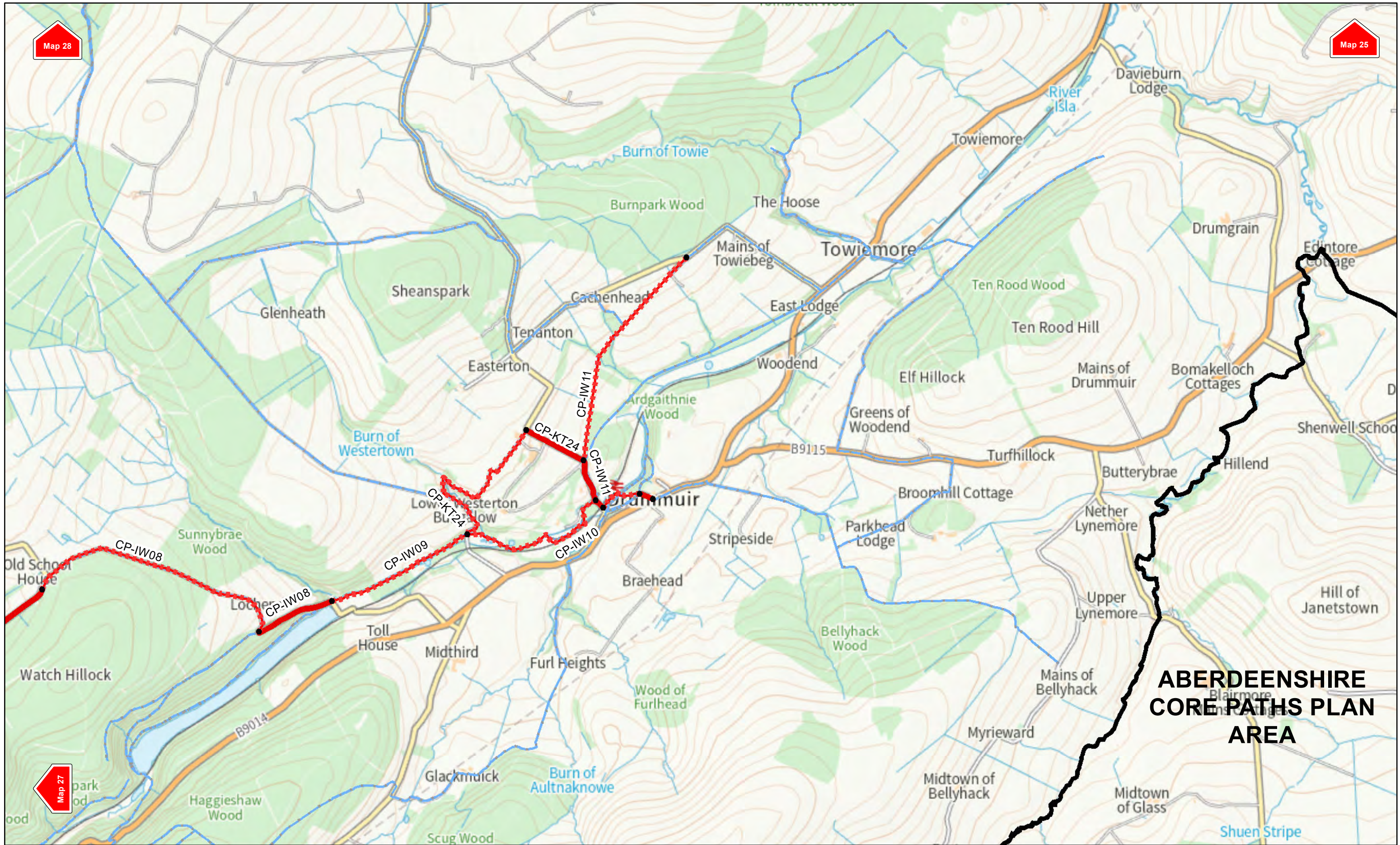- National Park Boundary
- Moray Boundary

Map 25A

Moray Core Path Plan
Keith Inset Map

Scale: 1:7,000

Date: January 2024

N W E S

moray council

Map labels (within the map area):

Map 28
Map 25
Map 27

River Isla
Davieburn Lodge
Towiemore
Burn of Towie
Drumgrain
Burnpark Wood
The Hoose
Mains of Towiebeg
Edintore Cottage
Sheanspark
Cachenhead
Ten Rood Wood
Glenheath
Tenanton
East Lodge
Ten Rood Hill
Shenwell School
Easterton
CP-IW11
Woodend
Ardgaithnie Wood
Mains of Drummuir
Bomakelloch Cottages
Burn of Westertown
CP-KT24
Greens of Woodend
Hillend
B9115
CP-IW11
Turfhillock
Low Westerton Bungalow
CP-KT24
Drummuir
Butterybrae
CP-IW10
Stripeside
Broomhill Cottage
Nether Lynemore
Sunnybrae Wood
CP-IW09
Parkhead Lodge
Old School House
CP-IW08
Braehead
Upper Lynemore
CP-IW08
Lochend
Toll House
Bellyhack Wood
Hill of Janetstown
Midthird
Furl Heights
Mains of Bellyhack
Watch Hillock
Wood of Furlhead
ABERDEENSHIRE CORE PATHS PLAN AREA
B9014
Myrieward
Blairmore
Map 27
Glackmuick
Burn of Aultnaknowe
Midtown of Bellyhack
Midtown of Glass
Haggieshaw Wood
Scug Wood
Shuen Stripe

Moray Core Path Plan
Drummuir Area

Scale: 1:20,000   Date: January 2024

moray council

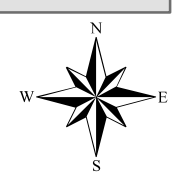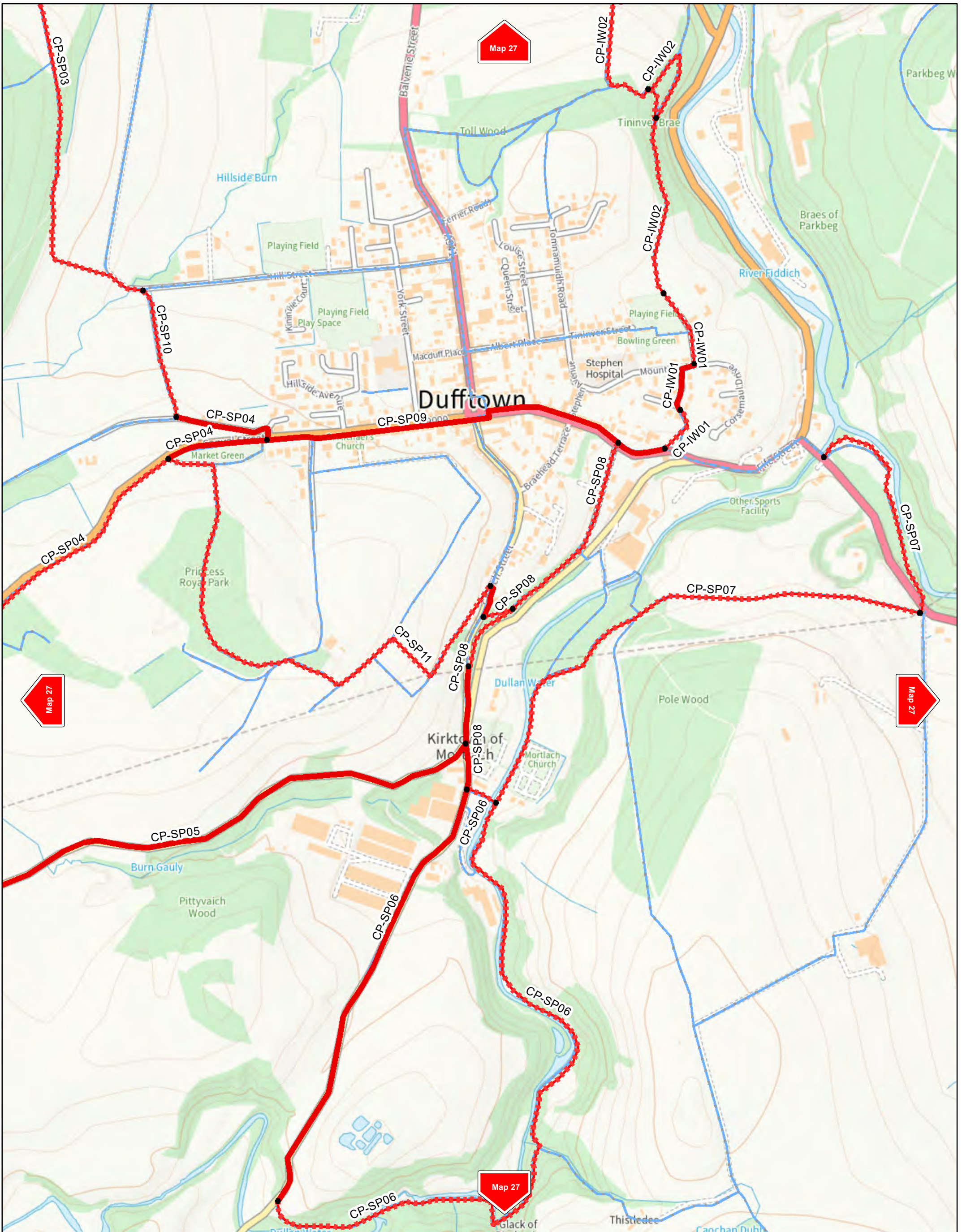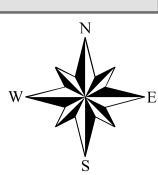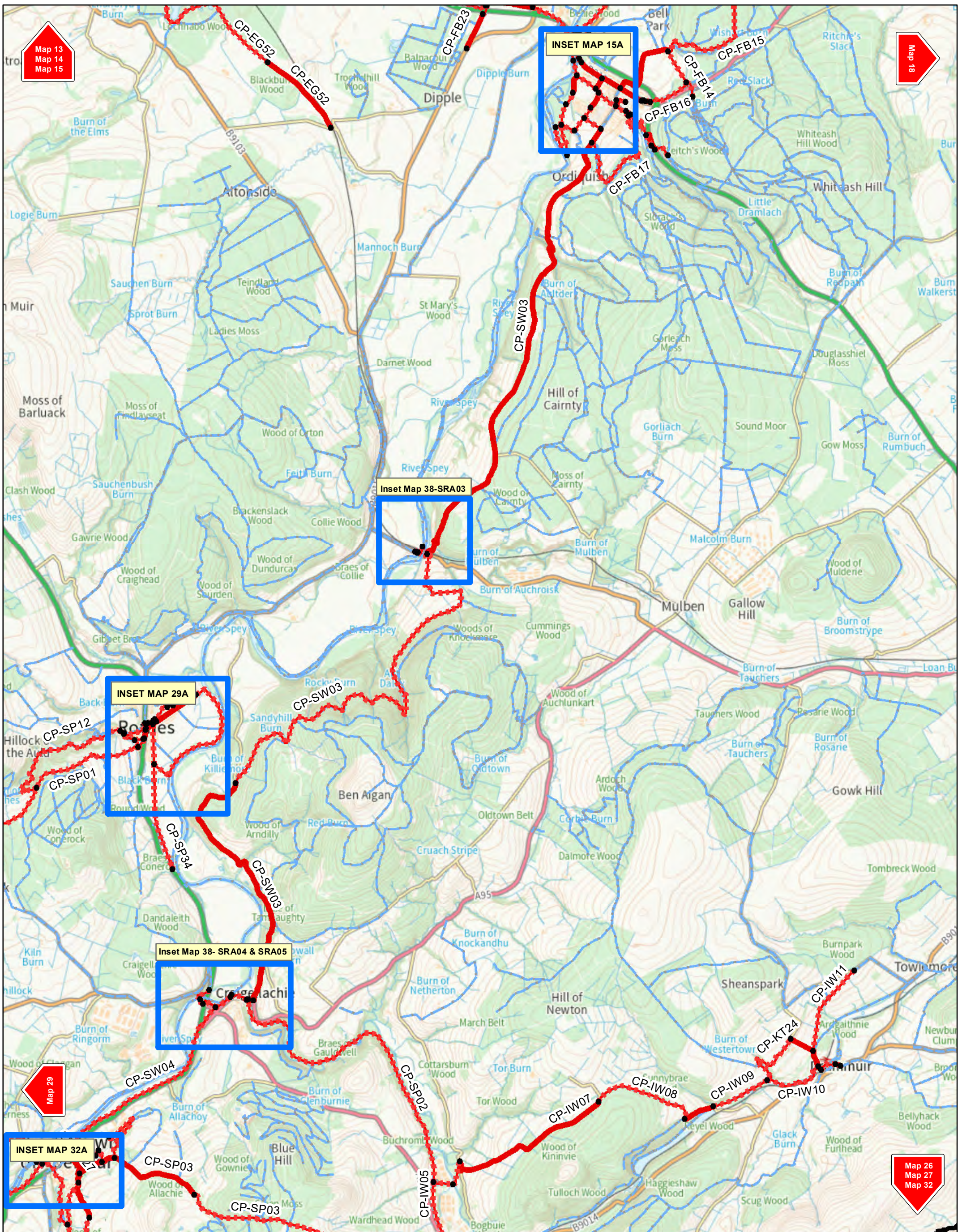**Layers**

- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Map 26

Map 28
Map 29
Map 32

CP-SP02

Braes of
Gauldwell

Hazelwood
Cottage

Stockley Belt

Map 26

Tor
Burn

Torbay

CP-IW08

Keepers
Cottage

Sawmill Cottage

Kininvie House

CP-SP02

Buchromb
Home Farm

Kininvie Farm

Tor Wood

Burn of
Brawlands

Old School
House

CP-IW07

Sunn
W

Old Road
House

Gate Lodge

Broomhead

Tor Wood

Watch Hillock

Midtown of
Buchromb

Bog of
Kininvie

Tullich
Cottage

Wood of
Kininvie

Scaut Hill

Lochpark
Wood

Westertown
Farm

CP-IW06

Knock of
Buchromb

Burnside

Tulloch Wood

Wardhead

CP Burn

Bogbuie Wood

Littletulloch
Burn

CP-SP03

CP-IW05

CP-IW04

Dufftown

CP-SP03

Burnhead Wood

CP-SP33

Maltkiln Burn

CP-IW03

Parkb g Wood

Nether
of Cluny

INSET MAP 27A

Hillside
Burn

Hillside Wood

Hill Street

Braes of Parkbg

Back Burn

B9014

Dufftown

Hillside View

Princess
Royal Park

t Street

A920

Meulach
Cottage

CP-SP04

nchevin

Kirktown of
Me ach

A941

Craighead
age

CP-SP05

Tomnoan

Coulalt Wood

Burn of
Lettoch

Dullanside

Nether Cluny
Steading

Auchinhandoch

Upper
Keithack

Burn of Convalleys

Parkhead

Map 27

Layers

Core Paths- Off road
Core Paths - Public roads/ Roadside paths
● Start Finish Points
Existing Paths
Core Paths outwith Moray
National Park Boundary
Moray Boundary

Moray Core Path Plan
Dufftown Area

Scale: 1:20,000

Date: January 2024

moray
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Map 27

Map 27

Map 27

Map 27

CP-SP03
CP-SP10
CP-SP04
CP-SP04
CP-SP04
CP-SP09
CP-IW02
CP-IW02
CP-IW02
CP-IW01
CP-IW01
CP-IW01
CP-SP08
CP-SP07
CP-SP07
CP-SP08
CP-SP08
CP-SP11
CP-SP08
CP-SP08
CP-SP06
CP-SP06
CP-SP05
CP-SP06
CP-SP06

Dufftown
Stephen Hospital
Kirktown of Mortlach
Mortlach Church
Pole Wood
River Fiddich
Braes of Parkbeg
Parkbeg W
Tininver Brae
Bowling Green
Other Sports Facility
Dullan Water
Burn Gauly
Pittyvaich Wood
Princess Royal Park
Market Green
Playing Field
Play Space
Playing Field
Hillside Burn
Toll Wood
Thistledee
Glack of
Caochan Dubh

Map 27

Map 27A

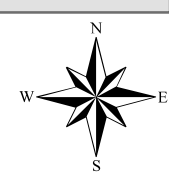**Layers**
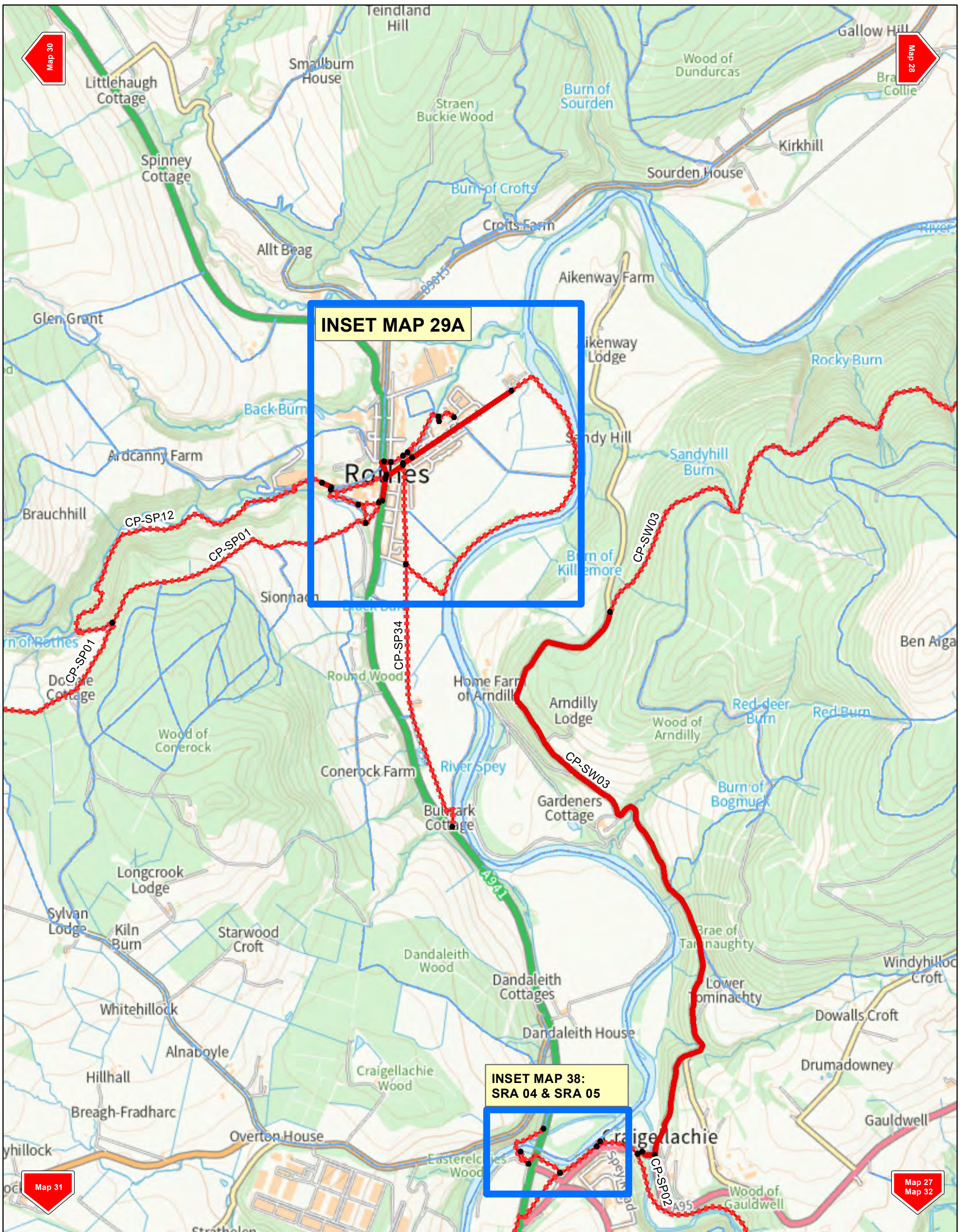Core Paths- Off road
Core Paths - Public roads/ Roadside paths
● Start Finish Points
Existing Paths
Core Paths outwith Moray
National Park Boundary
Moray Boundary

Moray Core Path Plan
Dufftown Inset Map

Scale: 1:7,000
Date: January 2024

moray council

Map 28

Moray Core Path Plan
Mulben Area (Speyside Way)

Layers

- ▬▬ Core Paths- Off road
- ▬▬ Core Paths - Public roads/ Roadside paths
- • Start Finish Points
- ▬▬ Existing Paths
- ▬▬ Core Paths outwith Moray
- ▬▬ National Park Boundary
- ▬▬ Moray Boundary

Scale: 1:50,000

Date: January 2024

Map labels (selected):

Map 13 / Map 14 / Map 15

Map 18

Map 26 / Map 27 / Map 32

Map 29

INSET MAP 15A

INSET MAP 29A

INSET MAP 32A

Inset Map 38-SRA03

Inset Map 38- SRA04 & SRA05

CP-EG52, CP-FB23, CP-FB15, CP-FB14, CP-FB16, CP-FB17, CP-SW03, CP-SP12, CP-SP01, CP-SP34, CP-SW04, CP-SP03, CP-SP02, CP-IW05, CP-IW07, CP-IW08, CP-IW09, CP-IW10, CP-IW11, CP-KT24

Dipple, Altonside, Rothes, Craigellachie, Mulben, Ben Aigan, Hill of Cairnty, Gallow Hill

Moray council

INSET MAP 29A

INSET MAP 38:
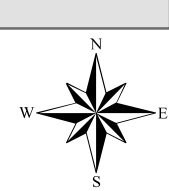SRA 04 & SRA 05
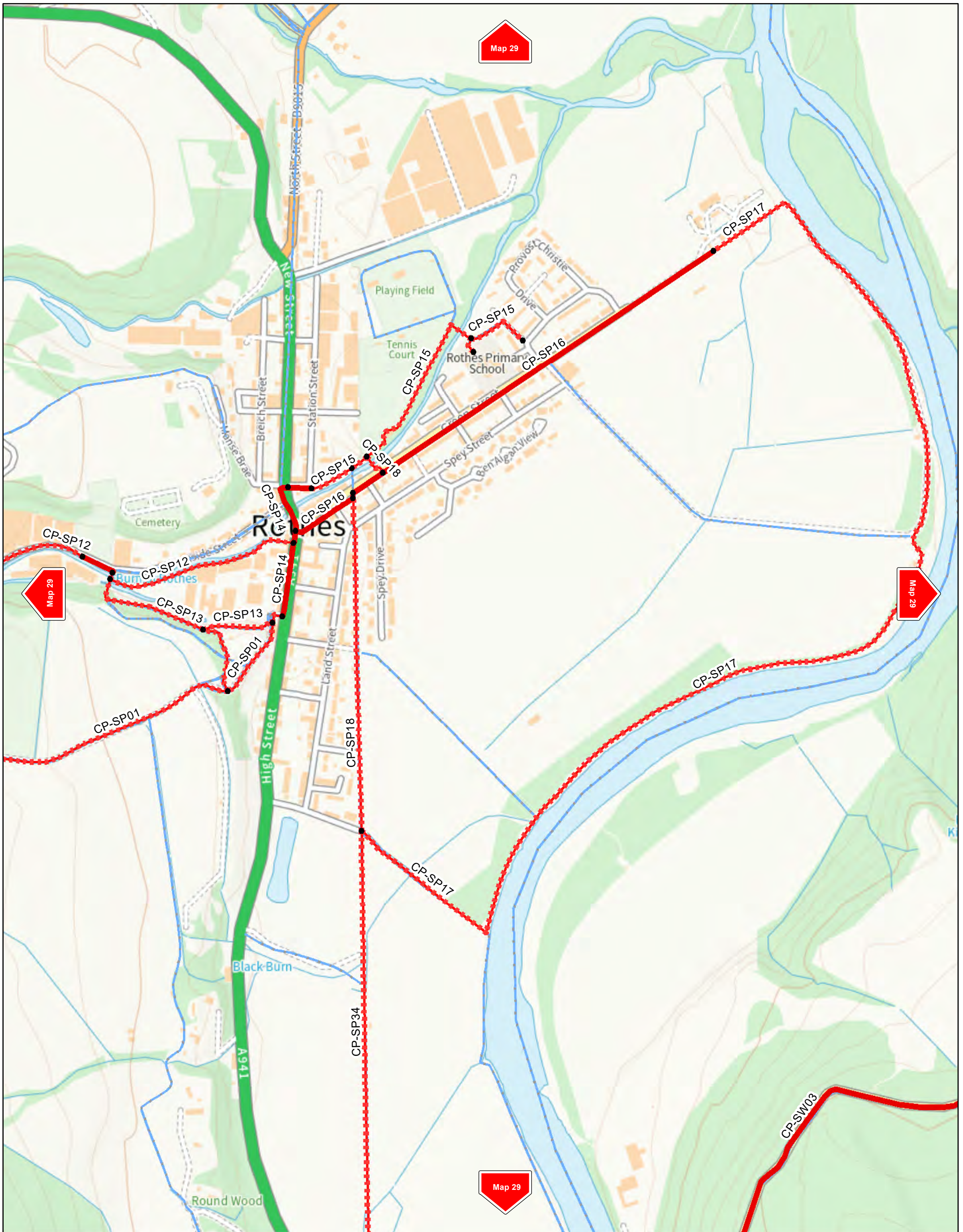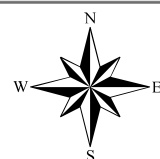
Map 30
Map 28
Map 31
Map 27 Map 32

Map 29

Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Moray Core Path Plan
Rothes Area

Scale: 1:20,000

Date: January 2024

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council

Map 29

Map 29A

Layers

Core Paths- Off road
Core Paths - Public roads/ Roadside paths
● Start Finish Points
Existing Paths
Core Paths outwith Moray
National Park Boundary
Moray Boundary

Moray Core Path Plan
Rothes Inset Map

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Scale: 1:6,000

Date: January 2024

CP-SP17
CP-SP15
CP-SP15
CP-SP16
Rothes Primary School
CP-SP18
CP-SP15
CP-SP16
CP-SP14
CP-SP14
CP-SP12
CP-SP12
CP-SP13
CP-SP13
CP-SP01
CP-SP01
CP-SP17
CP-SP18
CP-SP17
CP-SP34
CP-SW03

Rothes
Cemetery
Playing Field
Tennis Court
Burn of Rothes
Spey Street
Ben Aigan View
Spey Drive
Provost Christie Drive
High Street
New Street
Station Street
Breich Street
Manse Brae
Land Street
Black Burn
Round Wood
A941

Map 29
Map 29
Map 29
Map 29

Map 3

Map 5
Map 6
Map 10
Map 11

CP-EG01
CP-EG02
CP-EG05
CP-EG07
CP-EG73
CP-SP01
CP-EG75
CP-SP21
CP-SP22
CP-SP20
CP-SP36
CP-SP19
CP-SW04

Map 35

HIGHLAND
CORE PATHS PLAN
AREA

Map 29
Map 31
Map 32

Map 30

Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
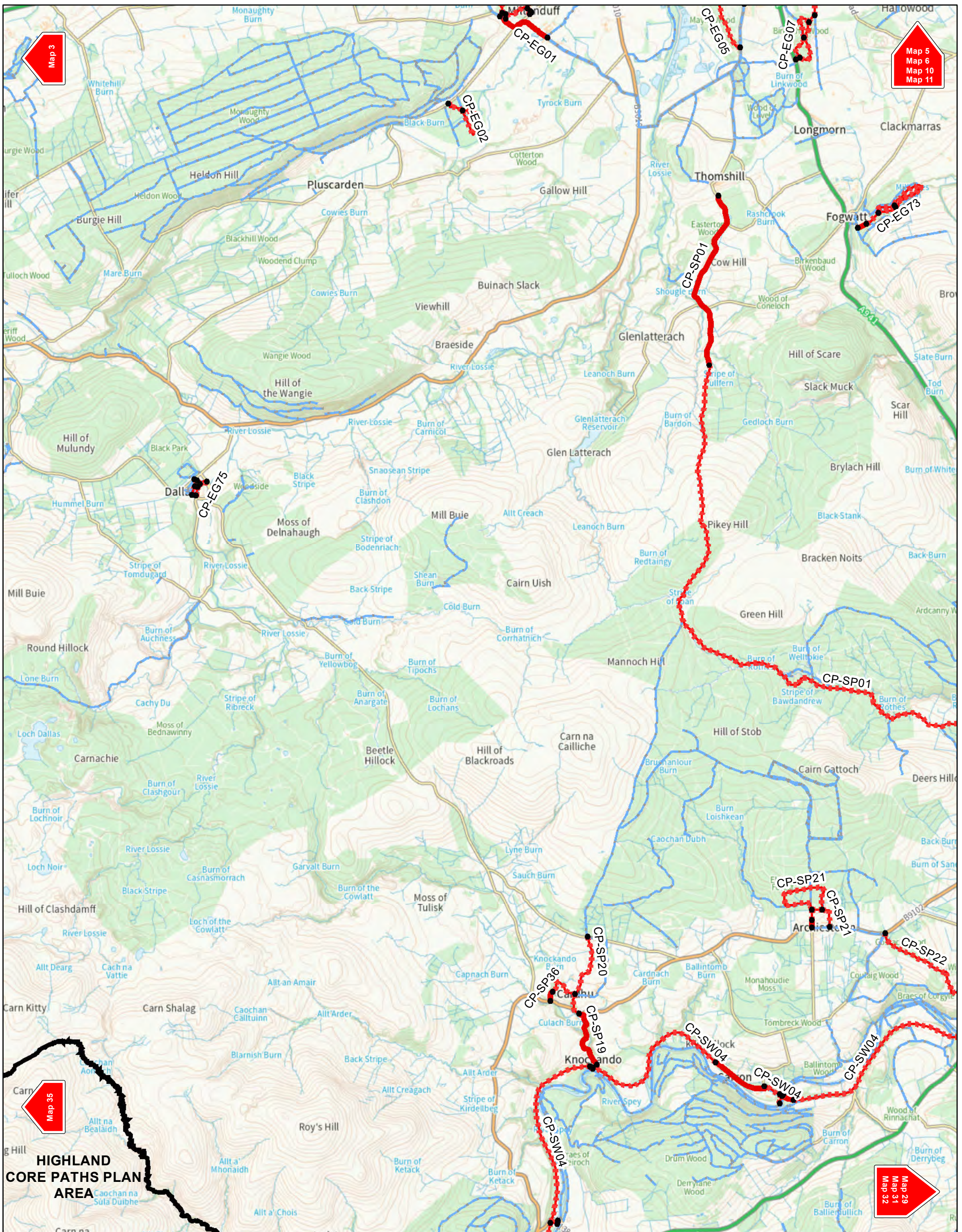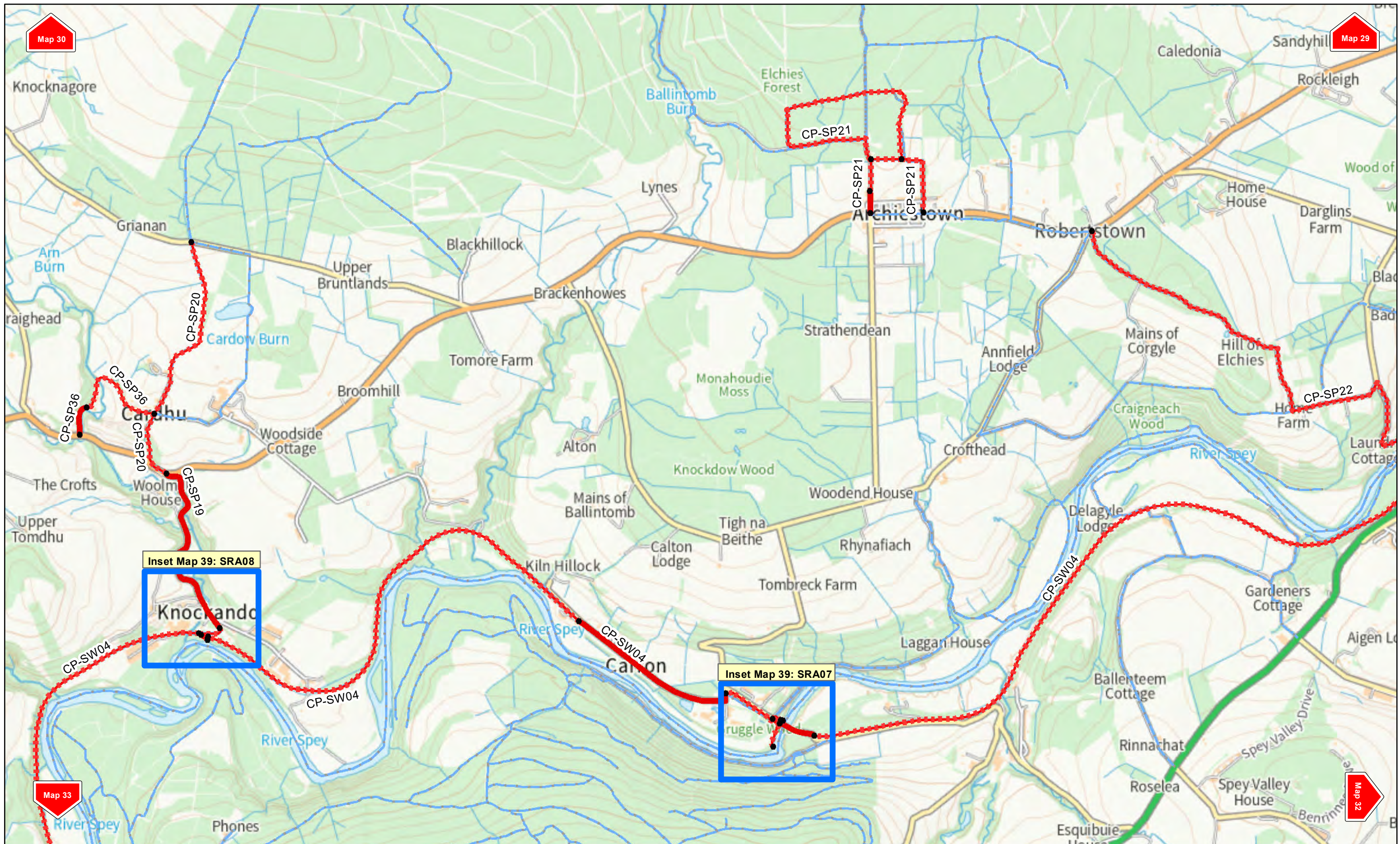- National Park Boundary
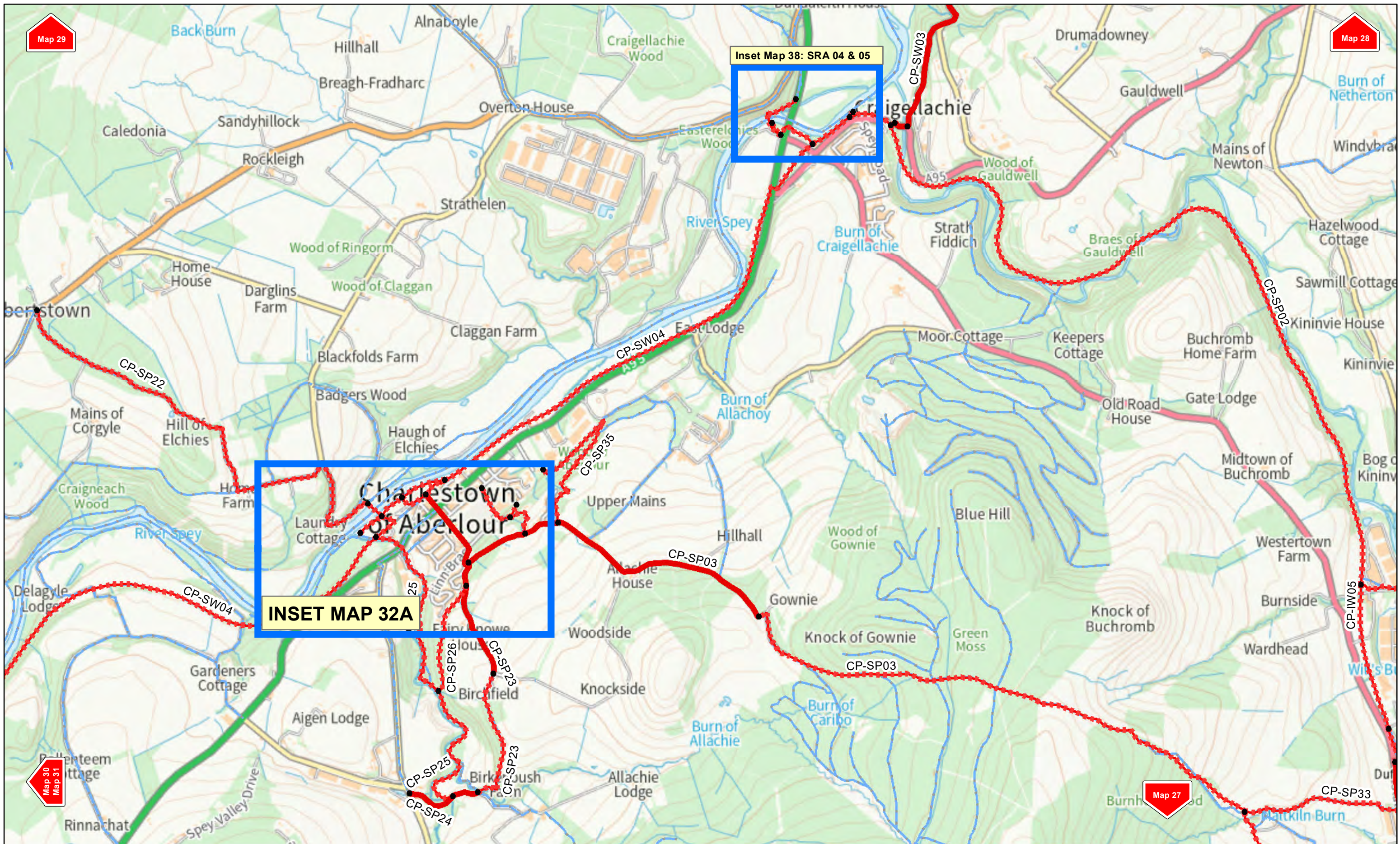- Moray Boundary

Moray Core Path Plan
Mannoch Area

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Scale: 1:60,000

Date: January 2024

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Moray Core Path Plan
Archiestown & Knockando Area

Scale: 1:20,000   Date: January 2024

Map 30

Map 29

Knocknagore

Caledonia

Sandyhill

Rockleigh

Ballintomb Burn

Elchies Forest

CP-SP21

CP-SP21

CP-SP21

Wood of

Home House

Darglins Farm

Lynes

Archiestown

Robertstown

Grianan

Arn Burn

CP-SP20

Upper Bruntlands

Blackhillock

Brackenhowes

Strathendean

Annfield Lodge

Mains of Corgyle

Hill of Elchies

Blac

Bad

raighead

Cardow Burn

CP-SP36

CP-SP36

Cardhu

CP-SP20

Tomore Farm

Broomhill

Woodside Cottage

Monahoudie Moss

Craigneach Wood

CP-SP22

Home Farm

River Spey

Laun Cottag

The Crofts

CP-SP36

CP-SP20

Woolm House

CP-SP19

Upper Tomdhu

Alton

Mains of Ballintomb

Knockdow Wood

Woodend House

Crofthead

Delagyle Lodge

Inset Map 39: SRA08

Knockando

Calton Lodge

Tigh na Beithe

Rhynafiach

CP-SW04

Gardeners Cottage

Aigen Lo

Kiln Hillock

River Spey

CP-SW04

CP-SW04

Tombreck Farm

Laggan House

Ballenteem Cottage

CP-SW04

Inset Map 39: SRA07

ruggle W

Rinnachat

CP-SW04

River Spey

Calton

Roselea

Spey Valley House

Phones

River Spey

Esquibuie House

Map 33

Map 32

Spey Valley Drive

Benrinne

Layers

- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
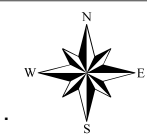- National Park Boundary
- Moray Boundary

Map 31

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Map labels and text:

Map 29 • Map 28

Inset Map 38: SRA 04 & 05

INSET MAP 32A

Moray Core Path Plan
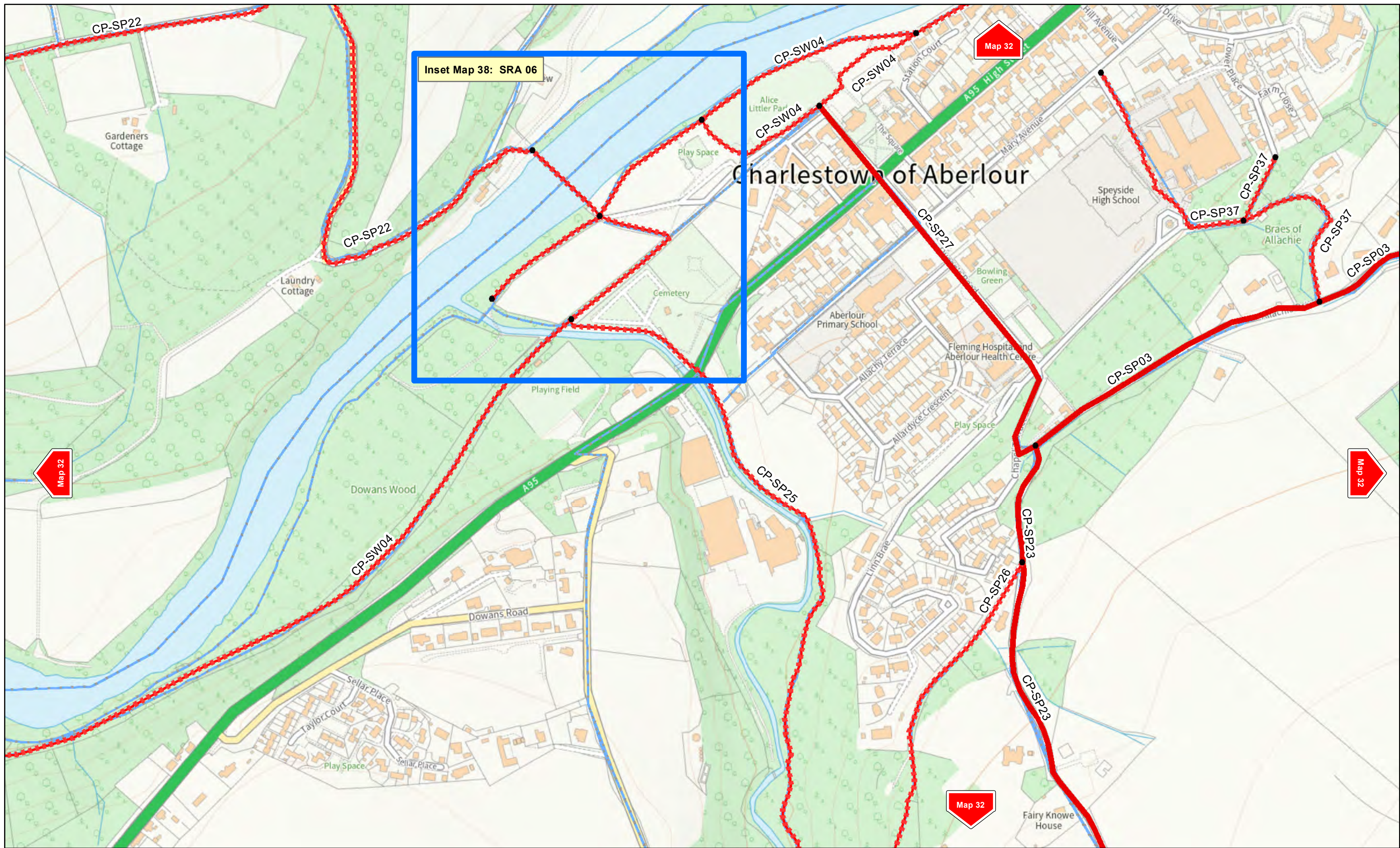**Charlestown of Aberlour and Craigellachie Area**

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Map 32

Layers
Core Paths- Off road
Core Paths - Public roads/ Roadside paths
● Start Finish Points
Existing Paths
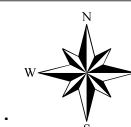Core Paths outwith Moray
National Park Boundary
Moray Boundary

Place names and path references (selection):
Back Burn, Alnaboyle, Craigellachie Wood, Drumadowney, Hillhall, Breagh-Fradharc, Overton House, Gauldwell, Burn of Netherton, Sandyhillock, Caledonia, Rockleigh, Strathelen, Easterelchies Wood, Craigellachie, Mains of Newton, Windybra, Wood of Gauldwell, River Spey, Burn of Craigellachie, Strath Fiddich, Braes of Gauldwell, Hazelwood Cottage, Wood of Ringorm, Home House, Darglins Farm, Wood of Claggan, Claggan Farm, East Lodge, CP-SW04, Moor Cottage, Keepers Cottage, Sawmill Cottage, Kininvie House, CP-SP02, Kininvie, Badgers Wood, Haugh of Elchies, CP-SP22, Mains of Corgyle, Hill of Elchies, Blackfolds Farm, Burn of Allachoy, Buchromb Home Farm, Old Road House, Gate Lodge, CP-SP35, Craigneach Wood, Home Farm, Charlestown of Aberlour, Upper Mains, Hillhall, Blue Hill, Midtown of Buchromb, River Spey, Laundry Cottage, Wood of Gownie, Kininvie, Delagyle Lodge, CP-SW04, Allachie House, CP-SP03, Gownie, Knock of Buchromb, Westertown Farm, CP-IW05, Gardeners Cottage, Fairy Knowe, Woodside, Knock of Gownie, Green Moss, Burnside, Wardhead, Aigen Lodge, CP-SP26, CP-SP23, Knockside, CP-SP03, Burn of Caribo, CP-SP25, CP-SP23, Birch Bush, Allachie Lodge, Burn of Allachie, Du, Ballenteem Cottage, Map 30 Map 31, Rinnachat, Spey Valley Drive, CP-SP24, Birk Bush Farm, Allachie Lodge, Map 27, Burn, CP-SP33, Mattkiln Burn

N W E S compass

Inset Map 38: SRA 06

Map 32

Charlestown of Aberlour
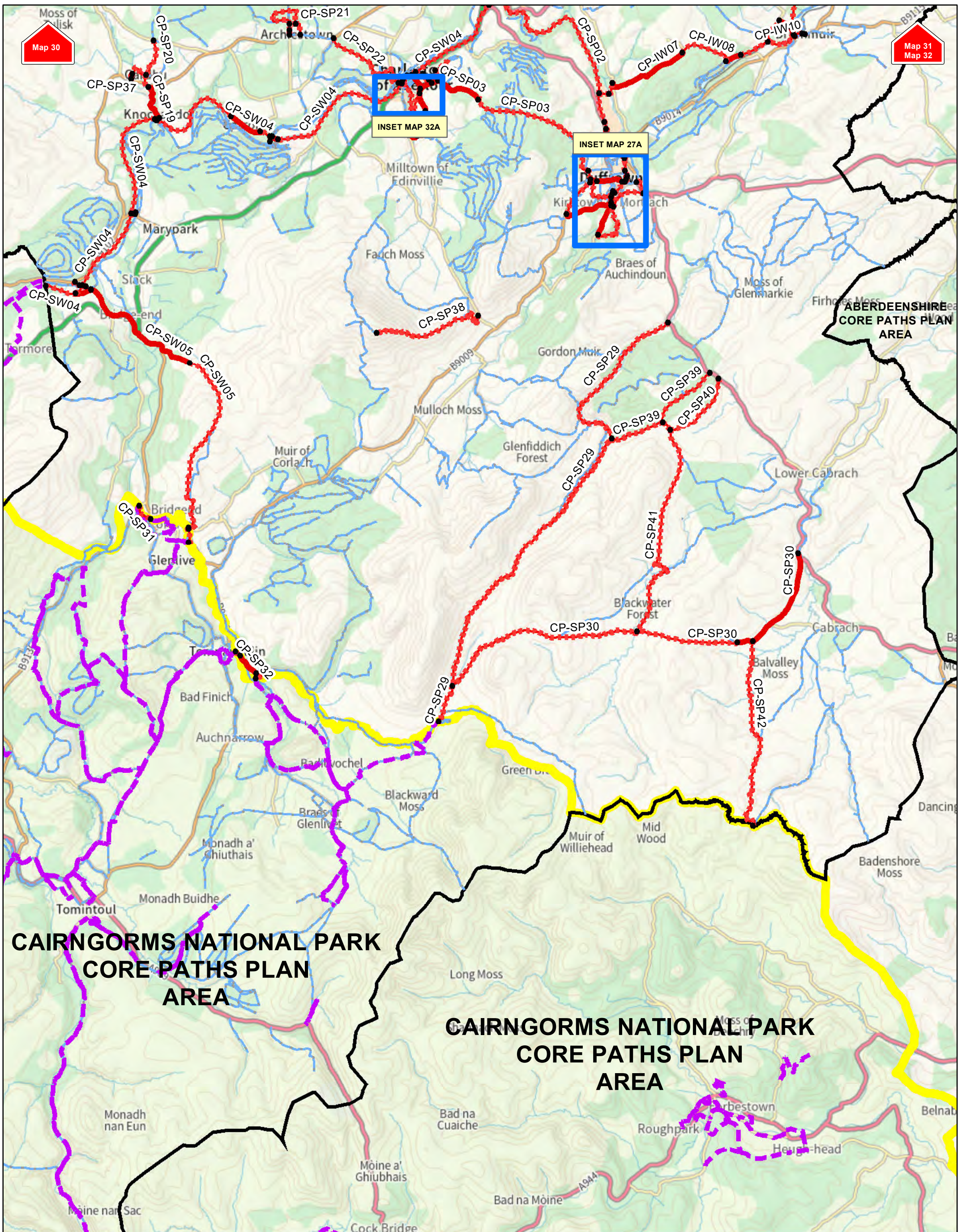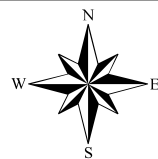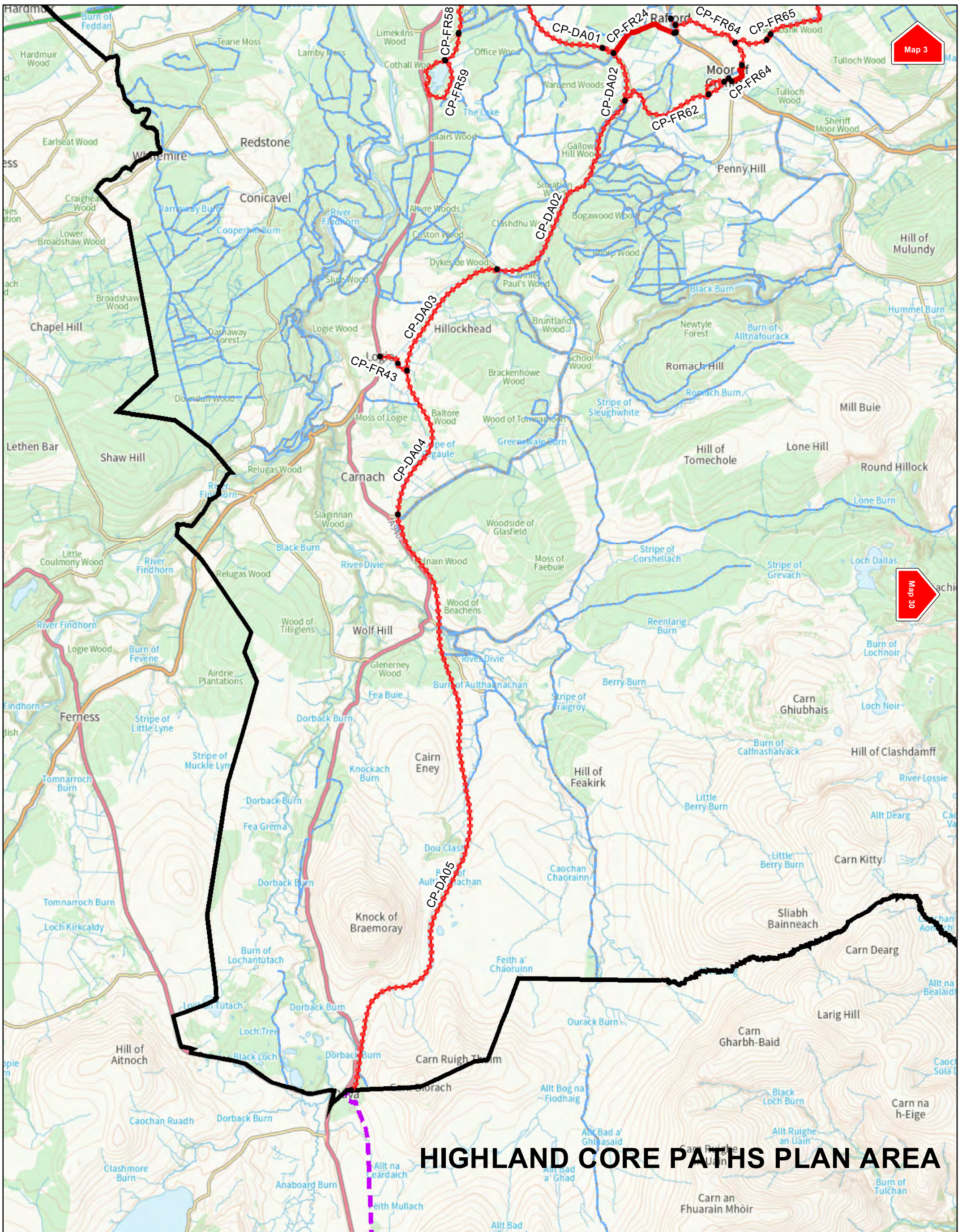
Moray Core Path Plan
Aberlour Inset Map

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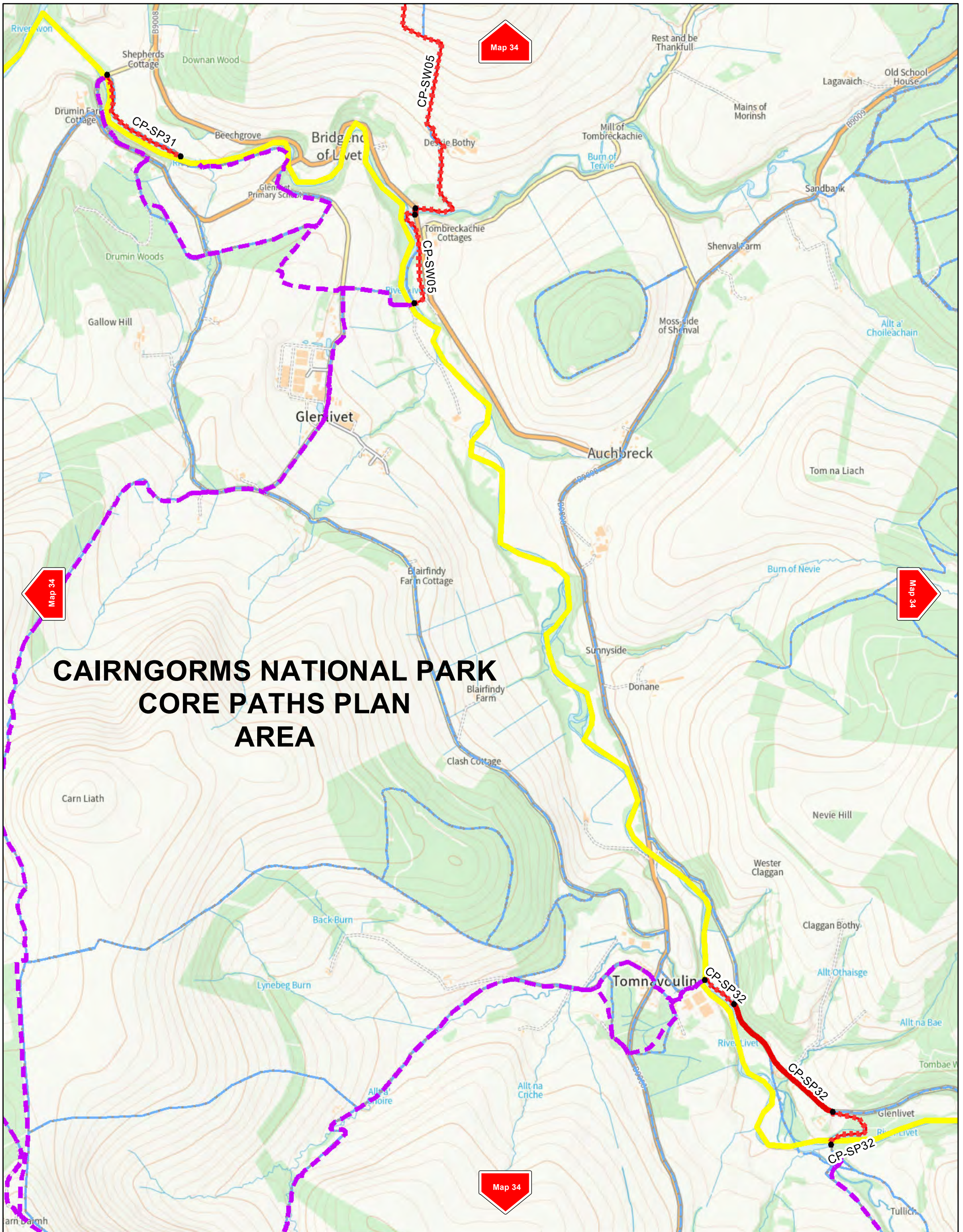
Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Map 32A
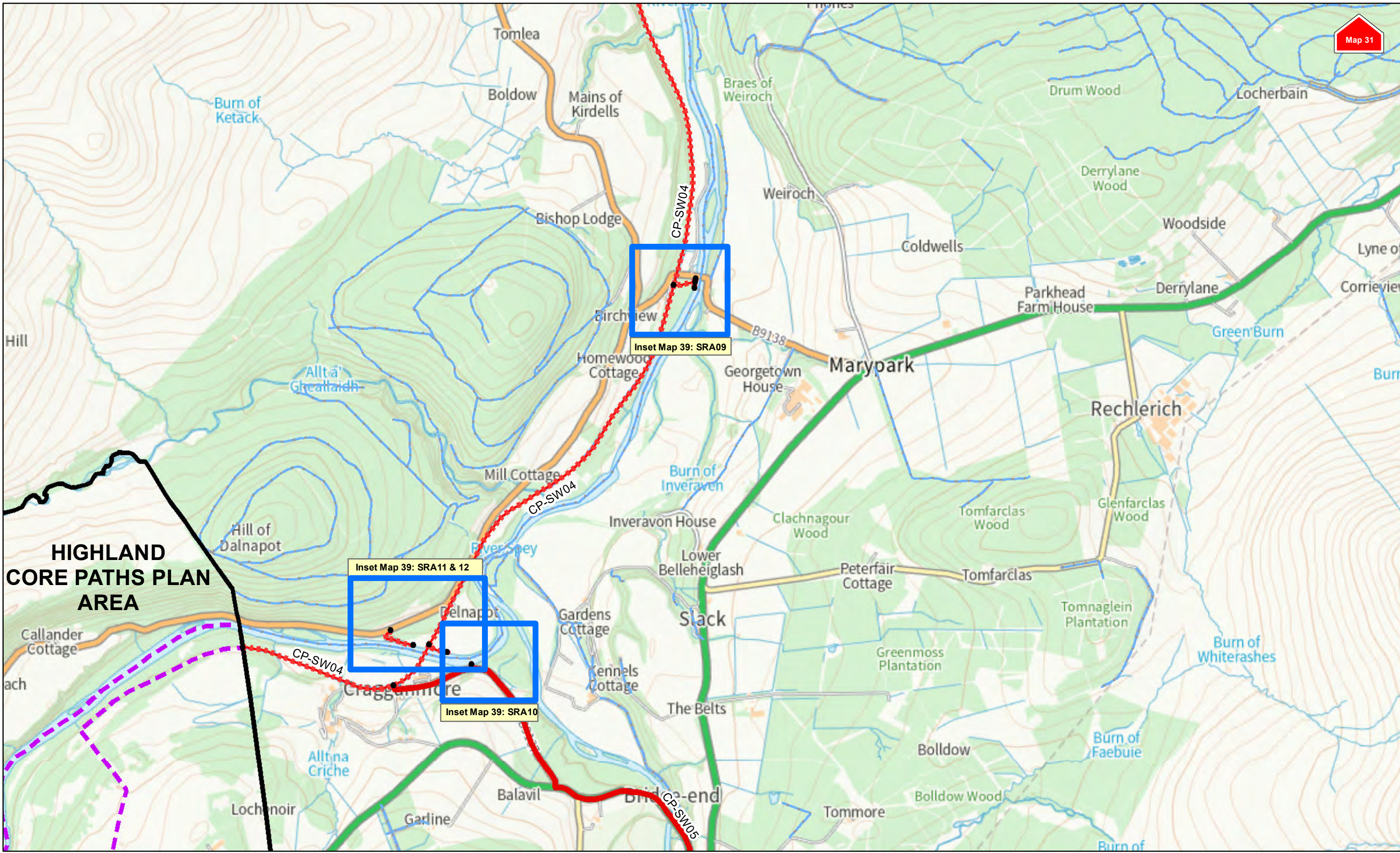
Moray Core Path Plan
Ballindalloch Area

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Map 33

HIGHLAND CORE PATHS PLAN AREA

Inset Map 39: SRA09

Inset Map 39: SRA11 & 12

Inset Map 39: SRA10

Map 31

Map 30

Map 31
Map 32

CP-SP21
Archiestown
CP-SP22
CP-SW04
CP-SP20
CP-SP37
CP-SP19
CP-IW07
CP-IW08
CP-IW10
CP-SP02
CP-SW04
CP-SP03
CP-SP02
CP-SP03
INSET MAP 32A
Knockando
CP-SW04
CP-SP03
INSET MAP 27A
Dufftown
Kirktown
Mortlach
CP-SW04
Milltown of
Edinvillie
Marypark
Stack
Fauch Moss
Braes of
Auchindoun
Moss of
Glenmarkie
Firhbes Moss
ABERDEENSHIRE
CORE PATHS PLAN
AREA
CP-SW04
CP-SP38
Tormore
CP-SW05
CP-SW05
B9009
Mulloch Moss
Gordon Muir
CP-SP29
CP-SP39
CP-SP40
Lower Cabrach
Muir of
Corlach
Glenfiddich
Forest
CP-SP29
CP-SP39
CP-SP30
Bridgeand
CP-SP31
CP-SP41
Blackwater
Forest
CP-SP30
Cabrach
Glenlive
CP-SP29
CP-SP30
CP-SP30
Balvalley
Moss
CP-SP32
Bad Finich
Auchnarrow
CP-SP42
Bad
vochel
Green B
Muir of
Williehead
Mid
Wood
Badenshore
Moss
Blackward
Moss
Braes of
Glenlivet
Monadh a'
Chiuthais
Monadh Buidhe
Long Moss
Tomintoul

CAIRNGORMS NATIONAL PARK
CORE PATHS PLAN
AREA

CAIRNGORMS NATIONAL PARK
CORE PATHS PLAN
AREA

Monadh
nan Eun
Bad na
Cuaiche
Bad na Moine
rbestown
Roughpark
Heun-head
Belnab
Môine a'
Ghiubhais
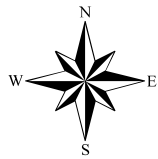Moine nan Sac
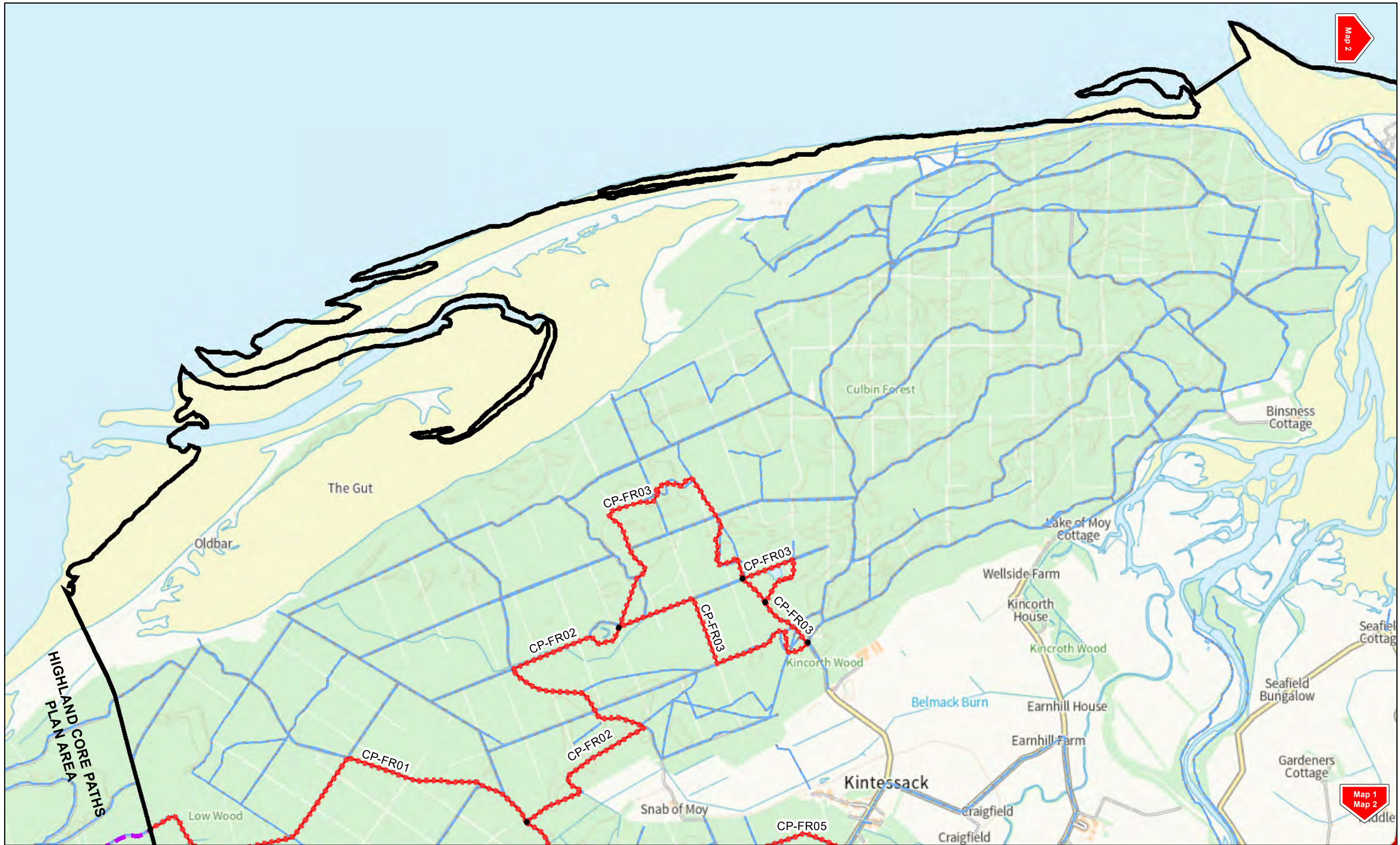Cock Bridge
A944
Dancing

Map 34

Layers
- ···· Core Paths- Off road
- ▬ Core Paths - Public roads/ Roadside paths
- ● Start Finish Points
- ── Existing Paths
- ── Core Paths outwith Moray
- ── National Park Boundary
- ── Moray Boundary

Moray Core Path Plan
Cabrach Area

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Scale: 1:99,000

Date: January 2024

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Map 3

HIGHLAND CORE PATHS PLAN AREA

Map 35

Layers

Core Paths- Off road
Core Paths - Public roads/ Roadside paths
Start Finish Points
Existing Paths
Core Paths outwith Moray
National Park Boundary
Moray Boundary

Moray Core Path Plan
Dava Way

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Scale: 1:55,000

Date: January 2024

Map 34

CP-SW05

Map 34

Map 34

CP-SP31

CP-SW05

CAIRNGORMS NATIONAL PARK
CORE PATHS PLAN
AREA

CP-SP32

CP-SP32

CP-SP32

Map 34

Map 36

Layers

- ┅┅ Core Paths- Off road
- ▬▬ Core Paths - Public roads/ Roadside paths
- ● Start Finish Points
- ── Existing Paths
- ┅┅ Core Paths outwith Moray
- ── National Park Boundary
- ▭ Moray Boundary

**Moray Core Path Plan
Glenlivet Area**

Scale: 1:16,000

Date: January 2024

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Map labels:
- Map 2
- Binsness Cottage
- Culbin Forest
- Lake of Moy Cottage
- Wellside Farm
- Kincorth House
- Seafiel Cottage
- Kincroth Wood
- The Gut
- CP-FR03
- CP-FR03
- CP-FR03
- CP-FR03
- Oldbar
- Kincorth Wood
- Seafield Bungalow
- Belmack Burn
- Earnhill House
- CP-FR02
- CP-FR02
- Earnhill Farm
- HIGHLAND CORE PATHS PLAN AREA
- Gardeners Cottage
- CP-FR01
- Kintessack
- Map 1 / Map 2
- Low Wood
- Snab of Moy
- CP-FR05
- Craigfield
- Craigfield

Moray Core Path Plan
Culbin Sands Area
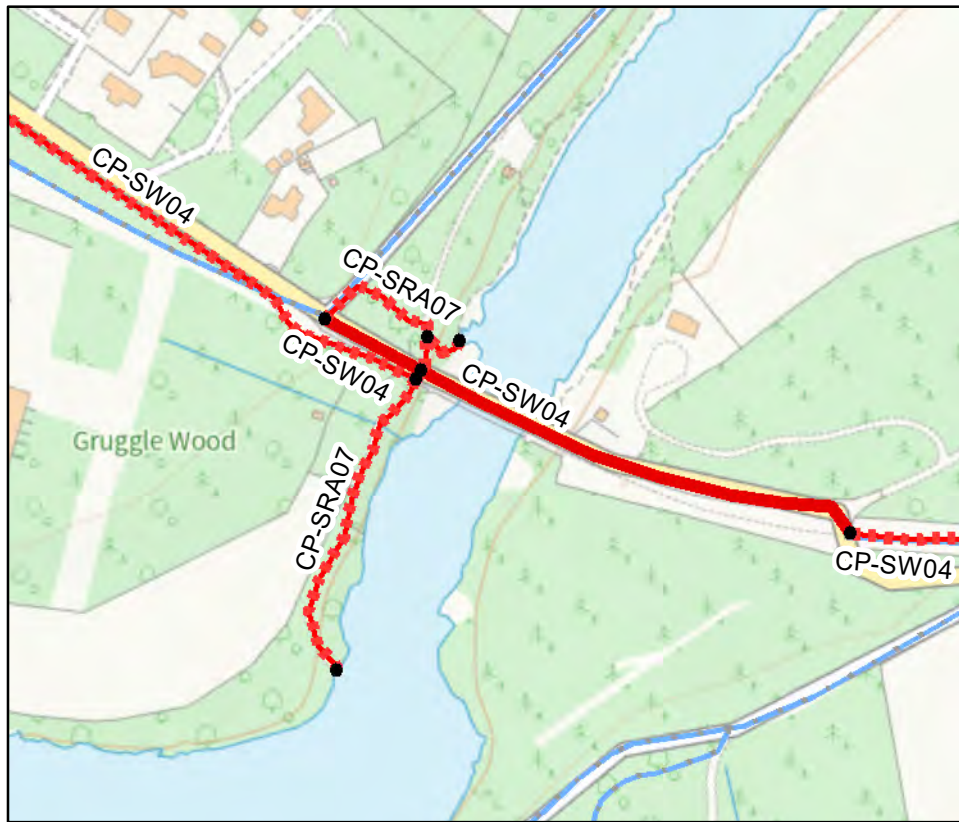
Scale: 1:23,000   Date: January 2024

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Map

37

Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

SRA 01: Spey Bay (Tugnet) Scale 1:3,000
For wider view see maps 12 & 16.
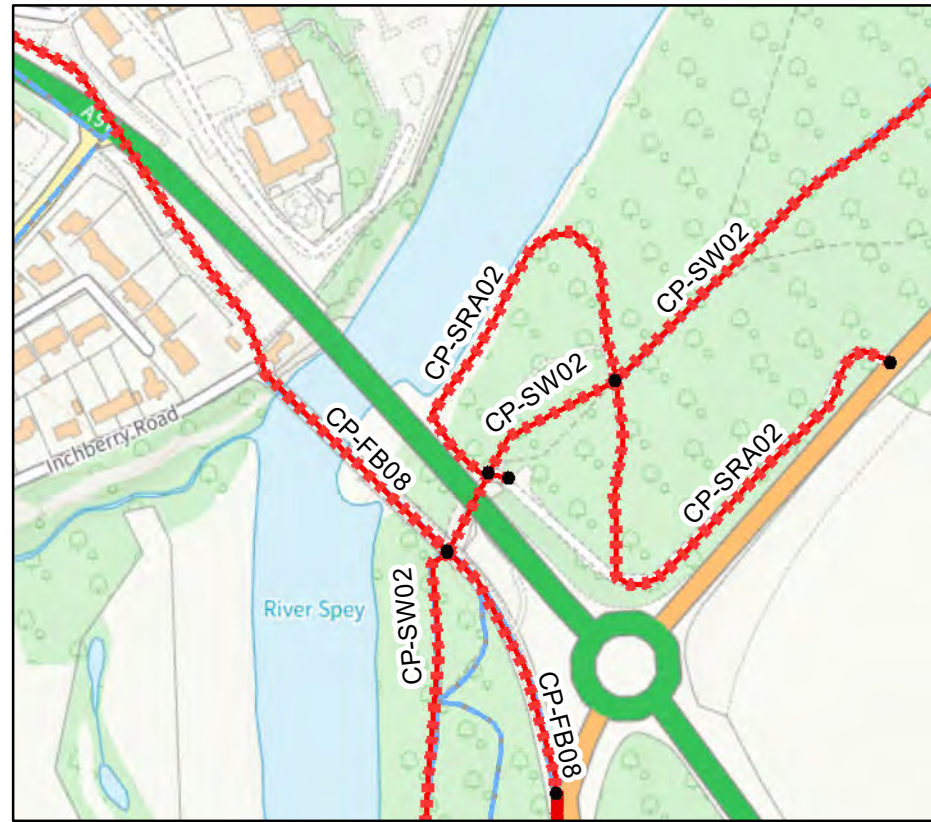
SRA 02: Fochabers Bank Scale 1:4,000
For wider view see map 15A.
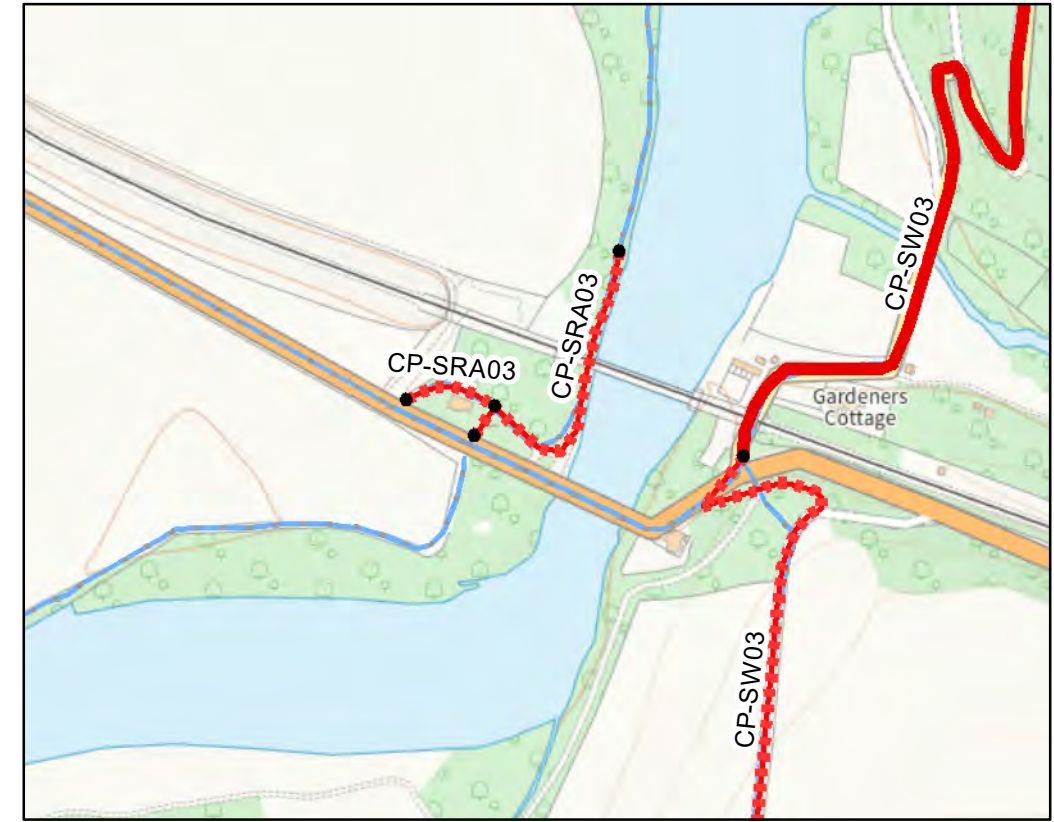
SRA 03: Boat O'Brig Scale 1:4,000
For wider view see map 28.
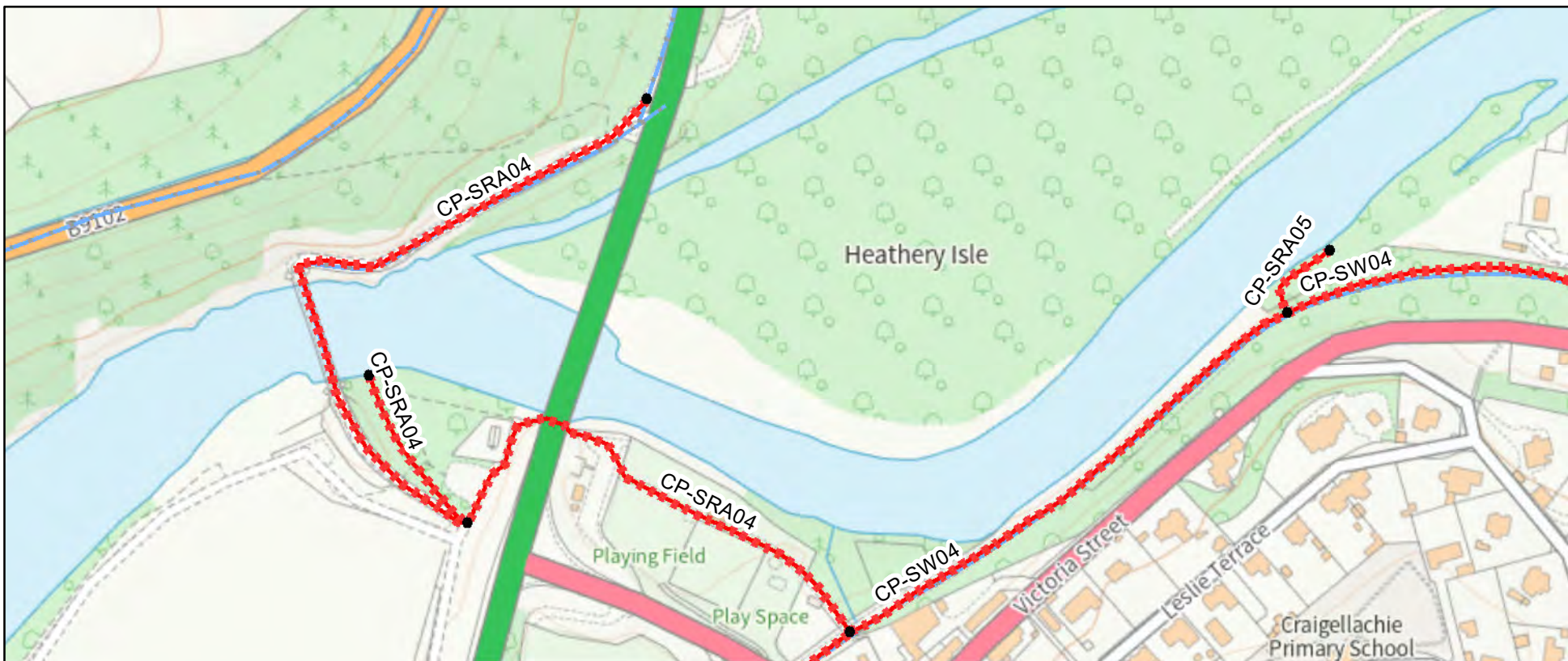
SRA 04 & 05: Craigellachie East & Craigellachie West Scale 1:3,000
For wider view see maps 28 & 32.

SRA 06: Aberlour Bank Scale 1:3,000
For wider view see map 32A.

Moray Core Path Plan
River Spey Access/ Egress Points: Inset Maps SRA 1- SRA 6

Date: January 2024

Map 38

Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- • Start Finish Points
- Existing Paths
- Core Paths outwith Moray
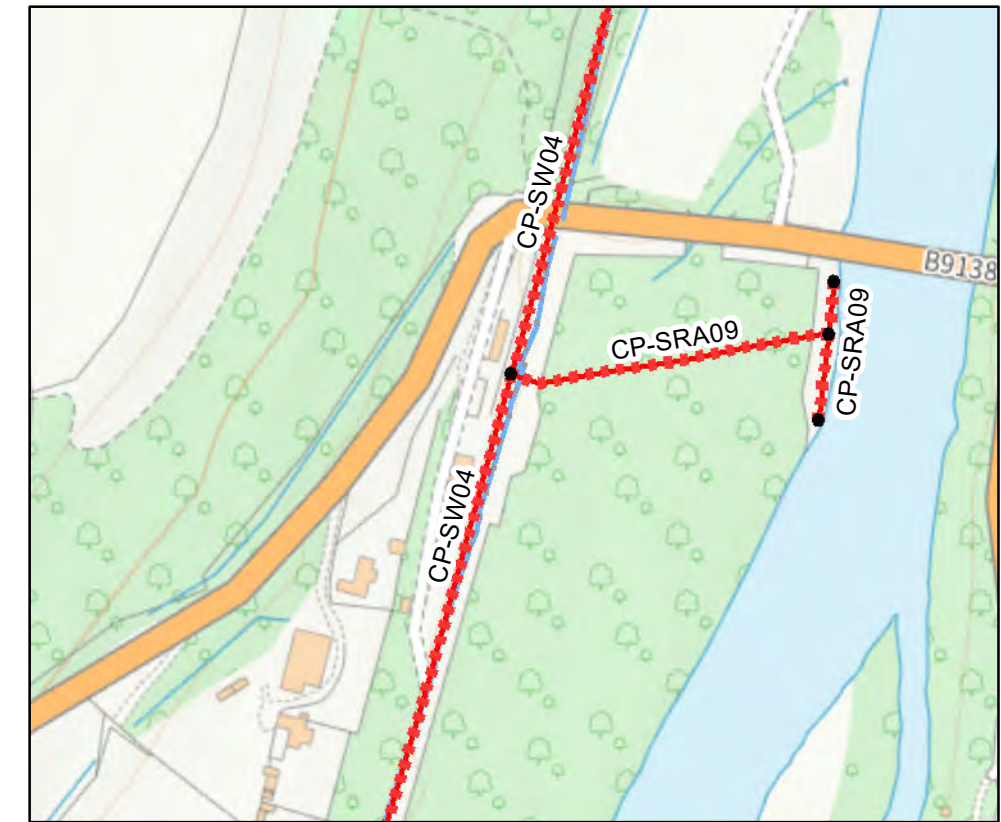- NationalParkBoundary
- Moray Boundary

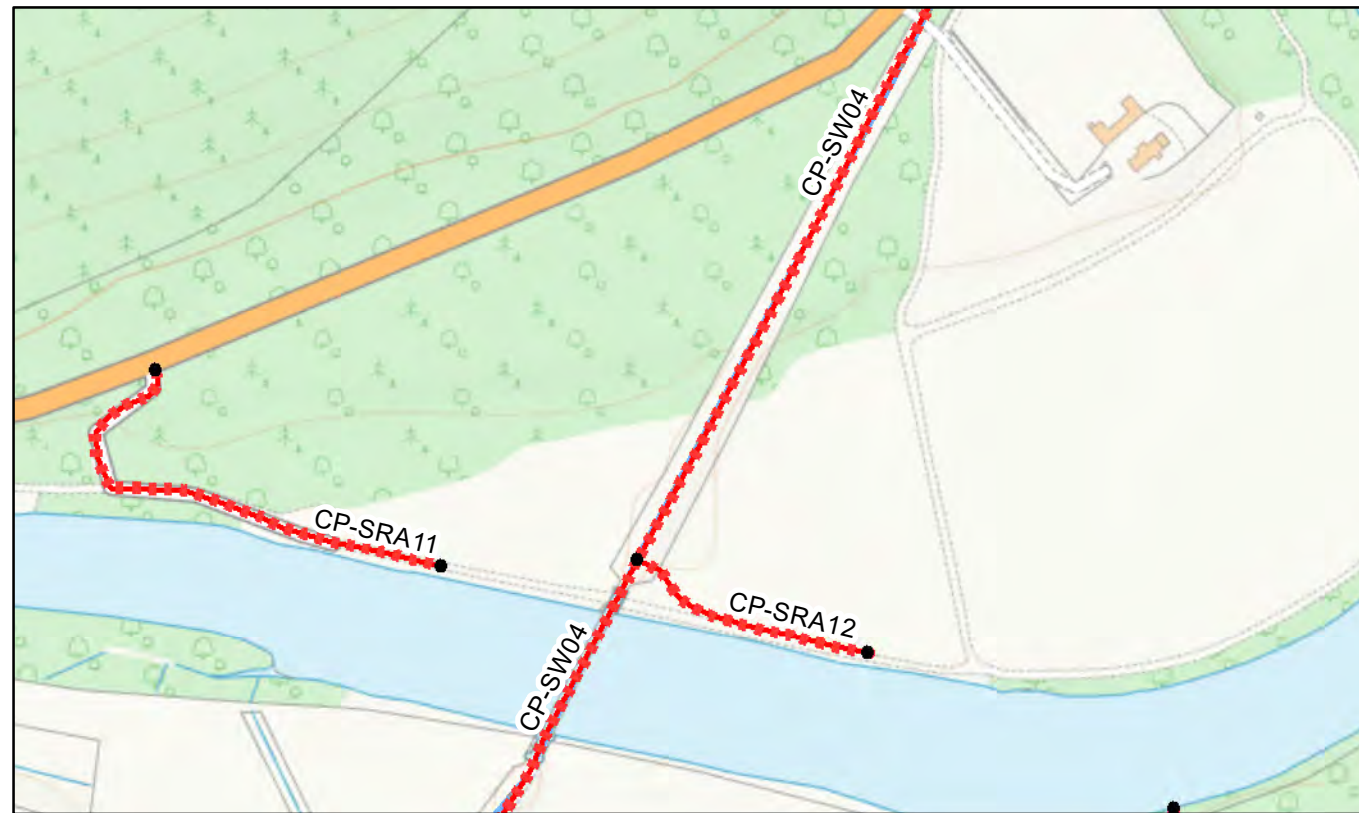## SRA 07: Carron
Scale 1:3,500
For wider view see map 31

Labels: CP-SW04, CP-SRA07, CP-SW04, CP-SW04, CP-SRA07, CP-SW04, Gruggle Wood

SRA 08: Knockando - Tamdhu
Scale 1:2,500
For wider view see map 31

Labels: Knockando, CP-SP19, CP-SW04, CP-SP19, CP-SRA08, CP-SW04

SRA 09: Blacksboat Bridge
Scale 1:3,000
For wider view see map 33

Labels: CP-SW04, CP-SRA09, CP-SRA09, CP-SW04, B9138

SRA10: Cragganmore
Scale 1:2,500
For wider view see map 33

Labels: CP-SRA12, CP-SRA10, CP-SW05, CP-SW05

SRA11 & 12: Delnapot (Bridge), & Ballindalloch (main access)
Scale 1:3,500
For wider view see map 33

Labels: CP-SW04, CP-SRA11, CP-SRA12, CP-SW04

Moray council

Layers
- Core Paths- Off road
- Core Paths - Public roads/ Roadside paths
- Start Finish Points
- Existing Paths
- Core Paths outwith Moray
- National Park Boundary
- Moray Boundary

Map 39