



LOCH LEVEN
HERITAGE TRAIL



Walk 1. Kinross Pier to Mary's Gate

Distance : 2 1/2 km

Access : from Kinross Pier, Kirkgate Park, Mary's Gate

Facilities : parking is available at Kinross Pier and Kirkgate Park. There is limited on-street parking in Sunnypark, Kinross, for those wishing to follow the footpath along the Ury Burn to join this walk at Mary's Gate. There are cafes and toilets in Kinross, or at the Bistro, Kinross Pier (seasonal opening)

Circular walk : It is possible to complete the walk by footpath along the Ury Burn to the Muirs, and then the High Street, Kinross, back to the Pier or Kirkgate Park. A longer walk, The Mary's Gate Route, links Sunnypark, Burleigh Sands and Milnathort. Leaflet of complete heritage trail can be found at www.lochlevenheritagetrail.com/trailleaflet.pdf



Points of Interest

The trail begins at the historic Pier in Kinross (1), which is also the setting-off point for trout fishing excursions and boat trips to Castle Island.



The path winds through Kirkgate Park and past the old graveyard, with its watchtower (2) depicting the use as a lookout for body snatchers.



From here on, the trail passes through wildlife sensitive areas, so please go quietly and keep your dog under close control.

At the end of the churchyard, pause to admire the panoramic view of Castle Island (3) where Mary Queen of Scots was imprisoned.



Look out for the impressive 'Fish Gate' (4) as the path skirts around Kinross House and Gardens.

On entering the woods, a spur path leads to a hide nestling amongst the reeds



where you can enjoy a spot of bird watching (5).



Further along the Trail, look for Mary's Ponds (6) where viewing platforms allow closer glimpses of waterlife. The Trail, now winding between marshy areas with native willow, alder and hazel, leads to a fork in

the pathway. Turn right to cross the Ury Burn and continue towards Burleigh Sands.



Turn left, passing Mary's Gate (7) (built in the 19th century on the northern boundary of Kinross Estate) to complete a circular walk through the town.

