

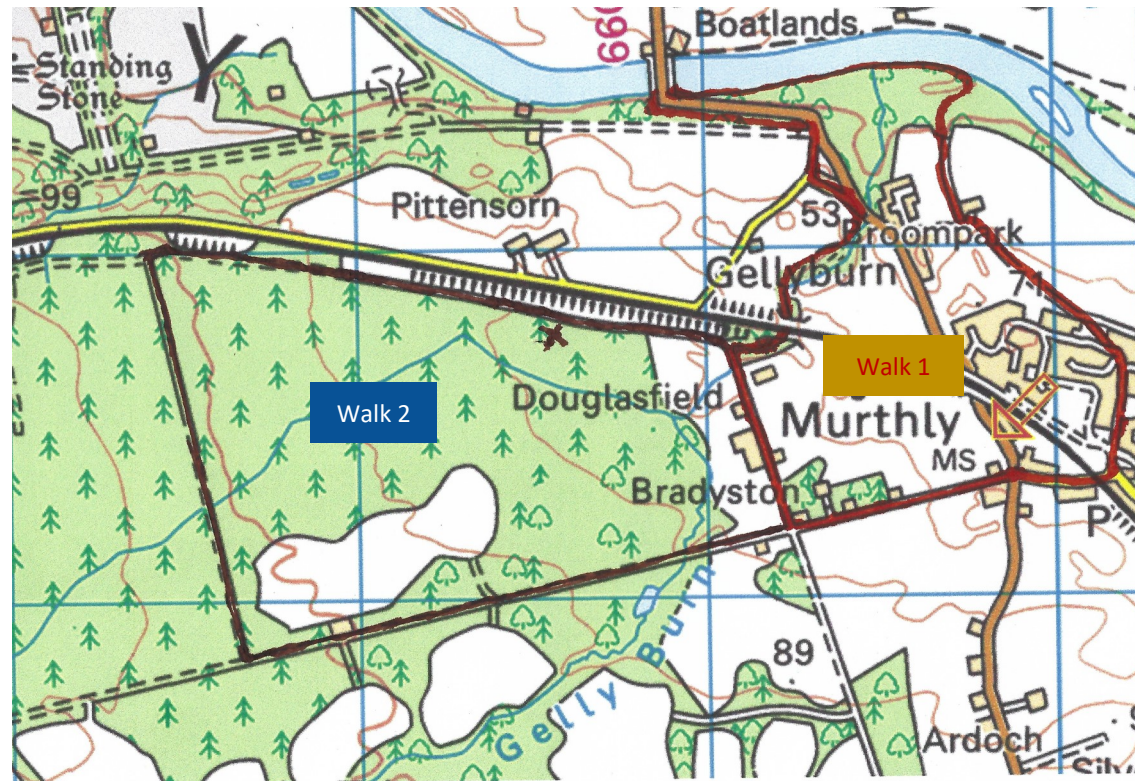
Farm. There are spacious views to the north and west as the land drops away towards the river. At the end of the track cross over to the entrance to the Scottish Water 'facility'. Pedestrian gates at either end allow access to Gelly Den and the river. Follow the track to stepping stones over the Gellyburn. The river is straight ahead.

Head upstream to Caputh Bridge, where you will find steps. The bridge was completed in 1993, and replaced Victoria Bridge dating from 1887 which, in turn, replaced the chain ferry. It was on this stretch of water that Miss Georgina Ballantyne hooked and landed her record-breaking 64lb salmon in 1922.



At the top of the steps you have a choice of either a short but very steep climb up to the castle drive or following the pavement beside the B9099 up to the gates. From these gates follow a short track past the car park to the Five Oaks. Head left past Gelly Cottage, originally the home of the quarry manager, and Farina Cottage. Note the old water pump.

Take the gated entrance on the right onto Lantern Drive. The Gellyburn Quarry was on the other side of the burn. Completely overgrown, it's hard now to imagine the huge amount of stone cut from here. Enough to build Dunkeld Bridge (1809) and its 16th century predecessor; as well as the



New Castle, the Malakoff Arch, and many other substantial properties on the estate.

At the top of the drive you have the choice of completing this walk, turning left, or taking Walk 2 (in reverse) going right.

Head for Douglasfield farm. This is a livestock farm and dogs should be leashed from this point. If the gates are closed there will be a good reason. Please respect this. (It doesn't happen often.) Once past the farm turn left at the junction. There will be farm traffic, mostly tractors and trailers. Another good reason for keeping any dogs under close control.

On the left is Bradystone House and garden. Just before the crossroads, note the church on the right. Murthly Mission Church was opened in 1913, and closed in 1986.

Walk 2: The Great Drive & Witches Stone

Length: 7.km. or 9900 steps. Total elevation: 47m. Moderate walking.

From the crossroads head west along Douglasfield Road. This is a private road, formerly the start of the Great Drive that took the long way round to the castle. To spectacular effect. At the junction, go straight ahead along the unmetalled track. (Occasionally, this track might be blocked while cattle are being moved.) The track rises steadily.

The large irregularly shaped fields, or parks, on either side – Big Walton, Little Walton, Boar Park etc – were originally enclosed by ha-has, and are well sheltered. Big Walton got its name from the old settlement of Welltoun. This land, formerly the estate of New Delvin, was only acquired by the Stewarts in 1820 and already had a character of its own.

The Great Drive takes a sharp right, heading north on another long straight. After 1858, visitors would have noticed a strange structure looming larger and larger as they approached: The Malakoff Arch.



Built by Sir William Drummond Stewart, it served the dual purpose of adding an imposing feature to the skyline when looking south from Murthly Castle, and of commemorating his son and heir's bravery during the Crimean War. During its construction, Captain William George Drummond Stewart of the 93rd Highlanders went one better and was awarded the V.C. in India, helping to suppress the Sepoy Mutiny. If news of this had reached home sooner we might be talking of the Lucknow Arch.

The Arch offered a spectacular view of the castles below and the hills to the west through the Birnam Gap. However, it had other features: a two storey apartment in each leg ; and a dance hall in the crosspiece for estate workers. It was requisitioned during WWII and used as a billet for lumberjacks from Newfoundland. Post-war, the estate could not afford its upkeep so the Arch was demolished in 1951.

Turn right onto one of the oldest roads on the estate, linking Douglasfield with Kingswood. At the second track on the right you will find the Witches Stone, about 50m in on the left. (X marks the spot on the map.) A big rock where witches buried their gold. Leaving a ferocious black dog to guard it. As you do. There are some marks on the rock which the

superstitious tell you are the prints of this hellhound's paws. Notice the hole drilled part way through the rock? That marks the very real attempt by the Cameron boys to get to the bottom of the tale. Sometime in the early 1850s. They were about to fill it with blasting powder when their father, John, the local schoolteacher caught them. No black dog for them, just a skelp on the lug. The most exciting thing about the 'paw prints' is that they are cup marks, and probably Neolithic. This stone has been a focus of attention for a very long time.



At the sign-posted junction you follow Walk 1 back to the crossroads. Please keep dogs leashed as you go through the farm.

Covid-19

Physical distancing is crucial when outdoors. Be prepared to slow down or stop to help keep your distance.

Leaflet © Murthly History Group.

info@murthly.scot

www.murthly.scot

MURTHLY WALKS



Walk 1: Tay and Back

Length: 5.3km or 7,500 steps. Total elevation: 63m. Moderate walking with two steep sections.

A circular meander through the grounds of the old asylum and down to the River Tay, returning via the castle drive and Gellyburn Quarry through Douglasfield Farm.

Starting from the crossroads, go east along Station Road to the level crossing. On the right is Lilac Cottage, the first house to be built in the village, then known simply as Murthly Station, in 1861. Murthly station was closed by Dr Beeching in 1965.

Once across the railway turn left into Druid's Park. This was the main entrance to the Perth & District Asylum for Pauper Lunatics, which opened its doors on 1st April 1864.

Go straight along the main drive. Opposite Tuke Lodge a short passage leads to the stone circle which, mistakenly, gives the park its name. Returning to the avenue, continue until you see a track leading out of the park. This will take you to Broompark