

CULZEAN COUNTRY PARK (Easy)



What you'll see: Beaches, gardens, woodland and the glory of the castle itself

CULZEAN Castle is a magical location which repays repeated visits.

The estate is extensive and varied with areas of formal and informal garden, ornamental and wilderness ponds, cliff-top paths and rocky coastline.

Gifted to the National Trust for Scotland in 1945, much of the estate forms part of a country park with a network of paths which are easily combined to give a good flavour of what Culzean can offer the walker.

The best starting place is the main car park at the Deer Park opposite the Camellia House. Exit the car park facing the Camellia House and follow the access road left to the impressive urn-topped gates of the walled garden. Exit the garden via the doorway on the left and continue ahead to reach a main path called Happy Valley.

Turn right and follow this wide path through formal woodland to reach a four-way path junction.

Continue straight ahead onto a smaller footpath keeping left to exit on to the wider Swinston Avenue and follow that ahead to reach formal gates topped with cat sculptures – the Cat Gates. Go through these gates and turn right onto a track through woodland to gain open land.

This is part of the Morriston Farm circular walk and the field track continues straight ahead to gain an access track above Hogston farm.

Turn right then left at the farm and follow the quiet access road to the outskirts of Maidens. Gain the beach



as soon as is possible and follow it rightwards towards Ardlochan House and Barwhin Point. A short detour is necessary to cross the Hogston Burn before the beach can be gained again and followed to a path access point on the right before Barwhin Point.

Follow the path uphill turning left at the first

opportunity onto a path skirting Barwhin Hill, which emerges at the southern end of the Swan Pond. Assorted paths are available here but a left and right takes you alongside the pond, continuing ahead to reach the Powder House. Here a path zig-zags down to the beach. Depending on the state of the tide and water you can now

should not be missed, after which a visit can be made to West Green Battery and the Fountain Garden before returning to the Deer Park car park via Adam's viaduct and archway.

The essentials

MAP OS 1: 50,000 SHEET 70
 DISTANCE 5 MILES [8 KM]
 APPROXIMATE TIME 2-3 HOURS
 GRADE EASY
 START/FINISH DEER PARK

traverse the shore towards the castle and the old laundry house below the West Green Battery.

An exit from the coast direct to the castle can be made here, or you can follow the shore which like most seashore is rocky and slippery in places. This route reveals old caves and structures built into the cliff face below the castle.

Exit at the next bay by the old Gas House with its brick chimney, or continue on the Ayr Coastal Path, round the beach to gain the shore track leading to a small house at Segganwell.

Climb a flight of concrete steps to an access road, the Home Farm Restaurant and Shop and the visitor centre.

A cliff-top path leads round to the castle which