

paths

around Kelso

Morebattle and Yetholm



Our Scottish Borders
Your destination

£2.00

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Walker



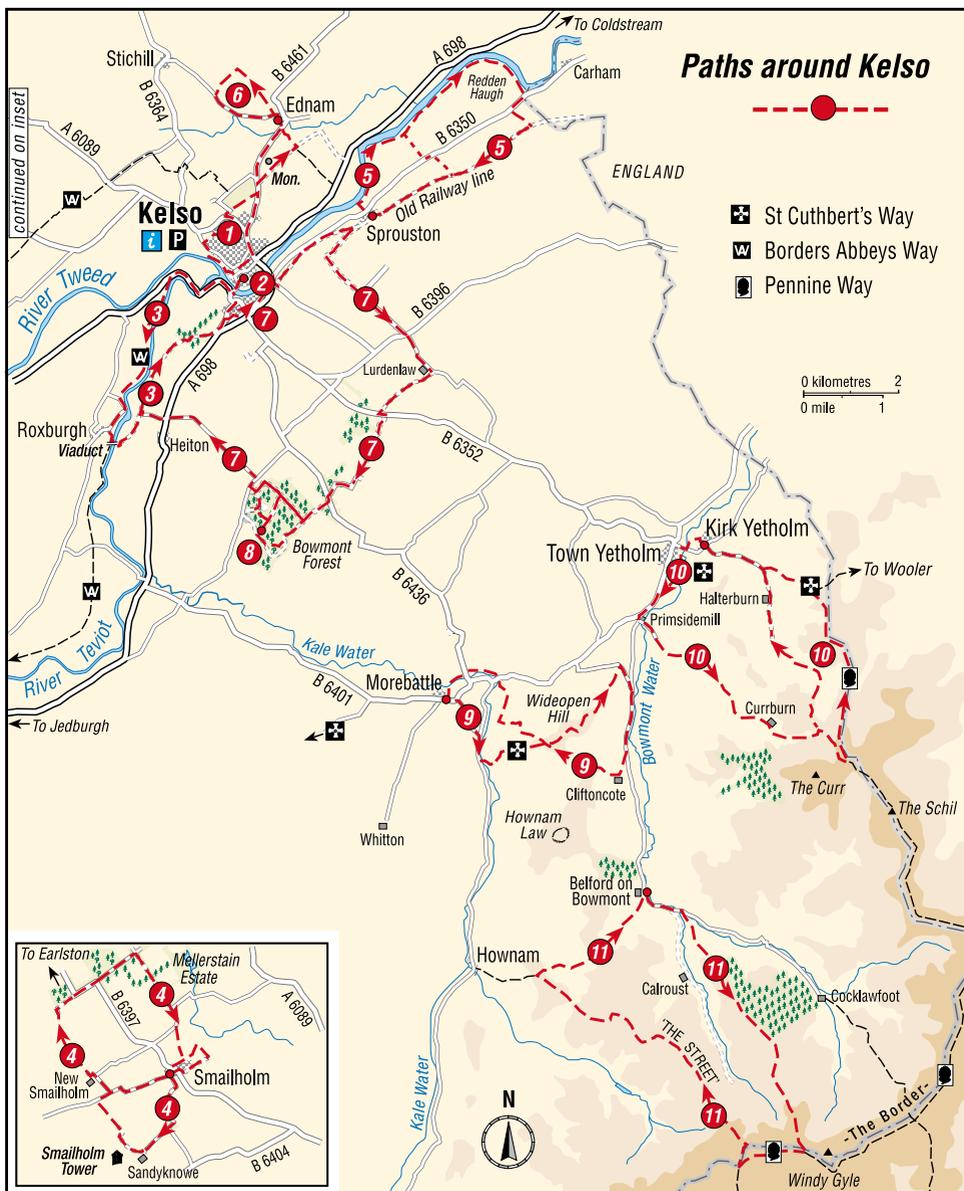
Cycle



Horse



Hill Route



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Ednam House Hotel and St. Andrews Church

Introduction

This booklet describes eleven routes in the Kelso area, many of them a short drive from the town itself. The routes are especially suitable for walkers and where stated multi-user access has been facilitated.

Two circular routes around the town provide opportunities to take in some of the beauty of the surrounding countryside right on the town's doorstep, especially along the banks of the River Tweed.

The Kelso to Roxburgh route follows the Borders Abbeys Way to Roxburgh Viaduct and returns along the disused railway providing an excellent half day stroll.

*Three circular routes have been signed in the outlying villages of **Smailholm, Sprouston and Ednam**. Sprouston and Ednam can easily be reached by bicycle as could Smailholm for the fitter! These villages all have points of interest; Smailholm Tower, lovingly maintained by Historic Scotland; the views from Thomson's Monument, equidistant from Kelso and Ednam; or the birdlife on the Tweed at Sprouston.*

*A circular riding route has been signposted taking visitors safely round the countryside to the south of Kelso using quiet roads and off road tracks. The description commences from **Bowmont Forest**; however, it could be picked up from any location along the route. There is plenty of parking at Bowmont Forest for the horse box.*

***Bowmont Forest** itself is an excellent location for recreation, a must for those in search of a quiet woodland walk on a wet and windy day.*

*Three circular routes start from **Morebattle, Yetholm and Belford on Bowmont** taking in the Cheviot hills. Both Yetholm and Morebattle have shops and pubs for refreshments, food and supplies*

Kelso and the surrounding villages

Kelso, with its cobbled square, has a most attractive, almost continental feel. The town's early history is closely linked with that of the Abbey which was founded here in the 12th century. Kelso suffered greatly in the 16th century when Anglo-Scottish warfare raged, and in September 1545 the town, its mill and its abbey were all "brent, rased and cast downe" by the Earl of Hertford. The late 18th and 19th centuries were peaceful years, allowing the town to develop without fear of attack.

Smailholm

Smailholm is a small hamlet that may have originated in Anglo-Saxon times. Today, it is best known for the 15th century Smailholm Tower which is a monument to the confidence of its Pringle owners, for it is a landmark for miles around. David Pringle and four sons died at Flodden in 1513 and the tower itself was attacked by the English in 1543 and again in 1546, when the garrison of Wark Castle made off with 60 cattle and four prisoners. The property was sold to the Scotts of Harden in 1645, but they abandoned the tower in favour of nearby Sandyknowe, where Sir Walter Scott stayed in his childhood. It is in the care of Historic Scotland.

Sprouston

Sprouston was a Royal Manor in the 12th century and the original parish church was founded around this time. Land around Sprouston was granted to the monks of Selkirk (later Kelso) Abbey and in the 12th century the monks had a brewery there. It is clear from 18th and 19th century maps that the village was much larger in the past; a fact confirmed by recent archaeological excavations.

Ednam

Ednam probably originated in Anglo-Saxon times, as the name is Old English meaning ‘the farm by the Eden [Water]’. It is also one of the earliest villages on record in the Borders when Thor the Long was granted land there by King Edgar in 1100. Today there is no evidence of the medieval village, though, it is likely that it was close to the parish church.

Morebattle

Morebattle is an ancient village which may date back to the 7th century AD or even earlier. However, like most villages and towns of the Scottish Borders area the village of today originated in the 12th century under King David I. The village had its share of troubles during the 16th century and suffered like many settlements when in September 1545 it was attacked and burnt by the Earl of Hertford.

Yetholm

The name Yetholm is Anglo-Saxon meaning ‘the settlement at or by the gate’, which may have indicated it was on the edge of an Anglian territory. In the 7th century the two villages were within lands granted by King Oswy of Northumbria to Lindisfarne although at that time there was only a single settlement known as ‘Gathan’.

Enjoy Scotland’s outdoors responsibly

Everyone has the right to be on most land and inland water providing they act responsibly. Your access rights and responsibilities are explained fully in the Scottish Outdoor Access Code.

Whether you’re in the outdoors or managing the outdoors, the key things are to:

- **take responsibility for your own actions**
- **respect the interests of other people**
- **care for the environment**

Visit www.outdooraccess-scotland.scot or contact your local NatureScot office.



**KNOW THE CODE
BEFORE YOU GO**

www.outdooraccess-scotland.scot

Access in Scotland

The Land Reform (Scotland) Act establishes a statutory right of responsible access to land and inland waters for outdoor recreation, crossing land, and some educational and commercial purposes. The Scottish Outdoor Access Code gives detailed guidance on your responsibilities when exercising access rights and if you are managing land and water. The Act sets out where and when access rights apply. The Code defines how access rights should be exercised responsibly.



Yetholm

General Advice

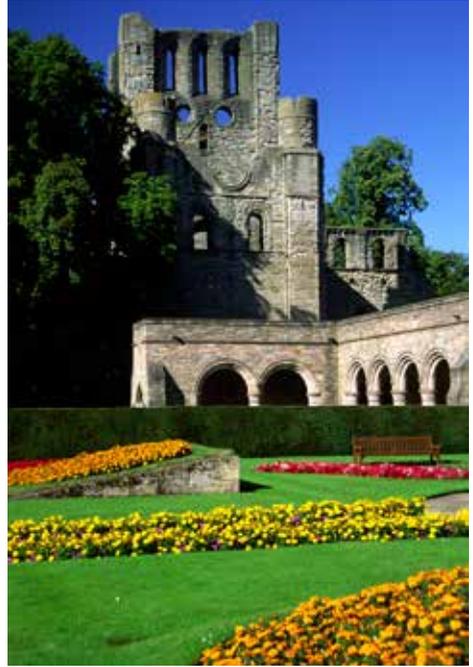
Take great care when walking on country roads. Pavements or footpaths should be used if provided.

If there is no pavement or footpath, walk on the right-hand side of the road so that you can see oncoming traffic. You should take extra care and be prepared to walk in single file, especially on narrow roads or in poor light. Keep close to the side of the road. It may be safer to cross the road well before a sharp right-hand bend (so that oncoming traffic has a better chance of seeing you). Cross back after the bend.

Help other road users to see you. Wear or carry something light coloured, bright or fluorescent in poor daylight conditions.

Livestock

Where possible, dogs should not be taken into fields where there are young livestock. Livestock includes all young livestock such as lambs, calves and foals. In more open countryside where lambs are present, keep your dog on a short lead. Disturbance at this time can separate young livestock from their mothers leaving them cold, hungry and exposed to predators. Dogs should also not be taken into fields of cattle when they have calves, as the cows see a dog as a threat and may attack it and you. Go into a neighbouring field or onto adjacent land. During the bird breeding season (April - June) keep your dog under close control or on a short lead in ground nesting areas. Please leave gates as you find them and ensure that if you have to open a gate, you close it securely behind you. Leaving a gate open can easily lead to stock escaping or becoming mixed, and this can cause farmers a great deal of unnecessary work. Thank you for your co-operation, which will help to ensure that these routes are available for those who follow in your footsteps in future years.



Kelso Abbey

Health Warning!

Germs from animals can cause serious human illness.

Stay safe from diseases when out in the countryside by:

- a. Washing hands with soap & water (or use wet wipes) after visiting the toilet, after activities, touching animals and before handling, cooking and eating food
- b. Taking care to avoid spreading animal faeces on footwear
- c. Avoiding camping or having a picnic on land which has recently been used for grazing animals
- d. Not drinking untreated water from rivers, streams and lochs
- e. Avoiding tick bites, cover legs when walking through long vegetation

Contact the Public Health Department for more information 01896 82 5560

Waymarking and Maps

The routes have been waymarked where noted although routes in the Cheviot hills should not be attempted without a map and compass and more importantly the ability to use them.

Routes in the booklet are covered by the following Ordnance Survey maps:

1:25 000

Kelso and Coldstream Explorer 339

The Cheviot Hills OL16

1:50 000

Kelso and Coldstream Landranger 74



Bowmont Forest looking north towards Heiton



Kelso Town Hall



Walk it is the Paths to Health project in the Scottish Borders and aims to encourage people to take up walking as part of a healthier lifestyle. Our walks are usually short and easy, although some routes can involve rough paths and low level gradients. If you are just beginning to become physically active, or you are recovering from an illness, it is always advisable to see your doctor before you start. For information telephone the Project Coordinator on 01835 826702. Routes are suitable for this audience where the Walk it logo appears.

Kelso Town routes

There is a large free car park at The Knowes (Behind the Abbey)

Route 1

The Two Bridges

walkit



This route has sections of steps

Start and finish: Kelso Square

Distance: 2 ½ miles / 4km

Walking time: 1 hour

Terrain: Steps, tarmac and grassy paths

1. Exit the square from the south west corner, heading for the old bridge via Bridge Street. Look out for Ednam House Hotel on the right, a fine Georgian house designed in 1761 by James Nisbet for James Dickson of Ednam. Also, on the left you will see The Queen's Head Hotel, a beautiful example of an 18th century coaching house. You will pass Kelso Abbey which was founded in 1128 by King David I. It was ultimately sacked by the Earl of Heartford in 1545. Continue on past the War Memorial until arriving at Rennie's Bridge, opened in 1803. This was the prototype for his famous Waterloo Bridge in London which was demolished in 1937 and re-erected in America. Two of the old gas lamps from the London bridge are evident across the bridge.
2. Just past the lamps turn left, down the steps, into Bridgend Park. Pass straight through the park along the path for 150m to the Millennium Viewpoint in the wall on the hill, which gives the finest views of the town.
3. Leave the park and continue uphill along the pavement, passing the petrol station and post box on your left. Turn left onto Sprouston Road, continuing for 200m, until you spot a gate lodge on your left. Turn left into the driveway and immediately left again into the woodland, and walk down the steps to the Tweed. Pass along the riverbank and up the steps until you reach a small park at the edge of the housing in Pinnaclehill Park.



Rennie's Bridge

- Turn left onto the pavement, at the T junction cross the road, turn right, within 50m turn left at the next junction, leaving the estate for the main road to Sprouston.
4. Continue left downhill for 350m until the Hunter Bridge is in full view. Don't pass under the bridge but look for the path on your right which will take you up to the road.
 5. At the main road turn left, pass across the bridge taking in the views of the Tweed until reaching a minor slip-road on your left, leading you back down to the river. This leads to Mayfield Riverside Walk which follows the river for 800m directly upstream to Rennie's Bridge. Return to Bridge Street, retracing your steps back to Kelso Square.



Hunter's Bridge

Route 2

Borders Abbeys Way/
Golf Course

walkit



Start and finish: Kelso Square

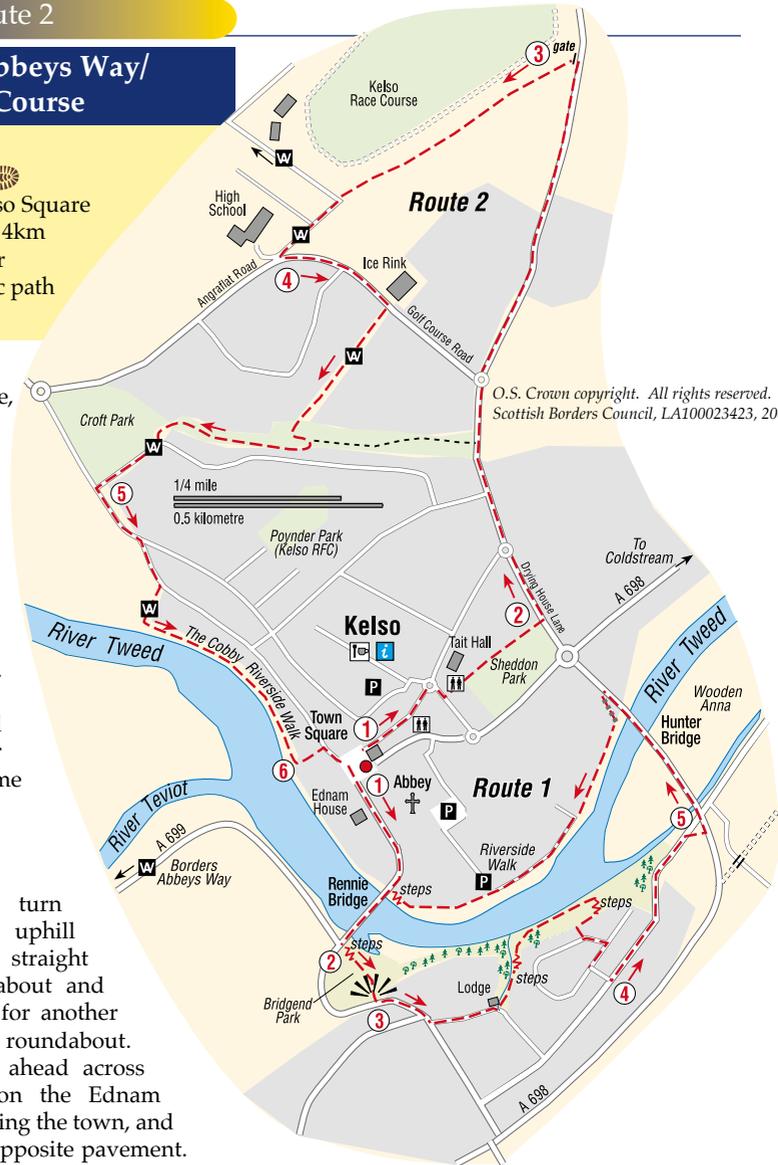
Distance: 2 ½ miles / 4km

Walking time: 1 hour

Terrain: Steps, tarmac path and grassy paths

1. Facing the Town Hall in Kelso Square, take the street on the left, Horsemarket, and continue down to the roundabout. Take the right hand exit, cross the road, and turn immediately left into Shedden Park. Follow the path down the left hand side of the park for 250m until you come out the other side onto Dryinghouse Lane.
2. Cross the road, turn left and proceed uphill for 200m passing straight across the roundabout and continuing uphill for another 400m to another roundabout. Continue straight ahead across the roundabout on the Ednam road for 800m leaving the town, and then cross to the opposite pavement. A large gap appears in the hedge on your left and beyond this a gate leading to a grass ride lined by hedges, with the Golf Course and Kelso Race Course on either side.

3. Pick up this path, closing the gate behind you, and continue for 800m to a tarmac road. The course is the home of Borders horse racing and was opened in 1822. It has been voted "Britain's Friendliest Racecourse"



Join the minor road looking out for signs denoting the Borders Abbeys Way.

4. Turn left and follow the pavement for 300m. Just after the golf clubhouse and opposite the ice rink, turn right on a tarmac path and straight on through a housing estate. With the home of Kelso Rugby Club, Poynder Park, ahead of you, zig zag down the hill. Turn right and follow the path parallel to the road at the bottom. Eventually, with Croft Park on your right meet with the minor road and follow it to the main road ahead.

5. Turn left, right at the next junction then, after 1km, right down to the grassy bank of the Tweed. Turn left along what is known as the Cobby Riverside Walk, which is flooded occasionally by the river, with the spire of Kelso North Parish Church to the left. At the end of the Cobby look out for what remains of the foundations of the water mill that was associated with the Abbey.
6. Go up the ramp, then straight ahead into the town centre, turning right into Kelso Square.

Route 3

Kelso to Roxburgh circular

walkit



Appropriate for long distance walkers that can't do hills.

There is a large free car park at The Knowes (behind Abbey).

Start and finish: Kelso Abbey

Distance: 6 miles / 10km

Walking time: 3 hours

Terrain: Grassy riverside path with stiles and steps. Disused railway track providing level ground.

This route is mainly suitable for walking with access along the railway track for horses and cyclists. The first half of the route follows the Borders Abbeys Way (BAW).

1. Kelso Abbey was once the largest and most powerful of all the Border abbeys. Leave the abbey by the gates and turn left heading past the war memorial and cross Rennie's Bridge over the River Tweed. Turn right onto the A699 and follow it as it swings left past the point where the Tweed and Teviot meet and over another bridge across the River Teviot.



River Teviot and Roxburgh Castle

2. Cross a stone stile on your left, 250m after the bridge. Follow this path down to the riverside. As the path swings left with the river, fragments of masonry are seen on the steep slope to your right. These are the remains of Roxburgh Castle, once one of the most important strongholds in Scotland. In the 12th century this castle guarded one of the four principal Scottish Royal Burghs (along with Edinburgh, Stirling and Berwick) and a Royal Mint was sited here. Continue along the riverside path for 3km, the waymarked path eventually leaves the river and continues along two field edges.

The riverside can be rich in wildlife: heron, kingfisher, common sandpiper, reed bunting and otter can all be found here.

3. Cross the stile and turn left down a minor road, through Roxburgh Mill farm and on towards Roxburgh village. Turn left down a lane and follow this to the river and the former railway viaduct.

4. Turn left, leaving the BAW and crossing the river by the bridge attached to the viaduct. Follow the path to another minor road and turn right, go under the viaduct and follow the road for 200m as it swings round to the left.

5. At the bend in the road turn left through a gate and after 100m turn right on to the disused railway track. Follow the track for 2.4km. The hawthorn

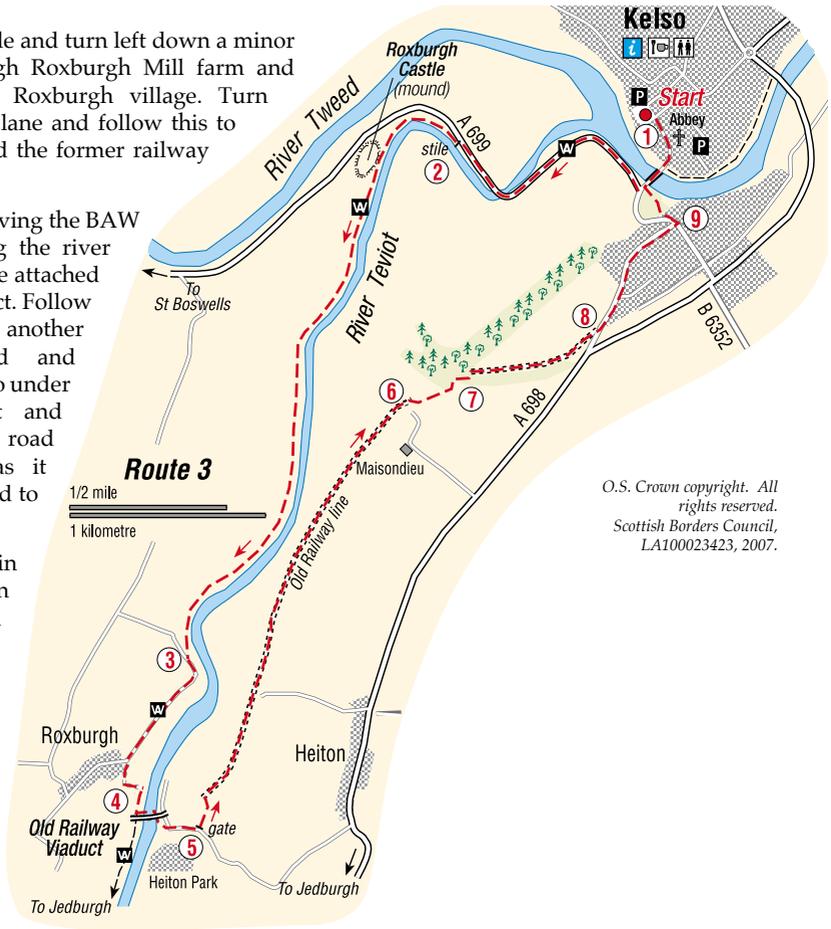
bushes in winter often contain flocks of redwing, and fieldfare and bullfinches are sometimes present. As you pass clear of the bushes look out for four fortifications or castles to the north: Smailholm Tower, Floors Castle, Roxburgh Castle and Hume Castle.

6. As you draw level with the large white house (Maisondieu) on your right the path descends from the railway embankment. Continue straight ahead as the path climbs back up onto the disused railway then ascends along the field edge.

7. Follow the path as it winds its way to the left side of the woodland strip.

8. Go through the gate and cross the main road. Turn left and follow the pavement into the town past the ambulance station and downhill.

9. At the garage take care crossing the road, turn left and continue downhill to the Millennium Viewpoint, turn right and descend a flight of steps into the park. Cross the park, at the top of more steps turn right and cross the bridge retracing your steps to the start.



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Route 4

Smailholm/Smailholm Tower, Mellerstain Estate Circular

walkit



Short flat routes may be made using the village circular, heading to the Tower or Mellerstain House.

Start and finish:

Smailholm Village Hall

Distance: 8 ½ miles / 13km

Walking Time: 4 ½ hours

Terrain: Minor roads, grassy tracks and short sections of “B” class roads

Facilities: Tearoom, house, gardens and events at Mellerstain House:

www.mellerstain.com
01573 410 225.

The Pottery, Smailholm.

Offers several scenic views for walkers, cyclists or horse riders. Smailholm is at the junction of the B6361 to Melrose with the B6397 (Kelso to Earlston). There is ample car parking at the village hall, which is situated on the north side of the B6361, some 150m from Smailholm Church. The village can also be reached from the A68 by turning eastwards at Leaderfoot and then left onto the B6361 for 5.6km.



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1. Smailholm Village Hall. Parking available at the Village Hall, but as events and private hires have priority, please check first with hall bookings on 01573 460254. From the car park turn right for about 25m, then left (signposted Smailholm Tower). NB on the right is the village pond and wildlife area. Follow the road for 2.4km and turn right at drive to Smailholm Tower. Please take care as this route now passes through a working farm and there may be moving vehicles or livestock.
2. Pass through the gate at the Tower, following the track down to "Westfield", on the B6361 (this was the blacksmith's workshop until the mid 1960s).
3. Turn right at the road, continue for 300m and then turn left. The track passes to the rear of the cottages at the top of this road and then swings right alongside fields. Again, please take care as you pass through a working farm and there may be moving vehicles or livestock. Climb to a magnificent viewpoint offering panoramic views, south (Jedburgh), west (Eildons and Blackhill) and north (Lammermuir Hills).
4. Continue on the track downhill, which, at the lower end, becomes undefined and passes through long grass and then meets a wide farm track. Turn right here (crossing a drainage burn at this point) and pass a wooded area on your left.
5. At the top of this track you join the B6397 for some 400m then continue straight ahead bearing off the main road, onto the side road, towards Mellerstain House. It is possible to see buzzards and roe deer on this section of the route and you may see evidence of badgers. NB. Mellerstain House, grounds and café have limited opening hours. Please check their brochure before visiting.
6. Approximately 100m before Mellerstain gateway (opposite Mellerstain Animal Welfare Centre), turn right on to a farm track. Continue for 1.3km until reaching the tarmac road where you turn right for 400m,



Smailholm Tower

- passing over a small bridge, then turn left on to the second farm track (Spur Path).
7. At the top, pass through the gate and turn left. The wooded area on your right is covered in wild garlic and yellow aconites in the spring and hosts a variety of wildlife throughout the year. Continue down the track to where it bears right, over a drainage ditch, on to a stony section alongside a field. Here, looking eastwards, are stunning views over the Eden Water and to the Hundy Mundy ruins (originally built as a folly but now used as a natural burial site).
 8. Follow the track as it bears right, pass through the wooden gate and proceed along the farm track. This section overgrows in the spring and early summer as it is home to many ground-nesting birds. Pass through the double iron gates to meet the road (B6397).
 9. Turn right onto the road and follow it past Smailholm Church. Where the cherry trees now stand, there used to be a row of cottages which were demolished in the 1950s. Turn left on to the B6361 and back to the hall. The Pottery, on your left, is open most days between 9.00am and 5.00pm.

Route 5

Sprouston, River Tweed circular



Parking is limited to the edge of the Village Green.

Start and finish: Sprouston Village Green/ War Memorial

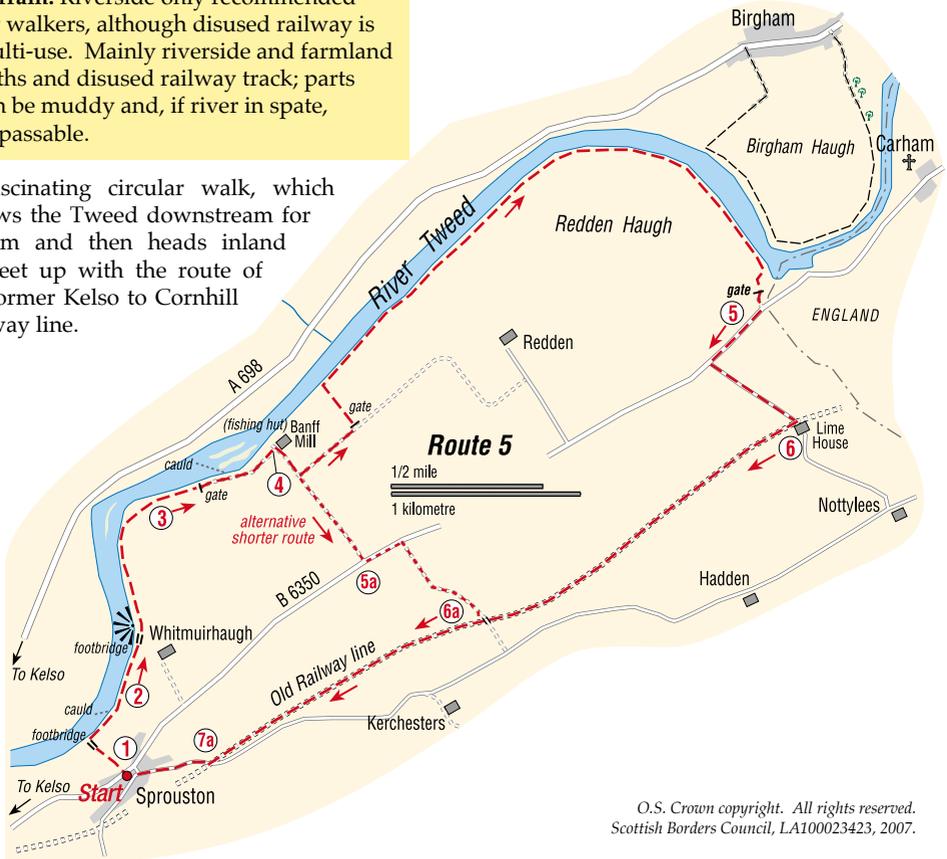
Distance: Short route: 4 miles/ 6km
Long route: 7 miles/ 11.5km

Walking time: Short route: 1 1/2 hours.
Long route: 3 hours

Terrain: Riverside only recommended for walkers, although disused railway is multi-use. Mainly riverside and farmland paths and disused railway track; parts can be muddy and, if river in spate, impassable.

A fascinating circular walk, which follows the Tweed downstream for 2.25km and then heads inland to meet up with the route of the former Kelso to Cornhill Railway line.

1. Start at the phone box and take the grassy track, on the opposite side of the Kelso road, north-west, to the river. At the river cross the wooden bridge by the picnic table and follow the river downstream. Note the old salmon trap 200m from the bridge, just below the cauld.
2. Continue along the river bank and through the metal gate at the fishing hut, then cross the wooden bridge over the burn, keeping the anglers' car park to your right. This stretch of river is highly prized for spring and autumn salmon fishing. Follow the river up a slight incline from the top of



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which there are fine views to the west over Kelso and a distant view of the Waterloo Monument at Peniel Heugh near Ancrum. Below you is a small island known as Scurry Rock.

The habitats vary considerably as you pass along the river bank. In spring and summer sand martin, swallow and swift can be seen skimming the water. Grey, pied and yellow wagtails are present too along with reed bunting and meadow pipit. On the water mute swan are often seen in considerable numbers, occasionally joined by whooper swan in winter. Greylag geese occasionally successfully breed and Canada geese are sometimes seen. Tufted duck, mallard, goldeneye, goosander and little grebe are around most of the year. Sometimes hungry cormorants come inland in search of food. Oystercatchers noisily announce their arrival from the coast early in the year and stay until late summer.

The riverside hosts much flora including the unwelcome giant hogweed, which is slowly being eradicated, Himalayan balsam, with its exploding seed pods, and a small patch of Japanese knotweed which is resisting attempts to remove it! Tansy, butterbur, valerian, mimulus, cranesbill and comfrey all live happily here.

3. The path follows the Tweed, through grazing meadows (haughs) until a field gate appears in the fence. Please take care if there are cattle on the haughs. Pass through this gate onto a hard track and note the large cauld (weir) and fish pass. To your left are the remains of Banff Mill. Only one building now remains and this is used as a fishing hut.
4. At the track turn right, follow the road south-eastwards and take the next left, leading up a track for 500m until another track appears on your left, pass through this gate, leading down to the river bank again. On meeting the river, turn right, follow the river downstream for 3.5km



River Tweed at Sprouston

round the grass banks of Redden haugh. Pass through the field gate at the end of the haugh, and press on down the track to your left leading round a right hand bend and emerging through the field gate onto the Kelso to Carham road just at the Border.

Here the scene changes to hedgerows and 'green lanes' and if you are lucky you may see (or hear) willow and sedge warblers, blackcap, goldfinch, bullfinch, spotted flycatcher, yellowhammer, linnet, great spotted woodpecker, barn owl, kestrel, buzzard and occasionally the jay. Magpies are unusual in this area and rarely seen. The wild strawberry thrives along the old railway line and roe deer use it as a highway from time to time! Willow, birch, ash, oak, hawthorn and elder have self-seeded over the years and there has been no human intervention in the regeneration of plants along this stretch of the walk. Garden escapees like lupins and cardamine appear in patches. Hawkbit, scabious, knapweed and toadflax can also be found.

5. Turn right and head up the main road for 350m, cross the road, and turn left heading for Carham Station at Lime House in 500m. On your right, you will see the end of the disused railway line signposted to Sprouston, along with the remains of a platform.
6. Continue up the disused railway for 3.5km until reaching a hunt gate onto a tarmac road leading back into the village green at Sprouston from where you set off.

Shorter Route

Start and finish: Sprouston Village Green/ War Memorial

Follow long route until point 4 at Banff Mill. Follow tarmac from Banff Mill out to the main Sprouston Carham Road.

- 5a. Turn left on the main road, taking great care since there is often heavy traffic on it and visibility is not good. Proceed along the road for 300m and then turn right down a farm track. Follow this track, which can be very muddy at times, until you reach an old railway bridge.
- 6a. Do not cross the railway bridge but take the steep path to the right of it and descend to the old railway line. Turn right (west) and

proceed along the track for some 1.75km. As you go, look to the north and you will see the outline of Hume Castle on the skyline.

- 7a. At the end of the line join the minor road which brings you back into Sprouston with, at the bottom of the hill, the church on your right and the phone box opposite.

Cycle route/ horse route

The riverside is mainly recommended for walking as it is soft and muddy in places. However, the railway is multi-use. An alternative return route may be taken following the quiet road past Nottytees, Hadden and Kerchesters.

Route 6

Ednam, Kaimflat and Thomson's Monument

walkit



Start and finish: Car Park in Ednam. Cross the bridge in the village on the B6461 from Kelso and take the first left. Park in the car park opposite the village hall.

Distance: 2 ¼ miles / 3.5km each

Walking time: 1 hour

Terrain: grassy paths, fields

Two leisurely routes around the village taking in the countryside and Thomson's monument.

Thomson's Monument

1. Follow the road back to the hotel/ church entrance and continue on down the track ahead. At the bend turn left over a bridge across the Eden Water.



Ednam Kirk

2. At the road turn right and follow the pavement for 800m to the lodge house. You will see Thomson's Monument on the hill top.
3. Turn left, head up the quiet lane for 300m, and then opposite the house turn left and follow the path to the monument.

The obelisk is a memorial to James Thomson, born in Ednam in 1700, who became an influential poet and gave us the words of "Rule Britannia". This is arguably one of the best views of the Borders.

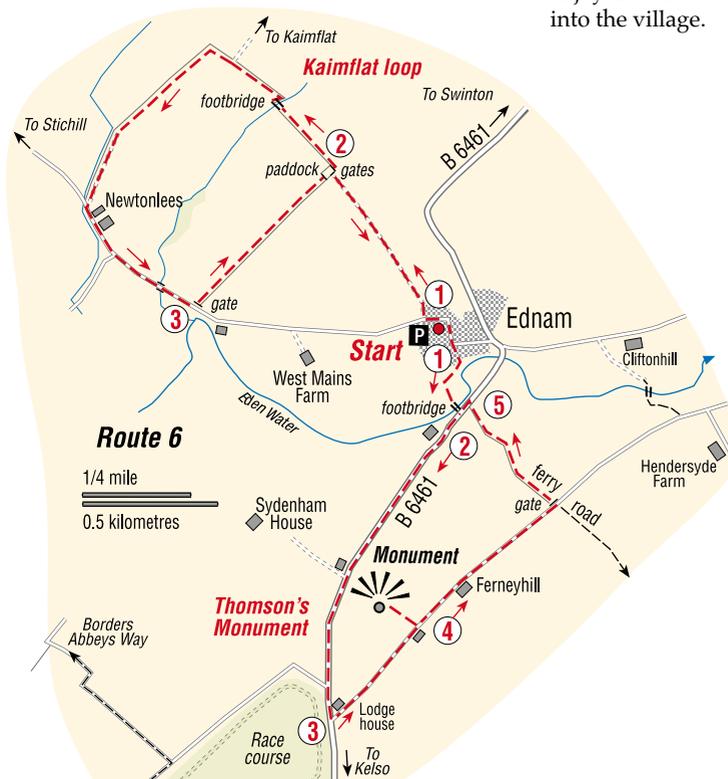
- Retrace your steps to the road and turn left. In 300m proceed through the gate on your left and down the field margin. This is the route of the "ferry road" which used to connect Ednam with the ferry crossing on the Tweed opposite Sprouston.
- On reaching the road, turn left along the pavement and retrace your steps across the Eden Water back to the car park.

Kaimflat loop

- Turn left when leaving the car park and, after 20m, follow the fingerpost pointing right along the farm track. When you meet the gates at the top of the hill take a moment to enjoy the great views of the surrounding landscape. Lookout for the

Cheviot Hills to the south, Thomson's Monument, Waterloo Monument and the Eildons above Melrose to the west.

- Pass through another farm gate on the right and follow the grassy ride down to the Popple Burn. In the distance is Hume Castle. Cross the bridge over the burn, turn right, and follow the perimeter of the field. When you meet a track continue straight ahead and then follow it as it swings left. You will eventually meet the tarmac road where you should turn left heading back towards the village.
- At the layby and seat look out for the waymarker and gate on your left. This leads you back up the hill to the path which you started out on. Turn right and enjoy the views as you proceed downhill into the village.



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Route 7

Kelso, Lurdenlaw, Bowmont Forest, and Heiton circular

walkit



An excellent walk or cycle although specifically designed with horse riders in mind.

Start and finish: Bowmont Forest

Distance: 13 miles / 22km

Walking time: 6 hours

Terrain: Mainly farm tracks and tarmac road. Some busy road crossings.

The route description begins from the car park at Bowmont Forest where there is suitable parking for horse boxes. The car park is situated 4 miles south of Kelso. From Kelso take the B6352 and then B6436 Morebattle road for 2 miles, turn right before the top of the hill, continue for 1 mile to the Bowmont Forest Sawmill, turn left and continue for a further ½ mile.

Walkers and cyclists can equally start from Kelso, Sprouston or Heiton.

1. From the car park follow the forest track 1km past the wooden barrier leading into the forest. Bowmont Forest is a commercial coniferous forest containing a mix of tree species. Look out for siskin, crossbill and roe deer and in the autumn the area can be good for fungi. At the end of the track turn left and continue along this track as it swings left to follow the edge of the forest. At the track junction turn right and follow a grassy track out of the forest down to the public road. Heiton and the Eildon hills can be seen ahead of you.
2. Turn right and after 250m turn left, keeping to the public road as it heads downhill past Ladyrig Farm and on to Heiton. The

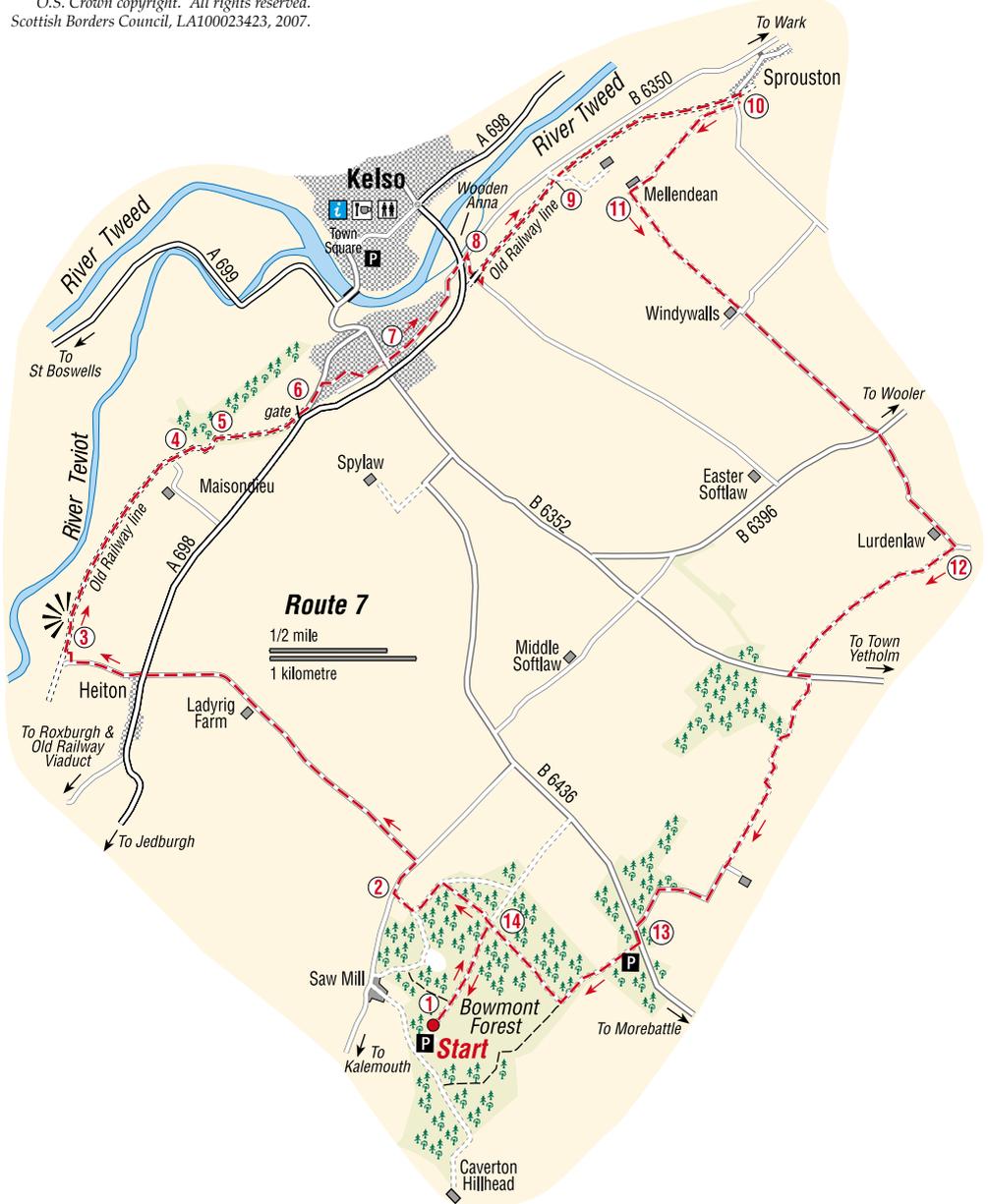


Kelso

hedgerows often contain yellowhammer and other small birds. Predators such as sparrowhawk, kestrel and stoat are often present. Go straight across the main road and follow the track as it bears left through the farm steading. At the top of the rise there are fine views across the Teviot to Roxburgh village and beyond. Follow the track as it descends then turns right and left to join the disused railway.

3. Turn right and follow the railway as it opens up to provide excellent views over Floors Castle and Kelso. The hawthorn bushes in winter often contain flocks of redwing and fieldfare, and bullfinches are often present.
4. As you draw level with the large white house (Maisondieu) on your right the path descends from the railway embankment. At the base of the embankment go through

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a gate on your right and turn immediately left to follow the path along the edge of a young wood (running parallel to the former railway). At the corner of the wood follow the fence around to the right, after 70m turn left through a small gate, and right, following the field edge as it swings round to the right to a gap in the fence.

5. Go through the gap and bear right to pick up a track running down the left side of another young wood. **This track can be very wet and muddy.**
6. Go through the gate and cross the main road. Turn left and follow the pavement into the town. After the Ambulance station take the first road on your right into Spylaw Park. Continue along the road for 150m then turn right onto a path which leads through to Spylaw Road. Turn left and continue along the road to the crossroads.
7. At the crossroads go straight ahead and follow the main road for approximately 1km as it gradually descends and later turns left then right and heads under the road bridge. Beneath the bridge lies Wooden Anna (an island in the river) part of which has recently been planted to form a Community Woodland.
8. Just beyond the bridge turn right onto a minor road and follow this uphill a short distance to a railway bridge. Immediately after the bridge turn left and climb up onto the railway embankment then bear right. This stretch of railway has a profusion of primroses in the spring.
9. Walkers and cyclists can follow the path off the end of the embankment down to the road, turn left then right. Horse riders should follow the path around to the left following the field edge to a small gate, turn right and then left. Follow the path round the field edge before picking up the line of the railway once more. The railway is now followed to Sprouston.



Bowmont Forest

10. Just before the bungalow turn right and drop down to the minor road. Cross the road and follow the farm track uphill, behind you lies the village of Sprouston with good views of the Tweed to your right.
11. At the cottages turn left and follow the double hedged track as it climbs to Windywalls farm. At the farm steading join the minor road and continue straight ahead as it continues to climb gently. At the road end turn left then immediately right along another minor road.
12. Just beyond Lurdenlaw house turn right onto a farm track and follow it as it initially climbs to a small wood on your right then descends towards the main road with fine views towards the Cheviot Hills. Turn left and then right to pick up another farm track. Keep to the main track and ignore any tracks/roads leading off to the left or right.
13. At the main road (Kelso to Morebattle) turn left and keep to the grassy verge for 100m. Cross the road and join a farm track. There is a small car park here. After 600m turn right heading into Bowmont Forest. Continue straight ahead along the forest track for a further 700m.
14. At the track junction turn left and follow the track back to the car park and start point.

Route 8

Bowmont Forest

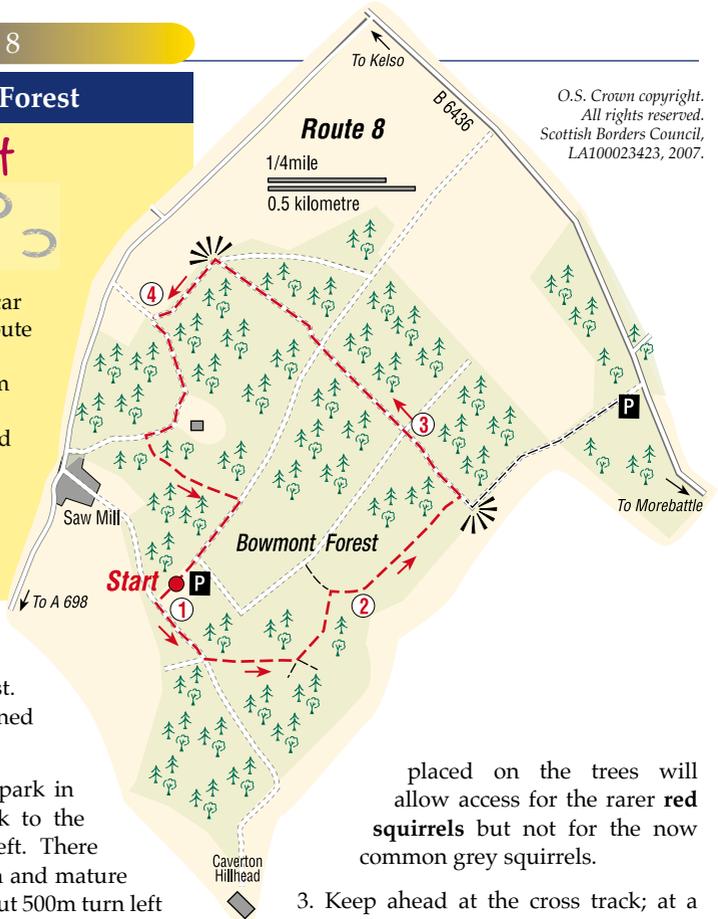


walkit

Start and finish: Small car park in the forest (see Route 7 for directions)
Distance: 2 ½ miles / 4km
Walking time: ¾ hour.
Terrain: Forest paths and tracks. Can be muddy.
Boots recommended
Facilities: Morebattle: Templehall Inn for bar meals and facilities.

Roxburghe Estates has signposted three colour coded routes in this forest. This route is clearly defined by green arrows.

1. Start at the small car park in the forest, return back to the tarmac lane and turn left. There is a fine stand of beech and mature pine on the left. In about 500m turn left at a cross track on to a clear grassy track. At the next cross track in a further 400m, turn left again. Pass a seat with a plantation of young trees to the left and at the T Junction, turn right. Bowmont Forest was first planted in 1816 and now extends to 196ha. The trees are thinned in at intervals before felling at about 65 years, which is when replanting begins again.
2. At a junction in 50m go straight ahead. Reach the edge of the forest and turn left, with a fine vantage point across to the Cheviot Hills to your right. While making your way round the forest watch out for hares, foxes and roe deer. Feed hoppers



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placed on the trees will allow access for the rarer **red squirrels** but not for the now common grey squirrels.

3. Keep ahead at the cross track; at a hide keep ahead again, joining the red and blue routes for a while. At the next junction go straight on, now in mixed woodland with denser young trees to the left. The track swings at the forest edge, and on the horizon, half-right ahead is the thin pencil of the Waterloo Monument. This may be visited from Harestanes Countryside Visitors Centre.
4. Keep ahead at the cross track with a seat, and stay on the main track round several bends to pass right of a house and then, with the saw mill ahead, turn left. In 400m at a T Junction turn right to return to the car park.

Route 9

Morebattle and Cliftoncote



This is a hill route. It is essential that you carry, and know how to use, an OS map and compass. Please ensure you are suitably clad for this type of terrain.

Start and finish: Morebattle

Distance: 8 miles/ 13km

Total ascent: 500m

Walking time: 4 - 5 hours

Terrain: Mostly grassy paths, some rough ground, farm tracks and stiles.

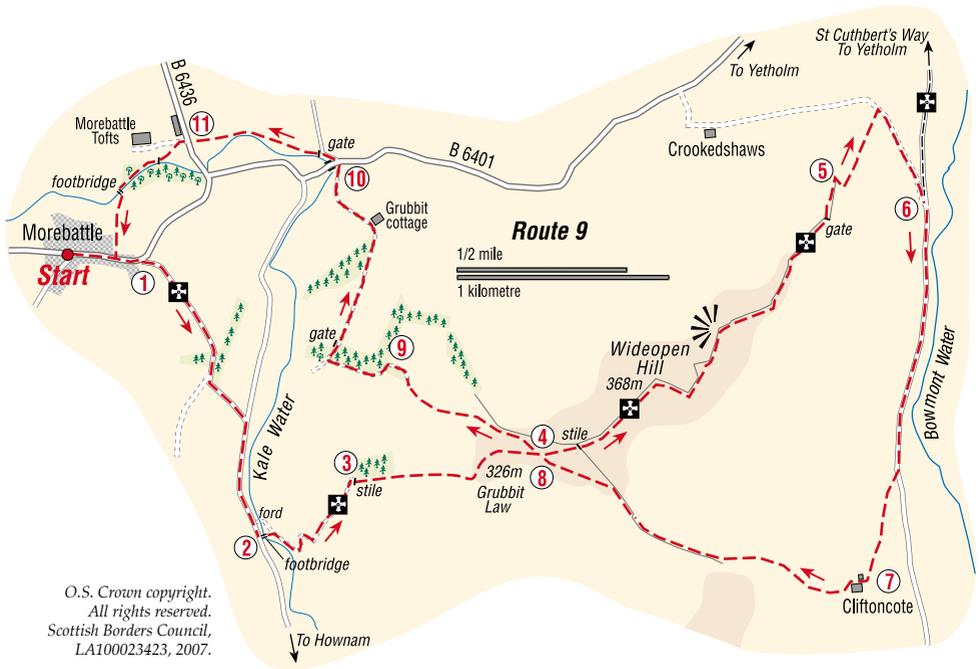
Facilities: Morebattle has shops, a garage and a pub with accommodation at the Templehall Inn.



Crookedshaws Hill looking to Yetholm

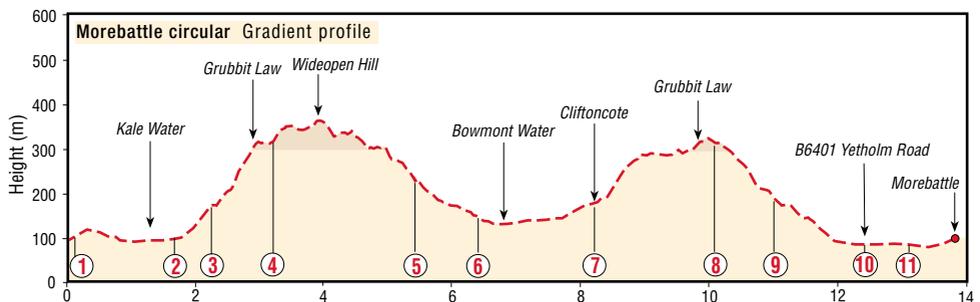
There is on-street parking in the centre of Morebattle. The first half of the route follows St Cuthbert's Way.

1. From Morebattle head east along the main street following the St Cuthbert's Way signs. At the road junction turn right (signposted for Hownam) and head uphill on a single track road, past the entrance to Corbett Tower and on to the next road junction. Turn right and follow the road for 300m to a bridge over the Kale Water on your left.
2. Cross the bridge and pick up a track in the middle of the field ahead, turn right and follow the track as it winds uphill. In summer, on the steeper slopes, wild thyme, and bird's foot trefoil grow which attract common blue butterflies.
3. At the gate, turn right, cross the stile and climb uphill to the right of the plantation and continue heading straight uphill. Here you may see meadow pipit and skylark. Just below the summit of Grubbit Law turn left and follow a rough track.
4. At the track junction continue straight ahead and follow the dyke (wall) on your left in a north-easterly direction to the top of the hill. Cross a dyke and continue along the ridge following the original dyke as it twists and turns for the next 2.4km past Wideopen Hill, the highest point on the St Cuthbert's Way. Buzzard and sometimes raven can be seen soaring here. Go through the gate and head downhill to the end of the dyke on your right.
5. Turn right here then after a few metres turn left and continue downhill to a gate. Turn right and follow a green lane down to the public road.
6. Leave St Cuthbert's Way and follow the public road right downhill initially. After 1.5km, bear right at the road junction and follow the road uphill to Cliftoncote farm.
7. At the farm steading turn right immediately beyond the large shed and head to the corner of a metal shed straight ahead. Go through a gate behind the shed and continue straight ahead. Climb uphill (over an area of ancient cultivation terraces) to join a grassy track and continue along the track over the brow of the hill where it then runs parallel with a dyke on your left. Go through the dyke and follow the track along the other side for a bit then bear left as the track heads through the heather.



8. At the track junction cross St Cuthbert's Way and begin to descend, picking up a dyke on your right for a bit and following a rough vehicle track downhill. At a point where the track swings round to the right, leave the track and continue downhill to the corner of the plantation. Go down the right side of the plantation to rejoin the track again.
9. When you reach the wood turn left and follow the track round and downhill

beside the wood. At the bottom of the hill turn right through the wood, and follow the stone track through the field until another cattlegrid with another woodland on the right. Continue following the track downhill as it swings left, round the woodland, past Grubbit Cottage on your right. The track swings round to the right, crossing another two cattle grids, before emerging at the public road next to a hump-back bridge on your right.



10. Go straight across the road onto a minor road and at the first bend, bear left on a path through the field gate. Continue downstream, along the riverbank, heading for the hunt gate and finger post in the dyke at the far end of the field away from the water.
11. Cross the public road (Yetholm to Kelso) onto the farm road and then immediately go left through a kissing gate into the

field. Take the diagonal path towards another kissing gate next to the riverbank then follow the woodland path crossing the river by the small iron bridge built to commemorate Queen Victoria's jubilee in 1887. Take the grass path left uphill into the village, passing the church and graveyard on your right and back to the main street in Morebattle from where you set off.

Route 10

Yetholm and Currburn circular



This is a hill route. It is essential that you carry, and know how to use, an OS map and compass. Please ensure you are suitably clad for this type of terrain.

Start and finish: The Green, Kirk Yetholm

Distance: 9 ½ miles / 16km

Total ascent: 560m

Walking time: 5 - 6 hours

Terrain: Mainly farm tracks and hill tracks. Some road.

Facilities: Border Hotel in Kirk Yetholm, The Plough Hotel, public toilets and shop in Town Yetholm

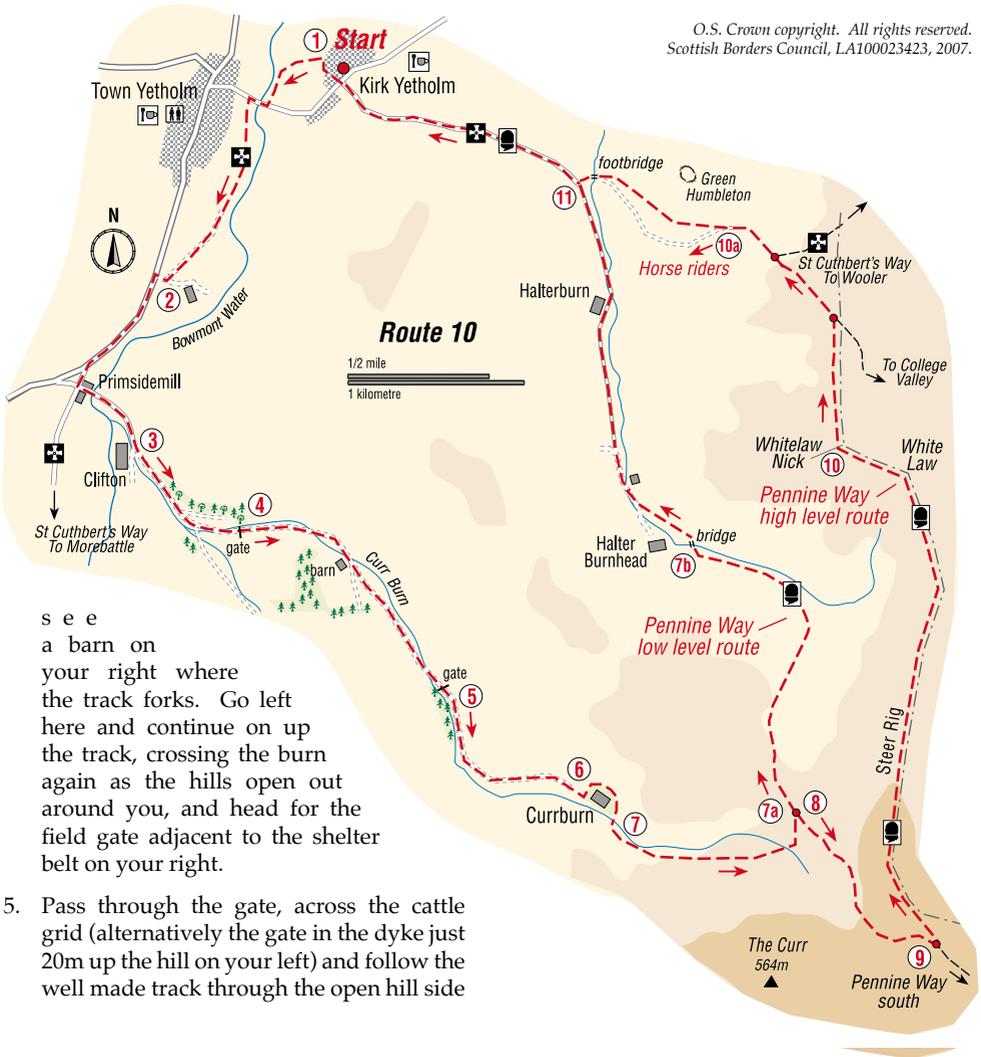
1. Leave the village green by heading downhill, past the Youth Hostel, on St Cuthbert's Way. Leave the village by crossing Yetholm Haugh towards the steps at the Bowmont bridge leading back into Town Yetholm. Cross the bridge, turn left and follow St Cuthbert's Way upstream on the Bowmont Water as the path turns into a track and reaches a tarmac road.
2. Turn right opposite the cemetery gates, following the road for 75m until reaching the road junction. Turn left and follow the road until you reach the junction on



White Law

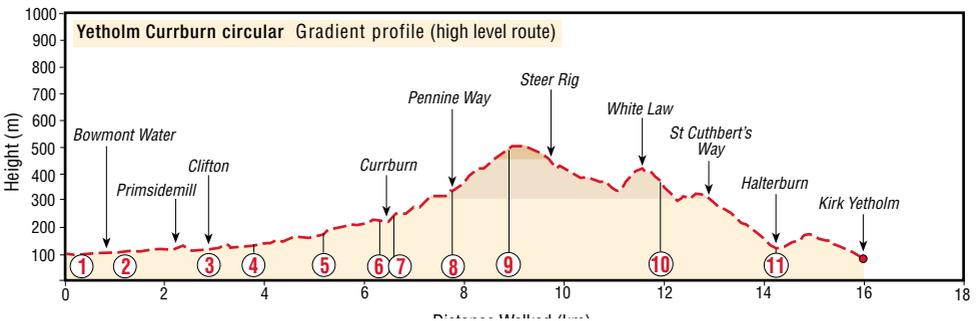
- your left, signed to Belford on Bowmont and Cocklawfoot. Turn left and follow the road downhill for 80m to Primsidemill crossroads where you should turn left and follow the road, with a dyke on your left and wood on your right, leading to Clifton on Bowmont.
3. At the farm cross the cattle grid and continue up the concrete road past the shepherd's cottage on your left until it reaches a fork where the road turns to a track. Take the right fork here and continue on, crossing the burn, then take the left fork heading for the gate and cattle grid by the wood.
4. At the trees cross the cattle grid and go through the gate ahead. Follow the now tarmac road until a cattle grid where it turns back to a rough track and you will

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see a barn on your right where the track forks. Go left here and continue on up the track, crossing the burn again as the hills open out around you, and head for the field gate adjacent to the shelter belt on your right.

5. Pass through the gate, across the cattle grid (alternatively the gate in the dyke just 20m up the hill on your left) and follow the well made track through the open hill side





Halterburn, Cheviot Hills

for almost 1km, passing over another two cattle grids, until you reach Currburn.

6. Follow the track round to the left and pass through the gate in front of you, under the electricity pylon, through another gate and turn sharp right, heading along the dyke above the farm, through another gate, past the shelterbelt and handling pens on your right into the open countryside.
7. Continue following the burn upstream on a trodden grass track. Pass through a gate after 500m as the path sweeps round to the left traversing uphill between Latchly Hill and The Curr. In 450m you reach a fingerpost marking the Pennine Way.

Short/ Low Level Route

- 7.a Turn left, downhill following the low level route of the Pennine Way through the kissing gate in the fence and dyke. The track leads down the valley, meeting a dyke on your left at a waypost. Follow the dyke downhill, turning left at the fingerpost, adjacent to the trees, and on down the track for 750m until another fingerpost directs you off the track, just before Halter Burnhead steading.
 - 7.b Pass over the bridge, or through the burn just further up if on horse back. Turn left, pass through the gate in the dyke and follow the dyke on your left, as it turns into a fence for 250m. Pass through a gate in the fence on your left and head for the track which passes two sheds on your right and crosses a cattle grid where the track turns to tarmac road. Follow this for 2km back to Kirk Yetholm from where you set off.
8. Follow the grassy track as it swings round to the right, signposted "Pennine Way", uphill for almost 1km until reaching a hunt gate.
 9. Pass through the hunt gate, follow the track for another 300m until reaching a fingerpost pointing you sharp left for the "Pennine Way" high level route. This track takes you uphill before passing through another hunt gate. Follow the path with the fence on your right for 350m, before passing through a third hunt gate. Follow the path, keeping the fence on your right, for 2km along Steer Rig, down through the saddle, and up to the peak of White Law. Ignoring the gates through the fence, follow the fence line as it follows the ridge round to the left, downhill towards Whitelaw Nick.
 10. A fingerpost points you sharp right over a dyke using either the ladder stile or through two hunt gates. Follow the path downhill then back up the other side of the small valley, roughly keeping the line of the dyke for 675m. On reaching a fingerpost at the crest of the hill, ignore the field gate in the dyke on your right. Turn left downhill, on the grassy track signed the Pennine Way. Pass another fingerpost, ignoring the path leading uphill to the St Cuthberts Way, and carry on down the valley. Follow the waypost leading you right at the fork in the track, round the contour of the hill, until meeting a dyke on your right which the path follows downhill to the burn.
 - 10a. Horse riders may wish to make their way down to the road by taking the left fork, taking the track which keeps the burn on your right, until fording the burn at the tarmac road.
 11. Cross the bridge on the burn, turn right at the fingerpost on the tarmac road and follow it for almost 1.5km over the hill to Kirk Yetholm.

Long/ High Level Route

Route 11

Calroust, the Castles and The Street



This is a hill route. It is essential that you carry, and know how to use, an OS map and compass. Please ensure you are suitably clad for this type of terrain.

Belford on Bowmont is 5 miles south of Yetholm

Start and finish: Field just beyond Belford on Bowmont Park the car in the grass field beyond the cattle grid after passing Belford on Bowmont and the telephone box on your right.

Distance: 11 ½ miles / 18.5km

Total ascent: 550m

Walking time: 6 - 7 hours.

Terrain: Farm tracks and rough hill ground

Facilities: Pub/ shop in Morebattle, Town and Kirk Yetholm.

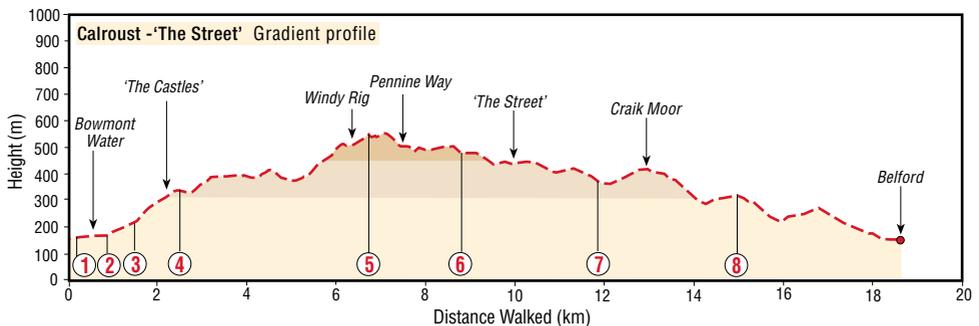


Walking north on The Street

1. Follow the minor road up the valley beside the Bowmont Water for 1km.
2. Turn right onto a track leading to Mowhaugh School House and make your way round the back of the house and continue uphill with the dyke (wall) on your left.

- 2a. Horse riders may use an alternative route by making their way up the earlier track to the west of Calroust Burn leading to Calroust. The entrance to this track is marked by a monkey puzzle tree, *Araucaria araucana*. This track passes Calroust after 1.5km and Calroust Hopehead after another 2.5km. Bear right as this track degrades to a path. Pass through a couple of gates and head uphill to Belshaw's Knowe and onto The Street. On reaching the junction with The Street, follow the sign pointing right, downhill, to Hownam. Please see 5.

3. Follow the line of the grass track uphill passing through four gates until you come to a thicket of gorse. Pass round this by turning right and then left and continue up the hill following a rough track to a gate. At the top you will see the remains of an Iron Age settlement referred to as "The Castles".





Walkers, Pennine Way

4. Keeping the dyke on your left enclosing the Scots Pine plantation, continue following a rough grass path over two small rises (Crock Law and Pudding Law on the map) and through a gate. At the end of the dyke a wire fence continues up the hill which you should continue to follow for 1.4km making for the Border ridge on the horizon. Note the ground gets wet underfoot as you ascend Windy Rig. At the brow of the hill you will come across a gate in the fence on your left. Go through the gate and continue to follow the fence (now on your right) until you meet a hunt gate in the English Border fence.
5. Go through the gate onto the grassy and sometimes muddy Pennine Way and turn right. On a clear day this is an excellent vantage point for views of the Borders and the Northumberland National Park. After 1.3km you will come across a fingerpost for "The Street" pointing you sharp right



Black face Sheep

along a hard track. Follow this back downhill, with the Border fence on your left, until you pass into a gully.

6. Go through the Border fence by a field gate and continue on down the hill following the track for 2km passing through three field gates. Carry on down the track as it sweeps downhill and round to the left until you reach two gates below the saddle.
7. Pass through these gates, and continue following the track, uphill, as it swings to the right, with the fence line now on your right. You will shortly pass through another field gate on the track. As you proceed look out for the remains of an Iron Age fort on your left, situated to the west on Blackbrough Hill. Continue for 1.5km with the fence on your right which turns to

a stone dyke just before reaching another field gate. Pass through this gate, taking you to the opposite side of the dyke, and follow the dyke over the rise, as the path gradually becomes less defined in the permanent improved pasture. This takes you to the Hownam to Belford track at a field gate which is clearly signed with a fingerpost.

8. Turn right onto the track heading for Belford, cross the Hownam Burn, proceed uphill through a gate and past the ruins of "See Few" Cottage on your left. Follow this well defined track for 2.4km over the hill and down, through a number of gates, to Belford on Bowmont Farm. Turn right at the junction with the tarmac road, back to where you started.

Further Interest

- Roxburghe Estate
Floors Castle and grounds
Admission charge applies.
Café, restaurant, Castle produce shop and garden centre
<https://www.floorscastle.com/estate>
- Borders Ice Rink, Kelso
bordericerink.co.uk
- Schloss Roxburghe Hotel and Golf Course
<https://schlosshotel-roxburghe.com>
- Smailholm Tower
- Kelso Abbey
<https://www.historicenvironment.scot/visit-a-place/places/kelso-abbey>
- Hume Castle, Hume, Greenlaw
<https://humecastle.org>
- Junction Pool view point and Roxburgh castle (Remains of)
Follow the A699 or the Borders Abbeys Way east from Kelso
- Race course
kelso-races.co.uk
- Hoselaw Loch and Din Moss Nature Reserve
- Yetholm Loch Nature Reserve
www.scottishwildlifetrust.org.uk
- Yetholm
www.yetholmonline.org.uk

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Traveline Scotland
travelinescotland.com
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Cycling, horse riding and other trails

Cycle Scottish Borders

www.cyclescottishborders.com

Ride Scottish Borders

www.ridescottishborders.com

Mountain Biking Forestry and Land Scotland

www.forestryandland.gov.scot

Further Walking in the Area



The Southern Upland Way 212 miles/340 km coast to coast long distance footpath from Portpatrick on the south-west coast of Scotland to Cockburnspath.



St Cuthbert's Way 62 miles/100 km celebrates the life and progress of St Cuthbert, starting at Melrose and ending at Holy Island.



The Borders Abbeys Way 68 miles/109 km linking the Abbeys towns of Jedburgh, Hawick, Selkirk, Melrose, St Boswells, Kelso and Jedburgh.



Berwickshire Coastal Path 28 miles/45 km follows one of the most spectacular coastlines in Britain for between Cockburnspath and Berwick upon Tweed.



John Buchan Way 13 miles/22 km has been developed with the famous 'thirty-nine steps' novelist and diplomat in mind from Peebles via Stobo to Broughton.



Pennine Way 268 miles/431 km from Edale to Kirk Yetholm in the Scottish Borders.



Other Paths Around Towns booklets are available from Visit Scotland Tourist Information Centres.

For all walking information see www.scotborders.gov.uk/walking

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Yetholm

Acknowledgements

The co-operation of farmers and landowners in developing these routes is gratefully acknowledged.

Every effort has been made to ensure that the information and advice contained in this booklet is correct at the date of publication. However, it is always for you to assess whether completing a route is within your capability, using your

common sense and your knowledge of your own state of health and fitness, competence and experience. No liability is accepted by the authors or publishers for any loss, injury or damage, arising out of, or in any way connected with, any person or persons undertaking or attempting to undertake any of the routes described in this booklet, howsoever caused.

Contact Information

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Visitor Information Centres:

Visitor Information Centre: Jedburgh

For Information: Tel: 01835 863170

Accommodation Bookings: 0845 22 55 121

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Access & Countryside Team & Walk It

Council Headquarters, Newtown St Boswells,
Melrose, TD6 0SA

Tel: 01835 825070

Email: outdooraccess@scotborders.gov.uk

Email: rangers@scotborders.gov.uk

Email: walkit@scotborders.gov.uk

Mountain Rescue Team - Scottish Borders

It is considered best practice to alert the MRT to all incidents where a casualty is located on a hill, moor, upland or other countryside, or missing on such ground, even if the Ambulance Service has been requested.

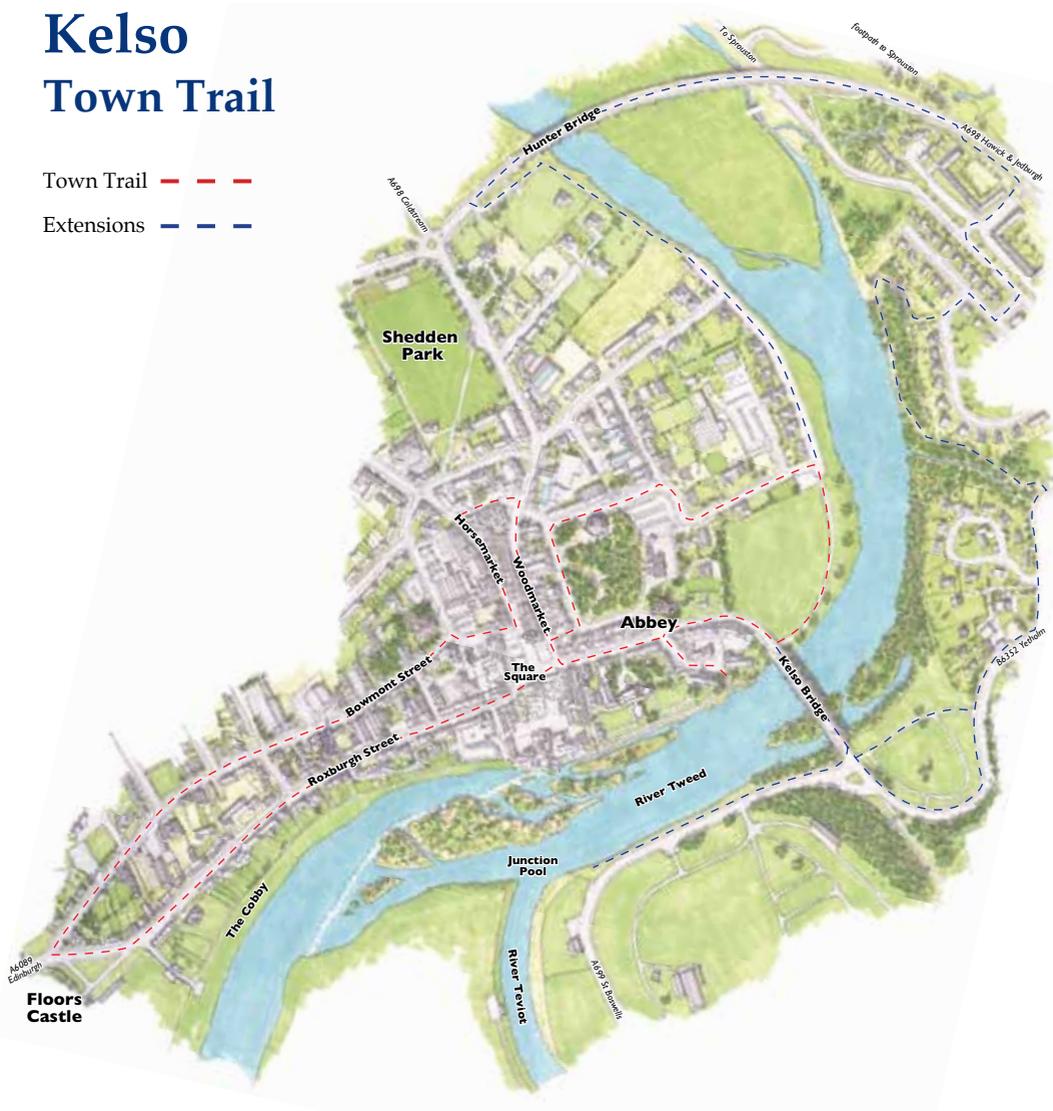
To call the MRT to such incidents the following procedure should be followed:

1. Dial 999
2. Ask for Police
3. Tell the Police that you require Mountain Rescue

Kelso Town Trail

Town Trail — — —

Extensions - - -



Scottish
Borders
COUNCIL

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