

The Mack Walks: Short Walks in Scotland Under 10 km

Drum Castle Ramble (Aberdeenshire)

Route Summary

An easy walk with some gentle ups and downs through a mixed landscape of forest and farmland managed by the National Trust for Scotland. The eye-catching focal point is Drum Castle, which is very old but in fine shape. The walk offers a highly recommended diversion to the Garden of Historic Roses.

Duration: 2 hours



Route Overview

Duration: 2 hours.

Transport/Parking: Stagecoach 201/202 services to/from Aberdeen. Check timetable. Return walk from the bus-stop on the N Deeside Road adds 3 km to the overall walk distance. Drum Castle NTS car-park (charges apply for non-members).

Length: 5.290 km / 3.31 mi

Height Gain: 140 meter **Height Loss:** 140 meter

Max Height: 141 meter **Min Height:** 66 meter

Surface: Moderate. Mostly good paths and estate roads, although there may be slippery areas in wet conditions.

Child Friendly: Yes, if children are used to walks of this distance.

Difficulty: Easy.

Dog Friendly: Yes. Keep dogs on lead near to any cattle and sheep encountered. Pick up, bag and remove any mess!

Refreshments: There is an excellent little cafe in the courtyard area of the castle.



Description

This short and easy walk makes for a very pleasant ramble through wooded areas and farmland centred around the very photogenic Castle of Drum, which is managed by the National Trust for Scotland, and is in excellent condition. The 13th-century tower may be the work of medieval architect Richard Cementarius, who built the Brig of Balgownie in Old Aberdeen. A large wing was added in the early 17th Century and further alterations were made during the Victorian era. The route is in the form of three loops, like the leaves of a clover, with each route returning to the Castle. The first loop takes in farmland, broadleaf and conifer woods, and a fine, open viewpoint for lower Deeside. The second loop wanders through Drum Woods, notable for some very old and distinctive oak trees. The final section takes in a close look at the castle and its chapel, built in the 15th Century, before setting out through a more open, farmed landscape. Close to the end of the walk there is the opportunity to visit the famed and beautiful Garden of Historic Roses (NTS charges apply). This tranquil walled garden is divided into quadrants that show how roses have been cultivated from the 17th to the 20th century. Returning to the immediate grounds of the castle, you will pass a pretty and captivating landscaped pond area.



Waypoints

(1) Start walk at Drum Castle car-park

(57.09496; -2.33926) <https://w3w.co/wolves.jetting.gown>

The walk starts from the car-park* at Drum Castle. Walk out of the car-park to the access road and turn left, away from the castle, towards the trees.

***Note:** Drum Castle is a National Trust Scotland location. Car-park charges apply if you are not a NTS member.



(2) Up rough road to trees

(57.09527; -2.33993) <https://w3w.co/guitar.shuttered.gulped>

With trees on your right and a field on your left, walk up the rough estate road in a westerly direction. Pass the entrance on your right for the Woodland Trail and keep going straight ahead on the Drumhill Trail. (66 m)



(3) Veer right at y-junction then onto path left

(57.09487; -2.34239) <https://w3w.co/backfired.minority.growl>

In another 160 m, or so, arriving at a y-junction with a large tree stump in the middle of the junction, take the right fork and then, almost immediately, go left onto a path through the trees on your left to follow the Drumhill Trail. In about 300 m the Drumhill Trail path veers left to join an estate road. At that point, turn right onto the rough estate road for about 40 m. (227 m)



(4) Go left off the rough road

(57.09416; -2.34778)

<https://w3w.co/convinced.springing.command>

In 340 m, or so from Waypoint 3, go left to leave the rough estate road and follow the Drumhill Trail path as it winds through the conifers, eventually arriving at a viewpoint over the Dee Valley before gently climbing the very low Drum Hill. (567 m)



(5) Veer right after trig point

(57.09240; -2.34479) <https://w3w.co/scouts.engrossed.rudder>

In 540 m, having passed the Dee Valley viewpoint, you will have ascended through the conifers to the trig point on Drum Hill. Veer right to continue following the path after the trig point as it gently descends to the estate road you left earlier. Walk back along that road in the direction of the castle where you started the walk, looking for the access to the Woodland Walk on your left. (1.1 km)



(6) Left through gate onto Woodland Trail

(57.09522; -2.34109) <https://w3w.co/motored.clipboard.blackmail>

In 500 m from the trig point at Drum Hill, turn left before the castle car-park to go through the gate into Drum Wood. Now follow the yellow Woodland Walk signposts as you progress in a clockwise circle through the wood. Note some very old oak trees along the route. (1.6 km)



(7) Left back towards car-park

(57.09524; -2.34088) <https://w3w.co/motored.clipboard.blackmail>

After 1.3 km, the Woodland Walk returns you to the estate road you left before you entered the wood. Go left towards the car-park here. (2.9 km)



(8) Veer right towards castle

(57.09517; -2.33925) <https://w3w.co/bedrock.meanings.astounded>

After 100 m, or so, veer slightly right across the top of the car-park towards the path into the western end of the castle past the notice boards. (3.0 km)



(9) Pass old chapel on your right

(57.09468; -2.33849) <https://w3w.co/recipient.hawks.informed>

In 200 m, after taking a peek into the castle courtyard, pass the castle on your left and then veer right to take the path and steps towards the old chapel in the trees. (3.1 km)



(10) Follow gravel path away from castle

(57.09468; -2.33757) <https://w3w.co/retiring.regular.overture>

In 30 m, or so, cross the lawn to take the wide gravel path, walking away from the castle into the trees. Arriving at the gate to a field, open the gate and leave it closed and secured as you found it (or climb over the gate!). Walk through the field, taking care if there are any cattle, and go through the second gate to leave the field as you arrive at the castle access road. Go down the road (away from the castle) a short distance looking for a rough road veering off to the left side. (3.2 km)



(11) Veer left off castle access road

(57.09439; -2.33132) <https://w3w.co/frame.calculate.leans>

In 400 m from the castle, veer left off the castle access road. Follow the rough road as it soon bends left between fields. (3.6 km)



(12) Left at t-junction

(57.09701; -2.32906) <https://w3w.co/conclude.earlobe.birdcage>

In 500 m, at a t-junction, go left back in the direction of the castle, with fields on both sides, before the rough estate road enters trees. Don't go left to the Gardener's Cottage just before the trees. (4.1 km)



(13) Left off rough road onto path

(57.09721; -2.33476) <https://w3w.co/mock.supposes.crumble>
In 300 m from the t-junction, now in trees, go left onto a path marked with a Farmland Walk sign. (4.4 km)



(14) Through gate towards walled garden

(57.09650; -2.33480) <https://w3w.co/accented.bathtubs.jubilant>
In 100 m, go through the gate towards the entrance hut for the walled garden. (4.5 km)



(15) Optional visit to rose garden

(57.09620; -2.33469) <https://w3w.co/custom.firming.fortified>
In 100 m you arrive at the entrance to the walled garden with quadrants representing 4 different epochs of garden roses, from the 17th to the 20th century. This is a recommended, but optional, diversion. If you are not a NTS member there is an entrance charge. When you are ready, move on down the path towards the castle, passing some fine trees and a beautiful pond area. (4.6 km)

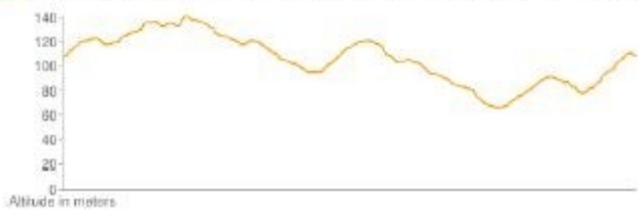
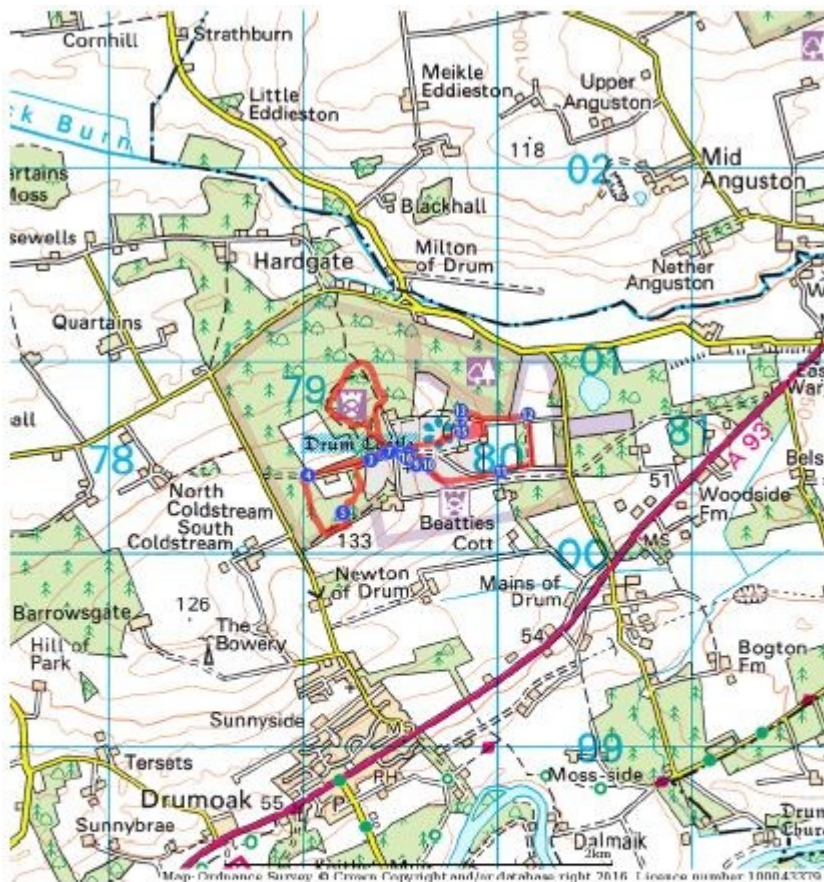


(16) Finish walk back at car-park

(57.09497; -2.33936) <https://w3w.co/wolves.jetting.gown>
In 700 m you will have returned to your start-point in Drum Castle car-park. (5.3 km)



Route Map



Links:

[Photos from walk](#)

[Download Route Guide](#) (PDF with illustrated Waypoints)

[Download GPX file](#) (GPS Exchange Format)

[Access Walk on OutdoorActive](#)

[Access Walk on OSMaps](#)

[Access Walk on AllTrails](#)

[Access Walk on Wikiloc](#)