

The Mack Walks: Short Walks in Scotland Under 10 km

Insch-Drumrossie-Insch Meadows Circuit (Aberdeenshire)

Route Summary

An easy circuit around the outskirts of Insch, with very limited overall ascent. There is a mix of village, woodland and farmland environments to enjoy, with a little local history and natural history thrown in.

Duration: 2.25 hrs.



Route Overview

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Transport/Parking: There is a free car-park at the walk start/end point. Train and bus services operate through Insch. Check timetables.

Length: 4.9 km / 3.05 mi. **Height Gain/Loss:** 41 meter.

Max Height: 140 meter. **Min Height:** 123 meter.

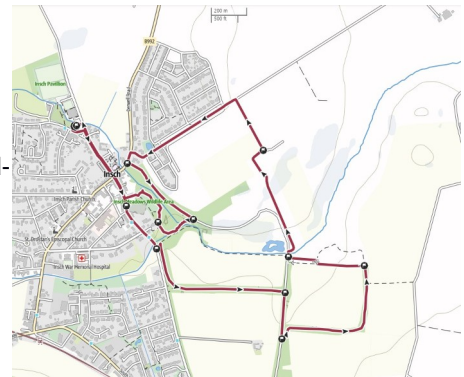
Surface: Moderate. A mix of tarred and rough roads, rough and hard-surfaced paths. The circuit is not suitable for off-road mobility scooters due to a narrow bridge and fallen branches to be stepped over. Go left at Waypoint 4 to cut out the compromised section, and rejoin the route at Waypoint 7. This misses out views of Bennachie and reduces the walk distance by 1 km.

Difficulty: Easy

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

Dog Friendly: Yes, but keep dogs on lead on public roads and near farm animals.

Refreshments: Options in Insch.



Description

This is a pleasant little ramble around and about the paths network to the east of the village centre in Insch. Although never very far from the High Street in Insch, there is quite a rural feel to the route, with fine views to the Bennachie range, and towards the Hill of Dunnydeer and Hill of Christ's Kirk at other times. The walk takes in a visit to St Drostan's Kirkyard, with links back to the 12thC, and perhaps earlier. At times, there are glimpses of Drumrossie House, an unusual and attractive single storey mansion house. Returning to the village, the visit to the Insch Meadows nature reserve is brief but enjoyable. At St. Drostan's church, in the centre of the village, what immediately catches the eye if you look up is the beautiful and elaborate bell-cot, dated 1613. It was probably erected on a new church building of that date. However, it is believed that a church was built here in the 12thC, linked to the powerful Lindores Abbey in Fife. During the latter part of the 19thC, a gravemarker or coffin slab was uncovered with an inscription that indicates it is dedicated to a priest named Radulfus, a chaplain to the Bishop of Aberdeen during the 12thC. This would suggest that the slab is one of the oldest lettered monuments in Scotland. It is understood that Drumrossie House was rebuilt c.1840, possibly to the design of John Smith, Aberdeen's first city architect. Unusually, it is built in a long, low single-storey style with five-bay windows. Inside, there is an octagonal hall with a panel inscribed with the date 1687. A coach-house, a doocot, outhouses and stables were also added in the 19thC. The attractive gardens have been made open to the public on occasions via the Scotland's Gardens scheme. Insch Meadows is a locally important natural open space within Insch. It is managed with the active involvement of a dedicated group of local volunteers. The Meadows has a variety of different areas for wildlife including a small pond, open meadow areas, trees and shrubs. There is also a small play area.



Waypoints

(1) Start walk at the Bennachie Leisure Centre car-park

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Start walk from the Bennachie Leisure Centre car-park off Golf Terrace. Walk along Market Street towards the centre of Inch. Cross at the x-roads and carry on along the High Street, looking out for the distinctive gable end of an old church on the left side of the street.



(2) Divert left to check out St Drostan's Kirkyard

In 420 m, divert left off the left-hand side pavement on the High Street to check out the ruins of St Drostan's Church*, where there is an information board. When you are ready, return to the pavement, turning left out of the churchyard to continue along the High Street. (420 m)

** Note: What immediately catches the eye if you look up is the beautiful and elaborate bell-cot, dated 1613. It was probably erected on a new church building of that date. However, it is believed that a church was built here in the 12thC, linked to the powerful Lindores Abbey in Fife. During the latter part of the 19thC, a gravemarker or coffin slab was uncovered with an inscription that indicates it is dedicated to a priest named Radulfus, a chaplain to the Bishop of Aberdeen during the 12thC. This would suggest that the slab is one of the oldest lettered monuments in Scotland. See more: <https://aberdeenshire.gov.uk/leisure-sport-andculture/archaeology/projects/historic-kirkyards/st-drostanskirkyard- inch/>*



(3) Left and down - onto woodland path

In 240 m, go left and down onto a rough track, almost immediately taking the paths option veering right, walking through a belt of trees, with the High Street a little distance away, running parallel on your right. In about 220 m, the path veers left, away from the High Street into another belt of trees, with fields now on both sides. As you proceed, you will see Drumrossie House and policies (more of, later) across the fields on your left side (660 m)



(4) Turn right at t-junction

In 670 m from leaving the High Street you will arrive at a t-junction. Turn right here to follow the rough road. (1.33 km)



(5) Left and over footbridge

In 190 m, veer left off the road to cross a narrow footbridge. After crossing the bridge, go left with the small burn on your left. In another 50 m, or so, follow the path as it goes right and ascends up the hillside, within a belt of trees. Now follow this path, between fields, with views of the Bennachie range on your right side. The path bends left in about 300 m, still within a belt of trees. Now look out for a path on your left, going downhill towards a pedestrian gate, in about 250 m. (1.52 km)



(6) Left and down - through gate

In 610 m from Waypoint 5, and about 250 m after changing direction to go left along the hillside, go downhill to a short set of steps, then through a pedestrian gate*. Note: where you turn left here, a mature tree in front of you has the name "St Bernadette" carved into the bark. Now follow the grassy path downhill for 200 m, where you turn right for a short distance to join the access road for the Inch Waste Water Treatment plant. Turn left here to walk away from the site. (2.13 km)

** Note: if you miss this waypoint and carry on, the increasingly narrow (and sometimes very muddy) path will take you down on the other side of the wastewater plant, re-joining the route close to the gates of the plant.*



(7) Right - across bridge then veer right

In 330 m from Waypoint 6, you will arrive at a t-junction on the rough road you were on earlier. Go right here to immediately cross a bridge over the Shevock Burn. Just after crossing the bridge, you will catch a glimpse of the Drumrossie House* pond here, across a fence on your left. However, do not carry on up the access road to the House. Instead, veer right to follow an old farm road which carries on uphill, parallel with the Drumrossie House access road on your left side. In about 350 m you will start to pass the Drumrossie Home Farm buildings, soon on both sides. (2.46 km)



** Note: It is understood that Drumrossie House was rebuilt c.1840, possibly to the design of John Smith, Aberdeen's first city architect. Unusually, it is built in a long, low single-storey style with five bay windows. Inside, there is an octagonal hall with a panel inscribed with the date 1687. A coach-house, a doocot, outhouses and stables were also added in the 19thC. The attractive gardens have been made open to the public on occasions via the Scotland's Gardens scheme in order to show off the three acres of landscaped lawns, a formal walled garden, a vegetable garden and greenhouse area, and a recently planted orchard. In addition, there are 27 acres of wooded walks, paddocks and a large wildlife pond. See more: <https://canmore.org.uk/site/130740/drumrossie-house>*

(8) Go left - away from Home Farm

In 510 m from the last Waypoint, at a 3-way junction, follow the rough road left, now between fields with views over to the Hill of Dunnydeer and the Hill of Christ's Kirk, on your left side. In about 250 m, at a t-junction go left on the rough road. In a further 60 m, or so, keep going straight ahead and gently downhill on a hardsurfaced pathway, with a field on your left side and trees on your right, separating you from the Denwell housing estate on your right side. Keep following the path until it emerges onto the pavement on the B992 Denwell Road. Go left there, looking out for an entrance drive for Drumrossie House on your left side in about 50 m. (2.97 km)



(9) Left off pavement into Drumrossie House drive

In 770 m from the previous waypoint, go left off the pavement on the B992 road to walk into the access drive for Drumrossie House, within dense woodland. (3.74 km)



(10) Sharp right and down onto woodland path

In 360 m*, go sharp right and down onto a woodland path which soon skirts the Shevock Burn on your left side. Keep going into the woodland, passing a bridge on your left side (you don't cross the bridge!). (4.10 km)

** Note: we suggest ignoring a path on your right in about 300 m. Although it will take you to the same place, beside the bridge over the Shevock, this path is steeper and can be muddy at times.*



(11) Take path veering right at y-junction

In 200 m from leaving the Drumrossie House access drive, you will arrive at a paths y-junction. Take the option veering right here which will take you past some benches, the wildflower meadow, a bird observation hide (wall alongside the path with observation slits), and to a small pond with observation gangway. As indicated on information boards, this area is called the "Insch Wildlife Area" and the "Insch Meadows"*. After enjoying this protected environment, hidden in the centre of the village, follow the path out onto the High Street. Here, you turn right and re-trace your footsteps back to your start-point in the Bennachie Leisure Centre car-park. (4.03 km)



** Note: Thanks to Aberdeenshire Council for the following information: Insch Meadows is a locally important natural open space within Insch. It is managed with the active involvement of a dedicated group of local volunteers. The Meadows has a variety of different areas for wildlife including a small pond, open meadow areas, trees and shrubs. There is also a small play area.*



(12) Finish walk back at start-point

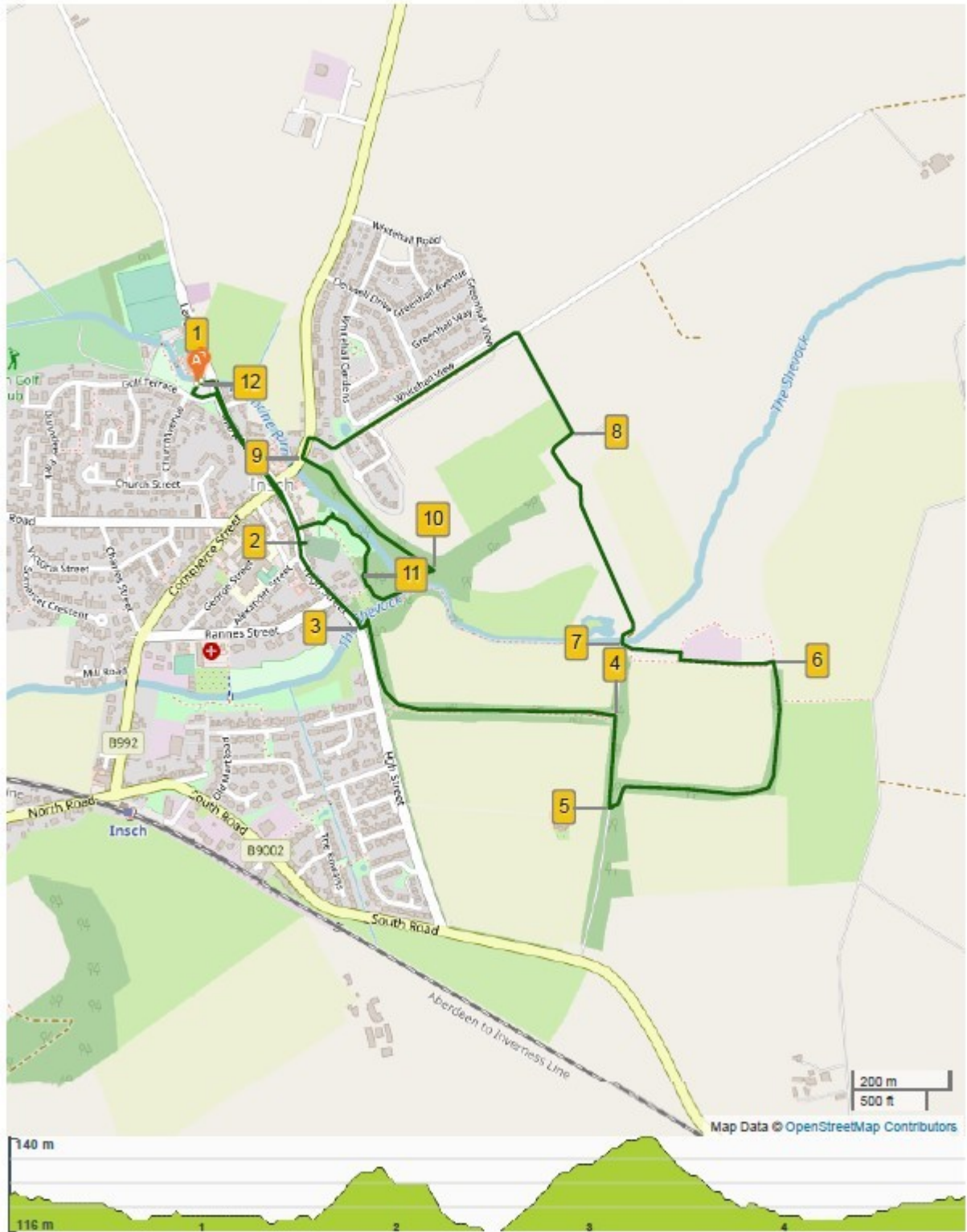
In 630 m from the previous waypoint, you will complete the walk in the Bennachie Leisure Centre* car-park.

** Note: the leisure centre cafe is recommended. It is open 9am to 5pm, Monday to Friday.*



Route Map (with waypoints)

218-Insch-Drumrossie-Insch Meadows Circuit



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](#)