Enjoy Scotland's outdoors responsibly

Meal is thoir spèis do bhlàr a-muigh na h-Alba

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.

The main messages from SOAC are:

- **Take responsibility for your own actions;**
- **Respect the interests of other people;**
- **Care for the environment.**

Livestock will be encountered at all times of the year. Wild flora and fauna are also in abundance and need to be respected and protected. Please keep dogs on lead or under strict control at all times, keep a safe distance from livestock and remove and dispose of dog waste responsibly.

Leave No Trace

Na Fàg Fianais

To leave no trace means exactly that.

Carry out what you carry in

Leave no trace of your visit and do not leave litter

Refrain from lighting camp fires

If going to a remote location make sure to pack your toilet kit and make sure you are well away from running water or footpaths

Extinguish and dispose of cigarette ends responsibly

SCOTTISH OUTDOOR ACCESS CODE

KNOW THE CODE BEFORE YOU GO

outdooraccess-scotland.com

The Scottish Government

The Highland Council
Comhairle na Gàidhealtachd

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Further details on the Core Paths Plan and Countryside Access, see The Highland Council Website

highland.gov.uk/leisureandtourism/what-tosee/countrysideaccess/

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Sleat General Information

Community Council: sleatcommunitycouncil.org.uk

Visit Sleat: visitsleat.org

Sleat Community Trust: sleat.org.uk

Clan Donald Skye: clandonald.com

Sabhal Mòr Ostaig, Scotland's Gaelic College: smo.uhi.ac.uk

Caledonian Macbrayne: calmac.co.uk/destinations/skye

Visit Scotland: visitscotland.com

Walk Highlands: walkhighlands.co.uk/skye/sleat

SLEAT *perfectly* SKYE

visitsleat.org

Paths Around SLEAT, THE ISLE OF SKYE

Ceuman Mu SHLÈITE, AN T-EILEAN SGITHEANACH

sleatcommunitycouncil.org.uk
visitsleat.org

Paths around SLEAT, THE ISLE OF SKYE Ceuman Mu SHLÈITE, AN T-EILEAN SGITHEANACH

Sleat
Slèite

Commonly referred to as 'the garden of Skye' visitors to the Sleat peninsula in the south end of the island are always surprised how beautiful the area is. Rolling hills drop dramatically to the glittering blue sea that snakes around beaches and rocky shorelines, punctuated with lush gardens and dense woodlands. Sleat is home to not just some of the world's most stunning scenery but also to award-winning restaurants, hotels and attractions. Entertainment includes traditional and contemporary music, theatre and opera and throughout the year there are a variety of walks and events arranged through the Highland Council Rangers. Our rocky coastline has a number of sandy beaches, particularly those at the Point of Sleat, Achnacloich, Tarskavaig, Knock Bay, Armadale and Ord, all popular locations for sea-kayaking. Come and stay awhile and enjoy Sleat, with something for everyone.

Sleat or Slèite (from the Norse, 'smooth') is a perfect place to walk. Almost every track has a view of the sea, from some well-known paths around the peninsula, to walks across rolling hills and along rocky shorelines. Our history is reflected in our three ruined castles at Castle Camus or Knock Castle, Dunscaith and Armadale Castle, ancient seat of the MacDonalds of Sleat, all easily accessible to walkers of all abilities. The views from the north shore of Sleat look out across Loch Eishort to the mighty Cuillin Hills, home to 12 Munros, and some of the most challenging climbing in Britain. To the south and east of the peninsula gaze across the Sound of Sleat to Knoydart, one of the last wilderness areas of the UK, or to Lochs Hourn and Nevis and beyond to Mallaig and Ardnamurchan, the most westerly tip of Britain's mainland. Keep an eye on the land, sea and sky; you never know what you might see.

Our paths and rough tracks pass through a variety of landscapes and land uses, and use a mix of routes from tarred road to grass paths. Suitable footwear for such paths should be worn as should clothing appropriate for the Highland weather. Please ensure gates are left as you find them, park your car with care and leave no trace of your visit. Much of the area is farmed and crofted, so dogs should be under close control at all times and on leads where requested and especially around livestock. We love our visitors to walk in Sleat, but please be considerate to our animals and our countryside.

Wander in Sleat
Siubhail ann an Slèite

Aside from the very special four walks we feature, there are numerous other walks and wanders to enjoy in Sleat. The peninsula is much less rugged than the north of Skye and so offers a choice of gentle rambles and some more strenuous climbs across the heather-clad hills, many with magnificent views out across the sea. The majority of the walks and strolls are within easy reach of parking, as public transport is very limited in the south of Skye, so check www.travelinescotland.com to see what options may be available.

Here are just a few suggestions for some short walks:

Rubha Phoil Forest Garden
Gàrradh Coille Rubha Phàil

A delightful woodland walk around the Rubha Phoil promontory nestled between Armadale and Ardvasar Harbours with wonderful views across the Sound of Sleat. Near to cliffs so children should be supervised. Park at Armadale Pier Car Park.

Dunscaith Castle
Caisteal Dhùn Sgàthaich

A short walk to the castle ruins high on a headland overlooking Loch Eishort. Originally a MacDonald stronghold, the fortress was occasionally occupied by the MacLeods. Park at Tokavaig Beach.

The Stevenson Lighthouse at Isle Ornsay
Taigh-solais Stevenson aig Eilean Iarmain

Check tide times locally for a walk across to the Stevenson Lighthouse opened in 1857 and once owned by Gavin Maxwell, author of 'Ring of Bright Water'. Parking and refreshments are available at the Hotel Eilean Iarmain.

'Coral Bay' Ord
Bàgh a' Chorail, An t-Òrd

A cliff-top walk along the coast east from Ord with stunning views across to the wild land of the cleared villages of Suisnish and Boreraig. The track leads to a remote pebble beach overlooked by a solitary white house. Look out for otters, eagles and perhaps dolphins in Loch Eishort. Park at the Old Steading, Ord or the beach.

Tarskavaig Point
Rubha Tharscabhaig

A moorland walk along the cliffs of Tarskavaig Point, with amazing views across to the 'Small Isles' of Canna, Rum, Eigg, Muck, and to the north the Cuillin Hills. Wildlife abounds here and you'll pass the now derelict Tarskavaig Church. Park at the end of the public road.

The Ord-Tokavaig-Tarskavaig-Ostaig single-track Loop Road
Lùb-Rathad singilte gu ruige an t-Òrd-Tòcabhaig-Tarscabhaig-Ostaig

One of the great scenic roads of the Highlands. Around 12 miles for the whole loop, but try some shorter sections between Ord and Tarskavaig. Tarmac road, hilly in places, but with magnificent views across Sleat and the Cuillin Hills. Park anywhere but please don't block the passing places!

Knock Bay – Knock Castle
Bàgh a' Chnuic – An Caisteal Uaine

A short walk to the ruins of Knock Castle/ Caisteal Chamuis at the eastern end of Knock Bay with its sandy beach. Follow the track down to Knock Farm, off the A851, and then along the shore to this former Macdonald stronghold. Park at the old church nearby on the A851.

Walk 1

Leitir Fura and Kinloch
Leitir Fura agus Ceann Loch

Distance 6.5km/4 miles
Time 2-3 hours
Ascent 170m
Grid Reference NG704161
Parking Forestry Commission Car Park, adjacent A851

This is a delightful walk through gentle woodland above the shore of Loch na Dal, and the Sound of Sleat, leading to the abandoned village of Leitir Fura, once a thriving village of woodsmen and fishermen. At the car park you will find information boards with a map and details of the walk. Leaving the car park the walk follows part of an old drover's road when cattle were moved from Skye across the Kylerhea narrows to markets in the south. Much of the woodland is being cleared for timber but native species of trees are being re-introduced in the forest, opening up the walk to the magnificent views across to Sandaig and Loch Hourn, Isle Ornsay, Knoydart, Mallaig and in the far distance Ardnamurchan Point. Take time to explore the ruins of the once flourishing township of Leitir Fura, abandoned voluntarily by its people, but not helped by the actions of the local clan chief. Many of the stone walls remain, and the village is known as one of the finest butterfly sites in Scotland. Return to the car park by a choice of two tracks, and take home memories of a very scenic walk.

Walk 2

The Point of Sleat ~ Rubha Shlèite

Distance 8.5km/5.25 miles

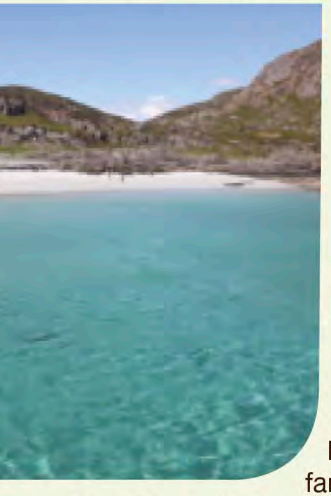
Time 3-4 hours

Ascent 400m

Grid Reference NG588007

Parking Public car park at the end of the public road, Aird of Sleat

The walk to the Point of Sleat is one of the most popular on the Isle of Skye but at most times you'll be walking on your own with only the sheep and cattle for company. Free parking is available in the car park area at the end of the public road at Aird of Sleat. Join the farm track having entered through the gate, but as cattle and a bull roam freely on the hills, please respect the sign that all dogs should be kept on a lead. The track is steep in places, and can be icy in winter, but all year round the views are simply stunning and at times almost 360'. Bring the binoculars to see the famed 'Silver Sands of Morar' on the mainland dominated by the Camasdaraich Beach of 'Local Hero' fame. Beyond is Ardnamurchan Point, the 'Small Isles' of Muck, Eigg, Rum and Canna, and to the north the jagged peaks of the Black Cuillin. After around 2 miles you have a choice: turn left to the white sandy beach of Camasdaraich and on to the automated lighthouse, or straight ahead to the harbour where a small cluster of houses are occupied by hardy locals, but please respect their privacy. There are plenty of perfect spots for picnics but please take all your litter home. Return to the car park on the same farm track, with refreshments not so far away.



Walk 3

Armadale Hill and Woodlands Cnoc agus Coillteach Armadail

Distance 5.5km/3.25 miles

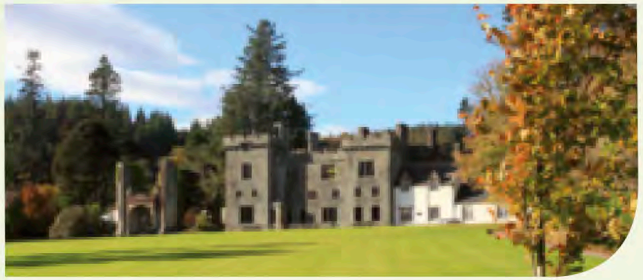
Time 2 hours

Ascent 240m

Grid Reference NG639044

Parking Clan Donald Skye car park, Armadale

Clan Donald Skye is part of a 20,000 acre estate that covers most of the southern part of Sleat. Armadale Castle, built in 1825 and home of the Macdonalds of Sleat, is set amongst 40 acres of gardens and just a short stroll from the acclaimed 'Museum of the Isles'. There are activities for all the family with the Stables Restaurant open daily during the summer months,



two gift shops, and a children's play area. But Clan Donald Skye is great for walkers too, with over 5 miles of nature trails (The Blue Trail and the Red Trail) winding their way through the woodlands and farmland. The Red Trail follows the shore of the Sound of Sleat, and the Blue heads north to Armadale Hill, high point of the gardens and woods. Marked posts will guide you through this lovely and historic area of Skye, but please keep dogs on leads at all times. Clan Donald Skye has an admission charge to the gardens between March and October, but access is free to those parts of the trails outwith the gardens.

Walk 4

Coille Dalavil Coille Dail a' Bhile

Distance 12.5km/7.75 miles

Time 4.5 hours

Ascent 217m

Grid Reference NG623068

Parking 500m west of Ostaig Fank on the Ord-Tarskavaig loop

The walk to Dalavil is high on the list of every walker who comes to Skye, but like many other moorland routes you will probably be on your own every time. The route follows a rough track which initially seems a little uninspiring but having crossed a few burns the path flattens out and reaches the native mixed woodland of Gleann Meadhonach. This is a serene place, framing the amazing views across Loch Eishort and the Cuillin, with the path skirting the north shore of Loch a' Ghlinne. At the south end of the glen is the cleared village of Caradal, abandoned by 1901, close by to the sandy beach, and is the end of the path. If you're lucky you may see otters playing in the seaweed, often resting after a fishing trip, or overhead the eagles and buzzards found across Sleat. The return to the public road is by the same track, which is steep in places and passes the cleared village of Linegarry. Allow at least half a day or more to enjoy this deserted corner of Skye.