

A Mystery History Walk by the Forres Heritage Trust & Moray Treasure Trails

You can park your car in the car park for Grant Park. This is a circular walk and will start and finish from here.

At some points throughout the walk there will be QR codes which you can scan to give you more information about the location.

If you would like to visit Sueno's Stone, then instruction number 2 will take you there.

1. Come out of the car park and turn right along Victoria Road. Go past the old Petrol Pumps and cross the road. On the pavement ahead of you, just before The Police Station, lies the Witches Stone. SCAN THE QR CODE FOR MORE INFO

2. If you would like to see Sueno's Stone, then continue on Victoria Road until you see the signpost for Sueno's Stone on your right. Cross the road and it is just 200 yards from here.

3. Missing out Sueno's Stone, head back towards Grant Park. Go past the entrance for the car park and instead turn left at the metal wrought iron gates beside East Lodge. LOOK OUT FOR THE QR CODE ON THE GATE

4. Directly opposite East Lodge is the wooden statue of Ben the Piper.

5. Following Ben's gaze, wander through the beautiful floral displays, noting the Cricket Pavilion on your left.

6. Soon you will see the Grant Park Bowling Green, again on your left. Opposite this is the Sunken Gardens.

7. Using either the steps or the ramp, go down into the gardens. Behind the fountains and the flowers, tucked in the far corner, is the Wishing Well. LOOK OUT FOR THE QR CODE

8. Just next to the Wishing Well is a large, brown Britain in Bloom plaque. Look to the left of the plaque and you will see a path leading between two holly bushes.

9. Take this path through the holly bushes and turn left, following the pavement as it runs parallel to the Bowling Green.

10. Straight ahead you can see a tree lined path winding up towards the woods. This path takes you to Cluny Hill.

11. Follow this path between the lime trees. When you reach the top, it splits into four. Take the second path on your left which is signposted for Nelson's Tower.

12. Follow this road as it heads uphill, past Clovenside Cemetery on your right.

13. Stay on this road as it turns round the corner. Where it splits again, take the footpath immediately to your left, down into the dip. This is Helge's Hole.

LOOK OUT FOR THE QR CODE

14. Behind the picnic benches is a footpath that leads uphill and out of Helge's Hole. Follow this path as it heads up the hill and soon meets a road lined on either side with tall cypress trees.

15. As you join the road, keep straight ahead. Soon you will see a signpost up ahead. Turn left here, heading uphill.

16. Where the path splits right and left, follow the path left.

17. The path leads you through the woods and soon converges at some crossroads. Here you turn right. Head up the steep hill, past the marker post with the green arrow and keep uphill until you see the signpost for Nelson's Tower. From here it is only 75m.

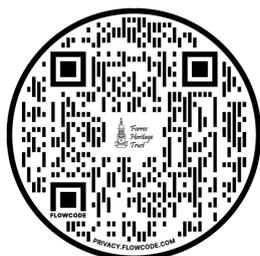
LOOK OUT FOR THE QR CODE AT THE TOWER

18. Leaving the Tower, head back down the path until you come to the signpost again. This time follow the path on your right.

19. As you round the corner, you meet four other paths. Take the second path on your right. Follow it as it takes you steeply down the hill.

20. At the bottom of the hill you come to some steps with a wooden hand rail. Go down the steps and turn left. Almost immediately you'll see a post with a yellow arrow on it. Just past this post on the opposite side is a path that leads to some steps. Go down the steps and you are back in the park. Follow the path as it takes you past the Squash Courts and back to the car park where you started.

Thank you for taking part in the Mystery History Walk. The work of the Trust is carried out by a team of volunteers who rely on donations. If you would like to make a donation you can scan the QR code which takes you directly to our JustGiving page.



**With thanks to Moray
Treasure Trails for
creating the route**



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