

Brunone Valley

Road access from Bergamo:

Almenno San Salvatore, Ponte Giurino, Brunone Valley Natural Monument
Km. 18

Start of excursion:

Brunone Valley Natural Monument (409 m.)

Travelling time:

1^h 20' (a/r)

Height difference:

91 m.

Difficulties:

AT  

Recommended period:

All year round

Water on the route:

YES only at the start

Rest stop:

Brunone Valley Natural Monument

Informazioni:

Municipality of Berbenno Tel: 035 861002

Topographic map:

IGM F. ° 33 III N.O. Palazzago

Geographical coordinates:

45,8015° N, 9,5557° E

As we ascend the Imagna valley, we continue until we reach a hairpin bend near Ponte Giurino. We park our vehicles in the space provided near the Ponte Giurino sports field on the right at the bend in the Imagna valley provincial road.





We set off along the dirt road to the right of the car park and begin to climb.



The ground is composed of fairly compact earth and pebbles, but not slippery.



Along the way, we encounter an information board on a bend to the right, illustrating the beauty of the place.



The ground remains compact and easy to walk on, even if it is slightly uphill.



We always follow the main route, which winds along several hairpin bends that are not too steep.



At the crossroads, we turn left, following the signposts.



The ground is now made up of larger stones, but the space is wide enough.



At the next fork, we turn left and leave the main route and enter the forest.



We follow the signposts, which are quite detailed and precise.



We reach and cross a small bridge to access an equipped area near a small cave.



Along the way we come across tables and benches where we can stop.



We reach a ruined house where we turn right and follow the path downhill, which descends slowly.

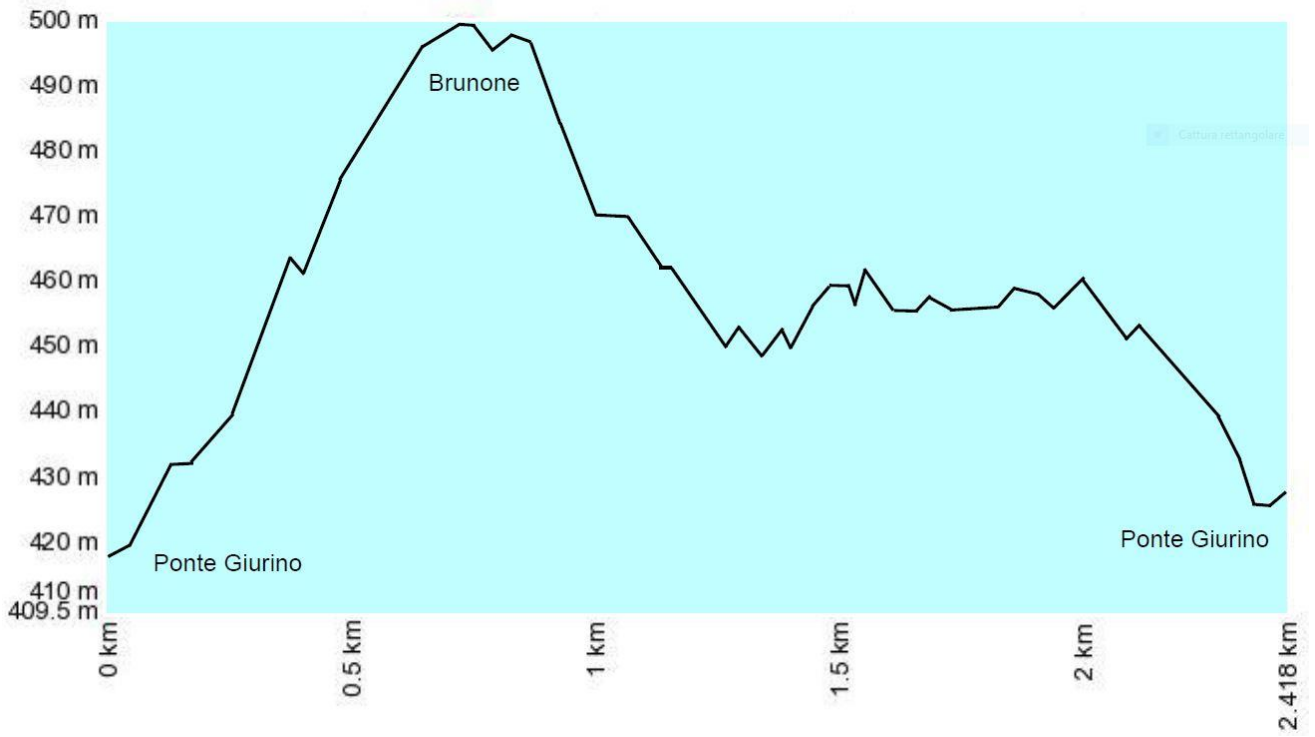


At the end of the descent we reach a farm on the right, set on a grassy plateau within the forest.



We resume our walk in the direction of the car park. We continue until we reach the point from which we started.

Altimetria



Mappa del percorso

