

# From Ponteranica to Madonna della Castagna

## Road access from Bergamo:

Ponteranica, Parking station of di Ponteranica  
Km. 6

## Start of excursion:

Parking station of di Ponteranica (305 m.)

## Travelling time:

1<sup>h</sup> 45'(a/r)

## Height difference:

60 m.

## Difficulties:

AT    

## Recommended period:

April to october

## Water on the route:

YES

## Rest stop:

Restaurant – Bar Madonna della Castagna;

## Information:

Headquarters of the Colli di Bergamo Regional Park, Tel: 035 4530400

## Topographic map:

IGM F. ° 33 III S.E. Bergamo

## Geographical coordinates:

45,7458° N, 9,6827 E

We enter the Parco dei Colli di Bergamo, starting from the car park in front of the station of the disused Val Brembana railway.





We take the track to the right of the station, arriving at a tunnel that lights up as people pass, just outside we find a path with stones that lasts only a short time because immediately afterwards there is a convenient asphalt road.



We continue, finding a crossroads, we go right (the road from the provincial road not far away comes from the left).



We continue along the route, ignoring the road that goes to the left along the Guisa stream.



We reach, along the path to our right, a nice riding school.



Continuing along the cycle/pedestrian path we find a crossroads, we go left uphill following the signs for Madonna della Castagna.



After a short stretch there is a descent and a fork to the left that leads directly to our destination, there is a wooden table with benches.



We lengthen the route by going straight towards the village of Sombreno, arriving at Via Agliardi.



We turn left onto the street that leads directly to the Madonna della Castagna church.

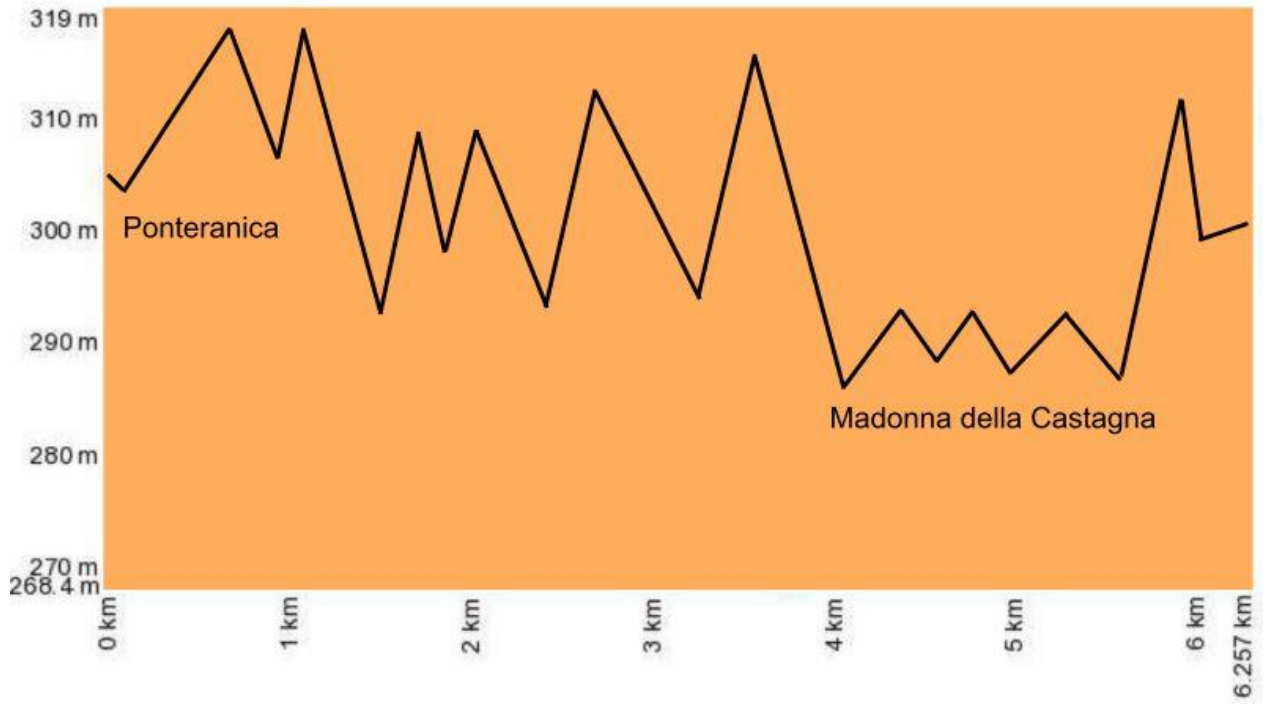


We ride along the section on the cycle track and turn left at the crossroads in the direction of the Madonna della Castagna church.



We reach the forecourt of the Madonna della Castagna church. Behind the church there are benches with tables and in summer there is also a refreshment stand. We return to the starting point by following the outward route.

# Altimetry



# Route Map

