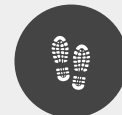




The Azur path - A coastal walk from Menton to Eze - Stage 3

Peillon



Randonnée à Eze. (CRT Côte d'Azur France - Gaël SIMON)



Useful information

Practice : Hiking

Duration : 5 h 30

Length : 14.2 km

Trek ascent : 649 m

Difficulty : Medium

Type : Walking breaks

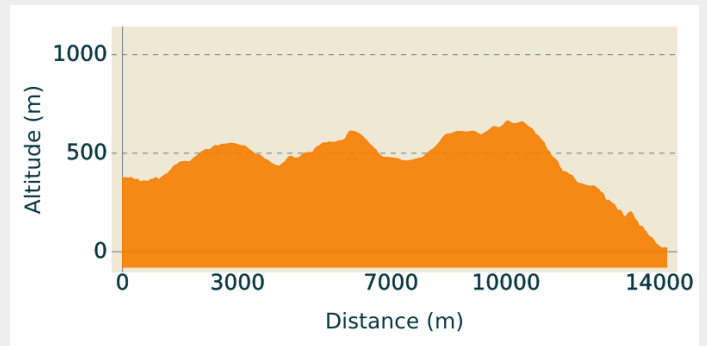
Trek

Departure : Peillon

Arrival : Eze-Bord-de-Mer

Cities : 1. Peillon
2. Peille

Altimetric profile



Min elevation 19 m Max elevation 664 m

Head up the Saint Martin ravine, passing at the foot of the Pointe de Lourquière cliffs. At Saint-Martin-de-Peille 561m turn right onto the small road at the end of the path. Do not turn left at any of the intersections and stay on the small road to reach the place known as Gorra and GR51. Turn left and follow the path with white and red markers until Col de Guerre 557m. Head downhill towards La Turbie. Leave the village heading towards Nice, going along the pavement for 1km about 250m after the main roundabout, still heading towards Nice-Eze via Grande Corniche, turn right into an alley which heads uphill with a signpost for Cime de la Forma 621m. From the summit, head south on the former military track which overlooks the sea and which goes through two tunnels before reaching the Maison de la Nature located below the fort of La Revère. The path to Eze, which is signposted, is on the left as you reach the Maison de la Nature along the main track. It approaches the road, heading above a series of villas; you will soon head over Grande Corniche and begin to go downhill towards Nice via a steep little road and then the path which runs parallel to Le Serre de Fourque. After having explored the area, you will find the Nietzsche path on the left of the entrance to the magnificent hotel La Chèvre d'Or. This clearly defined path facing looking out over the sea reaches La Basse Corniche. The SNCF railway station is virtually in line with the path. There is also a bus stop a few hundred metres further along on the right at Eze-Bord-de-Mer.

On your path...



All useful information