

THE PRIORS' PATH

→ SITUATION : Catus, 17 kms north-west of Cahors via the D811 and D6

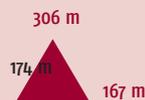
→ START POINT : Town Hall square Catus (Place de la Mairie).

GPS Coordinates : N 44.33429° E 1.20223°

DURATION : 2 hrs. 30 mins.

LENGTH : 7.9 kms.

WAYMARKING : yellow



“ A shady path taking you up on the hills above Catus and to explore the bucolic Vert valley ”

TO SEE IN THE AREA :

- Catus : 12th-15th C church (HM) with its 12th C chapter room (HM),
- Catus lake

→ FOOD SHOPS/
RESTAURANTS ETC :
Catus

→ INFORMATION :
Cahors / Saint-Cirq Lapopie
Tourist Office
+33 (0)5 65 53 20 65

D With your back to the Mairie (Town Hall) go to the right; pass beneath a porch and follow a path climbing up above the village. Then take a track on the left edged with box and continue up to a crossing.

1 At the cross, go straight on towards the hamlet of «Terrié». At the «Terrié» sign, leave the tarmac road and take a track on the right. At the junction, turn left and cross the hamlet : you can see three magnificent pigeon towers with lauze (stone slab) roofs.

2 At a T junction, turn right and continue straight ahead on a tarmac road leading up to the D6.

3 Bear right to get on to the D6. Cross it and follow the track opposite.

4 Cross the D5 and the hamlet of «Montplaisir». Take the track in front of you going down to the hamlet of «Salvezou». Continue going down into the valley.

5 Cross the stream and come to the tarmac road. Follow this to your left then cross the D13 and continue opposite.

6 After the bridge, go uphill and take a track on the right (orange waymarking) amongst box bushes and this brings you back to Catus. At the first buildings (Communauté de Communes de Catus), turn right, cross the courtyard, then continue on the left to get back to the village centre. Cross the Vert again to your right to get to the Town Hall square.

WHERE DOES THE NAME CATUS COME FROM?

Legend has it that the chasm near Terrié was the refuge of an enormous wild cat which used to terrorise the inhabitants. The lord of the manor promised his daughter's hand in marriage to whomsoever managed to kill it. A bold young knight set out to take on the monster and slew it. Brandishing its skin, he shouted : «God willing or not, the lord's daughter is mine !» Hardly was this blasphemy out of his mouth than his horse fell to the ground. The impact was so violent that the horse's knees, the knight's head and that of the feline all left their mark in the rock. And so the village was forever known by the name of the beast. Less seductive is the theory according to which Catus comes from a Latin inscription figuring on certain Gallo-Roman pottery items. One thing's certain: «cat» comes from the Latin Catus.

