

**A place to enjoy
and keep special**



Welcome to the
**FOREST OF
BOWLAND**
Area of Outstanding Natural Beauty

5 ways to help keep the FOREST OF BOWLAND SPECIAL

Wherever we go and whatever we do, we have an impact. By making positive choices during your visit you can help to look after the Forest of Bowland, ensuring it is just as special on your next visit.

1 Reduce, Reuse, Recycle

In the Forest of Bowland we recycle! You can help us by refusing packaging and bags you don't need, and using the recycling banks you'll find in most villages across the area.



2 Get out of the car!

Walking, cycling and riding are great ways to see the area without adding to traffic. Use public transport if possible and try exploring near to where you are staying - there are some fantastic places to see right on your doorstep.



3 Stay Local, Eat Local, Buy Local, See Local

Treat yourself – stay for a few days or maybe longer. Seek out and sample Bowland's delicious food and drink, produced locally in harmony with the landscape. Visit farmers' markets, village stores, pubs and cafes and make a real difference to Bowland's communities. Donate to the Bowland Tourism Environment Fund hosted by many local businesses to help directly fund environmental projects in the AONB.



4 Switch off.....and save energy

You can see the stars at night in the Forest of Bowland! Help us reduce energy use and CO₂ emissions by switching off lights and standby buttons when you don't need them. Help us reduce water consumption by using just the water you need.



5 Follow the Countryside Code

The Countryside Code reminds us all to protect, respect and enjoy: look after plants and animals; take litter away; leave gates and property as you find them; keep dogs under close control; and consider other people. www.countrysideaccess.gov.uk



Enjoy the Forest of Bowland and help to keep it special.
Have a fantastic holiday.
Thank you!
www.forestofbowland.com

EUROPARC
FEDERATION

EUROPEAN CHARTER
FOR SUSTAINABLE TOURISM IN
PROTECTED AREAS

