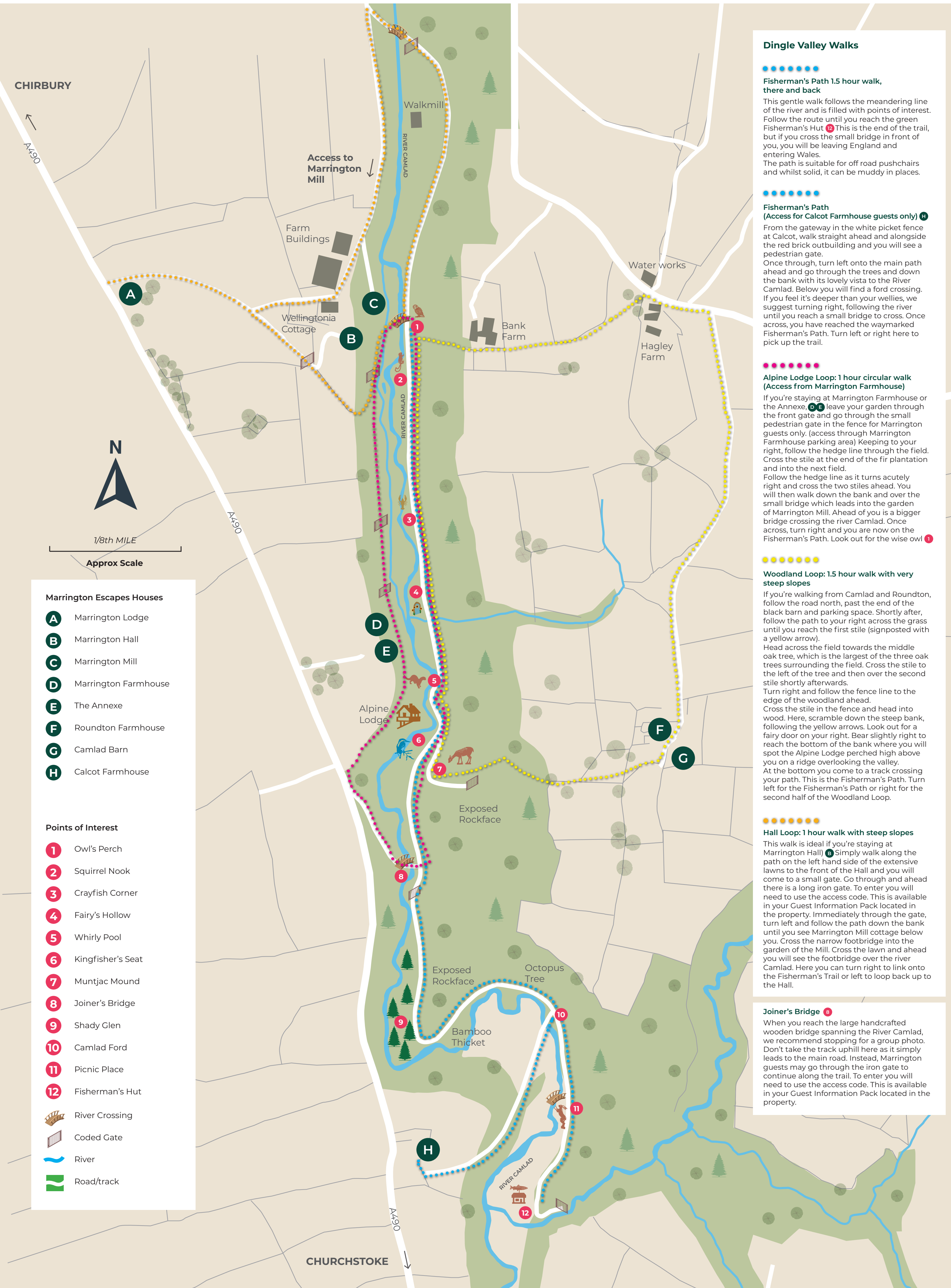


# DINGLE VALLEY WALKS



## Dingle Valley Walks



### Fisherman's Path 1.5 hour walk, there and back

This gentle walk follows the meandering line of the river and is filled with points of interest. Follow the route until you reach the green Fisherman's Hut (12). This is the end of the trail, but if you cross the small bridge in front of you, you will be leaving England and entering Wales. The path is suitable for off road pushchairs and whilst solid, it can be muddy in places.



### Fisherman's Path (Access for Calcot Farmhouse guests only) (4)

From the gateway in the white picket fence at Calcot, walk straight ahead and alongside the red brick outbuilding and you will see a pedestrian gate. Once through, turn left onto the main path ahead and go through the trees and down the bank with its lovely vista to the River Camlad. Below you will find a ford crossing. If you feel it's deeper than your wellies, we suggest turning right, following the river until you reach a small bridge to cross. Once across, you have reached the waymarked Fisherman's Path. Turn left or right here to pick up the trail.



### Alpine Lodge Loop: 1 hour circular walk (Access from Marrington Farmhouse)

If you're staying at Marrington Farmhouse or the Annexe, (2, 3) leave your garden through the front gate and go through the small pedestrian gate in the fence for Marrington guests only. (access through Marrington Farmhouse parking area) Keeping to your right, follow the hedge line through the field. Cross the stile at the end of the fir plantation and into the next field. Follow the hedge line as it turns acutely right and cross the two stiles ahead. You will then walk down the bank and over the small bridge which leads into the garden of Marrington Mill. Ahead of you is a bigger bridge crossing the river Camlad. Once across, turn right and you are now on the Fisherman's Path. Look out for the wise owl (1).



### Woodland Loop: 1.5 hour walk with very steep slopes

If you're walking from Camlad and Roundton, follow the road north, past the end of the black barn and parking space. Shortly after, follow the path to your right across the grass until you reach the first stile (signposted with a yellow arrow). Head across the field towards the middle oak tree, which is the largest of the three oak trees surrounding the field. Cross the stile to the left of the tree and then over the second stile shortly afterwards. Turn right and follow the fence line to the edge of the woodland ahead. Cross the stile in the fence and head into wood. Here, scramble down the steep bank, following the yellow arrows. Look out for a fairy door on your right. Bear slightly right to reach the bottom of the bank where you will spot the Alpine Lodge perched high above you on a ridge overlooking the valley. At the bottom you come to a track crossing your path. This is the Fisherman's Path. Turn left for the Fisherman's Path or right for the second half of the Woodland Loop.



### Hall Loop: 1 hour walk with steep slopes

This walk is ideal if you're staying at Marrington Hall (8). Simply walk along the path on the left hand side of the extensive lawns to the front of the Hall and you will come to a small gate. Go through and ahead there is a long iron gate. To enter you will need to use the access code. This is available in your Guest Information Pack located in the property. Immediately through the gate, turn left and follow the path down the bank until you see Marrington Mill cottage below you. Cross the narrow footbridge into the garden of the Mill. Cross the lawn and ahead you will see the footbridge over the river Camlad. Here you can turn right to link onto the Fisherman's Trail or left to loop back up to the Hall.

### Joiner's Bridge (8)

When you reach the large handcrafted wooden bridge spanning the River Camlad, we recommend stopping for a group photo. Don't take the track uphill here as it simply leads to the main road. Instead, Marrington guests may go through the iron gate to continue along the trail. To enter you will need to use the access code. This is available in your Guest Information Pack located in the property.

#### Marrington Escapes Houses

- A** Marrington Lodge
- B** Marrington Hall
- C** Marrington Mill
- D** Marrington Farmhouse
- E** The Annexe
- F** Roundton Farmhouse
- G** Camlad Barn
- H** Calcot Farmhouse

#### Points of Interest

- 1** Owl's Perch
- 2** Squirrel Nook
- 3** Crayfish Corner
- 4** Fairy's Hollow
- 5** Whirly Pool
- 6** Kingfisher's Seat
- 7** Muntjac Mound
- 8** Joiner's Bridge
- 9** Shady Glen
- 10** Camlad Ford
- 11** Picnic Place
- 12** Fisherman's Hut

- River Crossing
- Coded Gate
- River
- Road/track