

BATH & BRISTOL

## Journey of Discovery trail

Please check with Visitor Reception for any recent route changes on arrival. Enjoy a ramble through the past on this family-friendly trail through Dyrham's parkland. This is a landscape that's steeped in history and each waypoint of this walk reveals a different clue from days gone by. For younger walkers, there are carved wooden animals to spot along the way, before the walk finishes at Old Lodge.



### Information

Address: Dyrham Park visitor reception, Dyrham, near Bath, South Gloucestershire, SN14 8HY.

OS map: Explorer 155

Activity: Walking

Easy

Not suitable for dogs: Sorry, but dogs (other than assistance dogs) are not permitted on this walk.

Full trail: Miles: 2 (km: 3.2)

Access: Challenging

Duration: 40 mins

### Terrain

Please note, the terrain is steep and uneven in places. In winter months, parts of the parkland may be quite muddy.

### Total steps: 9

Start point: Visitor reception, Dyrham Park SN14 8HY. Grid ref: ST749758

1. After walking through visitor reception, follow the main path a short distance to the tree stump carved with a compass. The compass is based on those pictured on William Blathwayt's maps. Follow the arrow pointing in the direction of Journey of Discovery trail, turning left into the entrance of the first lime tree avenue.
2. Enter the lime tree avenue and follow its path. After walking about 350 metres, bear right alongside the fence. Ahead are views of the Severn valley and Welsh hills; behind you and to your right are the remnants of the ancient ridge and furrow landscape of Dyrham.
3. Carry on walking downhill, keeping to the path alongside the fence for about 450 metres. Continue on as the fence changes to become a dry-stone wall. To your left is Dyrham's environmentally friendly central heating plant.
4. At the bottom of the hill, follow the curve of the path around to the right for another 450 metres, walk through hollow ways to the cattle grid on to the driveway in front of the house.
5. At this point, you can either go through the gate by the cattle grid to visit the house and West Garden, or have some well-earned refreshments from the kiosk or tea-room. If you'd like to continue you on, cross the driveway and pick up the grassy path leading to the valley to your right.
6. With the house behind you and the driveway on your right, head diagonally across the grass, walking between the hill on your left and Neptune Hill to your right.
7. Follow the path as it curves round between the two hills, and head towards the stone buildings that come into view. Note that the final part of this track still shows traces of its medieval origins.
8. At the top of the hill turn left towards Old Lodge.

9. You've reached your destination. You should now see Old Lodge on your left. Stop here for refreshments from the café or ice cream kiosk, or carry on exploring the parkland.
- End point: Old Lodge, Dyrham Park. Grid ref: ST749758
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