

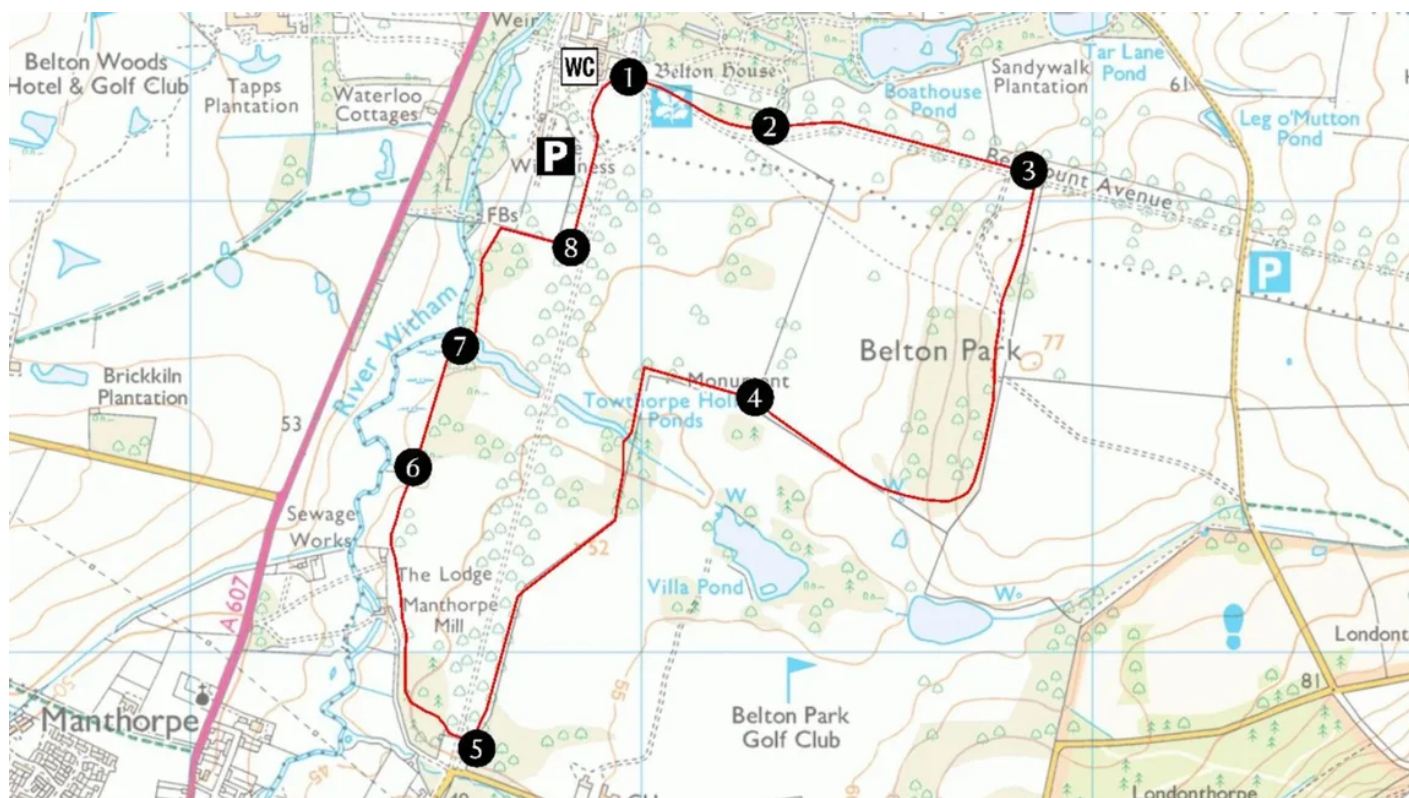
NOTTINGHAMSHIRE & LINCOLNSHIRE

Belton Park walk

Explore the park and woodland with historical highlights on this circular walk. The route passes through ancient woodland and diverse wildlife habitats. Look out for historic structures and the site of a deserted medieval village.

! Livestock

All dogs must be kept on leads due to grazing deer and sheep in the park.



Information

Address: Belton Estate, Grantham, Lincolnshire, NG32 2LS.

OS map: Landranger 130

Activity: Walking

Easy: Mainly flat route through pasture with a slight hill. For further details, please see Terrain section.

Dog friendly: Dogs are welcome in the parkland but must be kept on a lead due to grazing deer and livestock.

Full trail: Miles: 3.2 (km: 5.12)

Access: Challenging

Duration: 2 hours

Terrain

The route goes rough pasture following sheep and deer tracks. The terrain is firm in most weather conditions, but can be muddy at times especially along the riverside. There's a slight hill and a number of gates, but no stiles.

Total steps: 8

Start point: Belton main car park, grid ref: SK928391

1. Make your way from the visitor reception building towards the front steps of Belton House. As you look at the mansion, follow the small gravel path on your right into the park, keeping the estate railing on your left. When sheep are grazing this area of the park, you will also have to go through a small pedestrian gate to pass through the electric fencing. Follow the tree line all the way to the gate in the wooden fence.
2. Go through the gate and on the left you'll see a ha-ha (a special feature in the park to keep deer away from the house). Walk towards the first row of lime trees that make up the East Avenue. Walk up the avenue, away from the house and towards the brow of the hill.
3. Before the wooden gate, bear right along the fence line and up the hill. Pick up the path that runs along the back of Old Wood. The wood is identified as 'Old Wood' on estate maps dating back to 1690. The wood is a sanctuary for Belton's wild fallow deer that can often be seen resting here. Once you reach the other side of the wood, you'll come to the fence line that denotes the edge of the golf course. At this point bear right, heading downhill. Pass the small Conduit House on your left.
4. Following the fence line, head down the hill and through the wooden gate. You will pass the Alford Memorial on your left. Turn left at the corner of the golf course and head towards the gate at the head of Towthorpe Ponds. Once through the gate, continue along the path through the wooded area, still keeping the golf course on your left. This path will take you to the Lion Gates at the far end of the park.
5. With your back to the gates, proceed up the avenue towards the house for 50m. Take the waymarked path to your left that will lead you towards the River Witham.

6. Keeping the river on your left, you'll pass the site of the deserted medieval village of Towthorpe. Follow the path between the meadow and river keeping an ancient hedgerow on your left. To get closer to the river, bear left at the waymark and head for the boardwalk. Alternatively stay on the top path and go through a small copse until you come to a wooden gate at the far end of the Towthorpe Ponds.
 7. Pass through the gate and continue straight along the path until you approach a fence. Bear right here and make your way towards the old carriageway of the 'south drive'. You will pass one of the oldest trees in the park, a sycamore planted when the mansion was built. Follow the drive back towards the house, shop and café.
 8. You're now back at the top of the oval where you started.
- End point: Belton main car park, grid ref: SK928391
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