

WORCESTERSHIRE & HEREFORDSHIRE

## Berrington den building walk

This route takes you through Berrington's parkland straight to the woodland den building area. An easy walk offering the opportunity to construct your own makeshift shelter along the way – perfect for young budding builders.



### Information

Address: Berrington Hall, near Leominster. HR6 0DW

OS map: 149 Hereford and Leominster

Activity: Walking

Easy: Across stock fields and into woodland, which can be muddy. For further details, please see Terrain section.

Dog friendly: Dogs are welcome on leads in the parkland

Full trail: Miles: 1.5 (km: 2.4)

Duration: 1 hour

### Terrain

Across stock fields and into the woods, so it can be muddy. The walk back is gently uphill.

### Total steps: 7

Start point: Berrington visitor reception, grid reference: SO51109 63702

1. Walk up the main drive for 30 metres until you see a gate on your left under some trees. Pass through into the parkland and follow the yellow trail.
2. Go straight ahead following the edge of the field down to the lake. At the lake side turn right, following the shoreline around to the end, with the lake to your left and Berrington on your right.
3. At the north end of the lake carry straight on across the park with the woods on your left and George's plantation ahead until you see a gate into the woods on the left-hand side.
4. Go through the gate and follow the path ahead until you reach the far side of the wood. At the T-junction turn left and follow the track and the yellow markers until you see the den building site on your left-hand side.
5. Once your den is finished you can retrace your steps back along the track, turning right at the junction of the tracks taking you back out of the wood. On the other side of the gate walk straight ahead towards the right-hand edge of the small wood in front of you.
6. At the corner of the small wood turn left by the bench and follow the coppice to the end. Carry straight on across the park, heading back towards the house.
7. Enter the gardens to the left of the house through the gate.

End point: The mansion. Grid ref: SO 50885 63693