

A6. At gate turn left along the Lymore Estate tarmac drive. After lake and cattle grid find a footpath gate on the right with bridgeway. Go through and after two fields find footpath gate into wildlife area and Montgomery car park. Follow road straight on into town centre.

CHURCHSTOKE BUS WALK

3.75 Miles (6.25 km) - Easy walk

BUS: Catch No. 81 bus, as per BUS DETAILS above, and advise driver to drop you off at **Chinese 'Golden Fish' takeaway in Churchstoke**. Approx 10 minutes journey time.

B1. Exit bus and turn left back along the main road. Over river bridge, cross Welshpool road and carry on along Newtown road for 100m to turn into Coed Lane.

B2. Up lane, soon leaving built area, for a pleasant one kilometre to a T junction.

B3. Turn left and go 400 metres to start of rise where there is a stile on the right well before red brick house. Go over and turn left. Keep the hedge, then the house garden, on your left to another stile at top of rise. Cross the stile and go straight on with hedge on your left. Go through the gateway. Keep the medieval fort tump on your right and follow hedge to a stile just before a metal fieldgate on your left. Over the stile, keep hedge on left to fieldgate in corner of field by wood.

B4. Go through gate and then right along edge of wood to stile. Cross the stile and follow edge of wood to footpath junction where turn right to still follow edge of wood. Reach end of field and turn left to very soon find stile on right. Go over and keep hedge on right to reach fieldgate at bottom of field. Through gate and straight on to soon keep hedge on right. At end of field turn left to quickly find stile on right.

B5. Over stile and turn left on Lymore Estate tarmac drive past fields, a wood, a Park area with cricket ground and stone farm buildings to find a bridgeway at a wooden footpath gate on left before reaching the lake.

B6. Through gate and two fields to find footpath gate into wildlife area and then to Montgomery car park. Continue along road into town centre.

TIMBERTH LANE BUS WALK

2.5 Miles (4.2 km) - Easy walk

BUS: Catch No. 81 bus, as per BUS DETAILS above, and advise driver to drop you off at **Timberth lane end**. Approx 3 minutes journey time.

C1. Exit bus and cross main road to lane. Follow lane for approx 1 km, past West and East Dudston farms and up a slope to some houses at the Moat. Here at the top of the slope look for a farm drive on the right opposite a footpath gate on the left.

C2. Enter the farm drive and follow the directions as from number A3 of walk A.

PLEASE KEEP TO THE COUNTRYSIDE CODE

- Farming country – dogs must be on leads
- Leave gates as you find them
- Keep to the waymarked paths
- Wear suitable footwear and clothing
- Take your litter home
- Take extra care in fields of cows and calves

Walks devised by Walkers are Welcome Montgomery who have taken every care in the production but all responsibility remains with the walker.

Paths maintained by local Footpath Volunteers working with Powys and Shropshire County Councils.

Please report any problems at www.montgomery-waw.org.uk/walkers

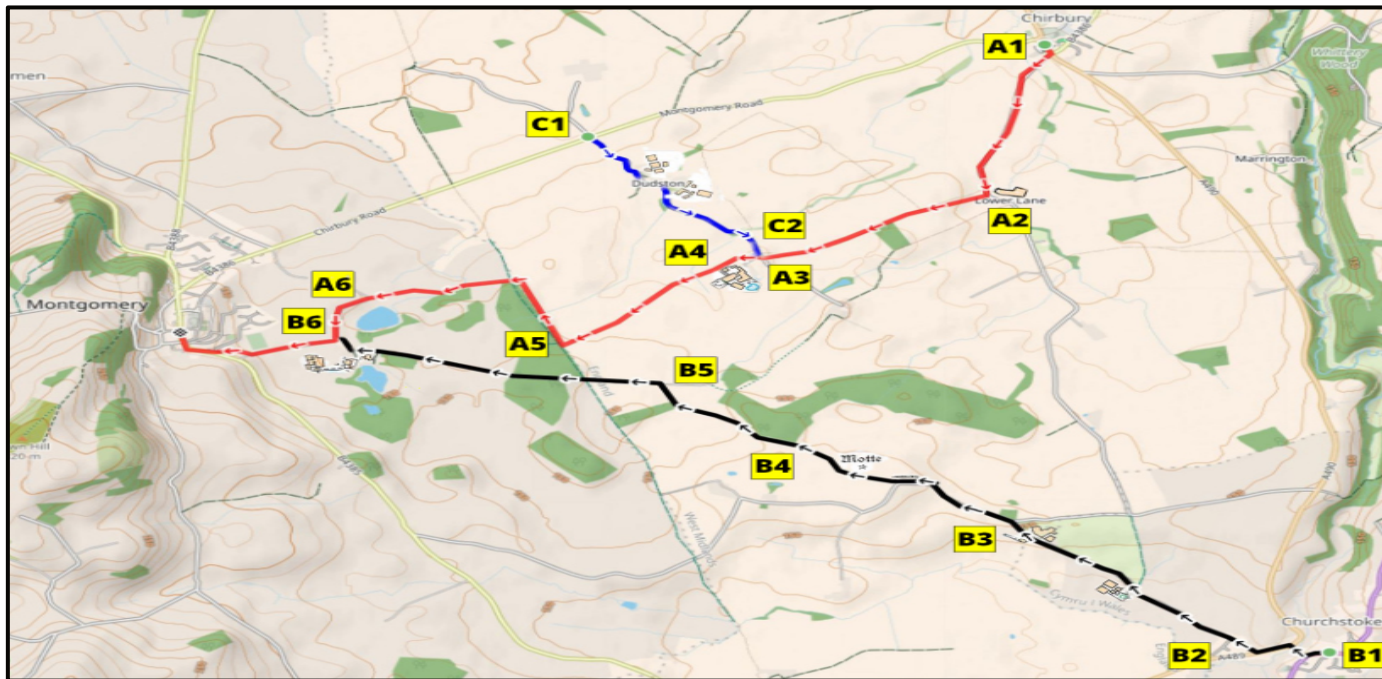
MONTGOMERY TRAILS

Bus out Walk back

1 EXPLORE MONTGOMERY VALE

Three 'Bus out - Walk back' walks through the Vale of Montgomery with its wonderful views





WALKS' OVERVIEW

OS Explorer 216 Welshpool and Montgomery

Montgomery Walkers are Welcome have brought together 3 of our popular walks along and through scenic Montgomery Vale. All walks begin by taking a bus from Montgomery Broad Street out to each walk's start. Walkers then walk their chosen route back to Montgomery enjoying the Vale's many vistas.

Montgomery Walkers are Welcome have negotiated with the bus company the specified drop off points and walkers should point these out to the driver on entering the bus.

BUS DETAILS: Bus route 81 (direction Newtown / Y Drenewydd). Mon - Sat three times daily; Sunday no service. Check on-line timetables at www.tanat.co.uk

Please note T12 to Newtown is NOT suitable for these walks

CHIRBURY BUS WALK

3.5 Miles (5.8 km) - Easy

BUS: Catch No. 81 bus, as per BUS DETAILS above, and advise driver to drop you off at **Chirbury Post Office/shop**. Approx 5 minutes journey time.

A1. Exit the bus at Chirbury Post Office/shop and facing that shop turn right along pavement to corner. Cross very carefully to lane on right signed Lower Lane. Go along this very pleasant lane for a kilometre and just before you reach a red brick house turn right at footpath finger post (and small pond).

A2. Go along short green lane to a metal footpath gate. Walk up field keeping hedge and trees on right to find stile in right hand corner. Cross the stile and turn left. Go through gap in hedge and, keeping a hedge on your left, go through the fieldgate and then a tapering field to find a footpath gate in the 'point' of the taper. You may have to cross/open some sheep fences near the 'point'. Make for the gable end of a red brick house at top of field and pass through footpath gate onto the lane.



A3. Cross lane into farm drive and very soon pass house on the right to find a fieldgate set back on your right by a brick wall and well before farm house. Go through gate and bear left keeping hedge on your left along to a footpath gate in next hedge. Go through and then slightly left to get over a wooden structure to protect you from electric fence.

A4. Aim for far right hand corner of humpy field via wooden stile and plank bridge over a small stream in the dip. At far corner go through footpath gate. Go straight ahead with hedge on right. You may need to follow tractor tracks if field edge is overgrown. Find stile in far hedge and cross. Aim diagonally for far right hand corner of the field next to the wood. (If there is no way through the crop turn right keeping hedge on your right until you reach a hedge and then turn left up to the wood.)

A5. Here you join Offa's Dyke path. Turn right over a stile and carry on to next one. Cross and immediately turn left (leaving Offa's path) and follow field edge ignoring a footpath stile off to the left. Drop down to a small stream (stream can dry out completely) and go over stile and footbridge. Bear left, keeping stream below you, to a stile. Over stile and make diagonally right across field, aiming for the church tower, to meet a footpath gate and cattle grid.