Estate walks - all start from point A on the map and are waymarked in one direction only.



Croft Ambrey Walk

A longer circuit exploring ancient trees and the spectacular ramparts of the Croft Ambrey Iron Age hillfort.

Distance: **3 miles** – Time: **Min 2 hours Medium**. Farm and forestry tracks, field paths and pasture; long but gentle slopes; muddy in places. Unsuitable for wheelchairs and pushchairs.



Fishpool Valley Walk

A pleasant route through the parkland and on surfaced paths through the 'Picturesque' wooded Fishpool Valley

Distance: 1½ miles – Time: Min 1 hour Easy-Medium. Mainly flat; some gentle slopes; muddy in places – please wear suitable footwear. Front drive and parts of the valley suitable for all terrain pushchairs.



Ancient Tree Walk

Walk through the parkland taking in the magnificent ancient oak chestnut and hawthorn trees as well as stunning views of the castle and surrounding countryside.

Distance: 1½ miles – Time: Min 1 hour Easy. Flat surfaced paths and parkland suitable for all terrain pushchairs.



Pokehouse Wood Walk

A long woodland walk for experienced walkers some challenging terrain offering the chance to see SSSI River Lugg, woodland restoration and the old bridge part of the original formal approach to the castle.

Distance: 5½ miles – Time: Min 3 hours Hard. Challenging terrain muddy in places with steps leading down to the river.

Orienteering

Ready for something more challenging? Try orienteering. We have three trails available for orienteers of all ages and abilities - short, medium and long. Each route starts from the same place as the walks and maps are available all year round from the ticket office by the main car park.

