

**Main Walk** (Take care exiting from Castle and car park area)

1. Walk along the causeway towards the castle, **T/R** down steps just before metal gates. Follow round with castle walls on left to the k/g that leads to main road. **For safety T/L for 50m or so away from corner, before crossing busy road.** **T/R** along pavement, passing Queen & Castle, and left up Castle Hill. Shortly past Malthouse Lane **T/R** to cross over road & go down surfaced footpath into Abbey Fields. Leave surfaced path when wall corner comes in on right, **T/R**, wall left, down, thro' edge of small copse to the bottom with buildings on your left, lake on your right. **Fwd** over bridge, immediately **T/L**, **fwd** stream left to **T/L** over metal bridge. **T/R**, leave path, **fwd** fence left & stream right to pass under road (if flooded go over road). Shortly over another f/b to follow cycle path to junction with School Lane.
2. **T/L** & then shortly **T/L** again (over road bridge) after 100m **T/R** up narrow passage between gardens (care on exit), **T/R** along road to enter The Common. After 70m, at information board, **T/L** to take uphill bridle path that soon curves right, keep **fwd** on bridle path where footpath crosses & continue to Common Lane.
3. **T/L** & then at Coventry Road **T/R**, down road & at bridge, **T/L** up slope to the Berkswell-Kenilworth Greenway. (**Route A** see below). Continue **fwd** to go under the first bridge & after 50 metres, turn sharp right up ramp, thro' bridle gate at top, **T/L** along track, thro' bridle gate and along left side of field (hedge left) to go thro' bridle gate into enclosed path, **fwd** to f/b over stream & up path to road.
4. Over road, down enclosed bridle path opposite to go thro' p/g into enclosed area. **Fwd** over culvert to go thro' k/g, just past bridle gate on right. **V/L** cross-field to go thro' p/g & **V/L** cross-field to junction with farm track at f/g. **Do not go thro' k/g.** With back to k/g, **fwd** up farm track to first hedge coming in on right. Thro' k/g on right, **H/L** cross-field to hedge line, keep hedge on right, & follow thro' bridle gate, p/g & s/b to road.
5. **T/R** along road until it turns sharp right. Thro' k/g on left, right of gate, **T/R**, hg-right to k/g on right (**do not go thro'**), **V/L** towards WMP, cross s/b, then aim for far left corner by wood crossing second s/b & thro' k/g. Hg-right to go **fwd** over Greenway via k/g & steps, continue **fwd**, hg-right to road.
6. **T/R** along road & then **T/L** into Hob Lane. Along pavement, (passing school) until it ends approx. 500m. **T/L** & enter drive, immediately **T/R** down narrow walkway. Keeping boundary on left follow through copse, turning right into enclosed path to go thro' k/g into field. **Fwd** hedge right. Continue to top corner & go thro' gap, **V/L** until you see the opposite hedge line. Aim for p/g left of centre & go over stream & p/g. **H/L** cross-field corner to go through gap, **T/R**, with hg-right thro' k/g onto main road.
7. Over **busy road**, **fwd** up drive towards Rudfyn Manor. Top of drive, just before Manor, **T/L** (WMP), **fwd** to go thro' copse and hedge gap. **T/R**, hg-right, follow round left to outward hedge corner. **Fwd** cross-field to hedge ahead, **T/L**, hg-right, under OPL, at field corner **T/R**, hg-left, pass pool on left, continue around hedge, hg-left. At WMP at bend in hedge **T/R**, cross-field to gap in hedge. **Fwd** cross-field to top RH corner of small copse. Thro' copse, hg-right to another small copse, pool left, cross s/b, **T/R**, hg-right thro' k/g into Chase Lane.
8. **T/R** & shortly thro' k/g on left, **H/L**, cross-field thro' k/g in field corner. **T/L**, hg-left to field corner. Thro' k/g, thro' small copse, pool right, **H/R** cross-field towards castle. Thro' k/g, keep on same line to gate gap on right of ruin. **H/L** leading to track (Purlieu Lane), **T/L** & then after 130m thro' gap on right just before thatched cottage. Keep castle wall on left to go thro' defunct k/g, **T/R** along lower path to car park.

**Route A** The route can be shortened by using the Greenway. After joining it during direction 3 continue on it for nearly 3km (look out for Black Waste Wood on right, & park bench) to **T/L**, hg-right to road. Continue with Note 6.

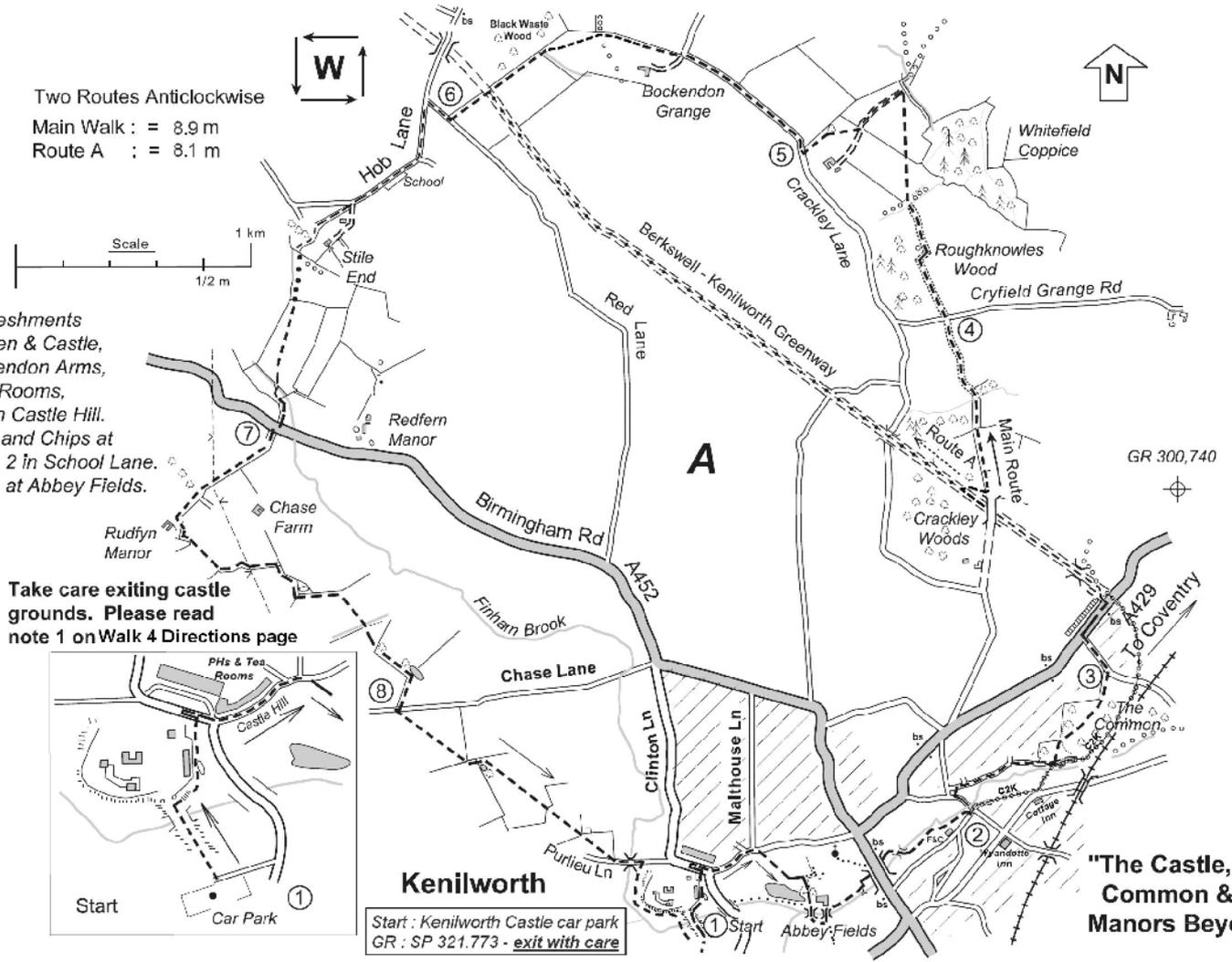
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A Coventry Way 21 Walks

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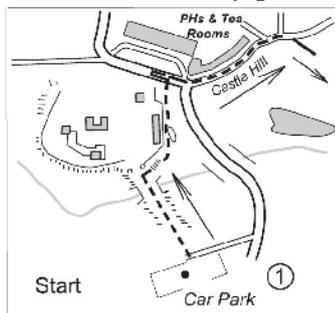
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Two Routes Anticlockwise  
Main Walk : = 8.9 m  
Route A : = 8.1 m

**Refreshments**  
Queen & Castle,  
Clarendon Arms,  
Tea Rooms,  
all on Castle Hill.  
Fish and Chips at  
Note 2 in School Lane.  
Cafe at Abbey Fields.

**Take care exiting castle grounds. Please read note 1 on Walk 4 Directions page**



Start : Kenilworth Castle car park  
GR : SP 321.773 - exit with care