



Walking with Offa 11

⑧ *continued* Turn left onto the track and follow this down to the farm at Weston. Go through the kissing gate and down some steep steps. Turn left onto the lane below and follow it up through a gate to an open field, where the lane turns into an obvious farm track curving left gently uphill. Keep right at the fork and drop down slightly. Continue along the track to reach the next field and take the stile 100 yards to your right.

You are now entering Cwm Cottage Reserve. The reserve is managed by the Vincent Wildlife Trust, and the cottage here is a summer roost for Greater and Lesser Horseshoe bats.

⑨ Turn right at the building onto the forest track. Over the stile and soon bearing right onto the higher track. Continue on this wide track ignoring a path right as it rises, to meet another track. Turn right again and follow this track gently down through the wood. Near the bottom the track bends left, but you carry straight on over a muddy ramp to join the path below.

⑤ Bear left and keep on this path for ¼ mile, when you come to a road. Go across and bear right down the path opposite. You then rejoin the road and follow it down to Chapel Lawn road in Bucknell at a bend, where you carry straight on to return to the pub.

Food, drink and accommodation



The Baron at Bucknell is a charming country inn with excellent home cooked food and five luxury en-suite rooms, so you could enjoy the hospitality and then stay the night. Contact Debbie and Phil on 01547 530549

www.baronatbucknell.co.uk

Knighton has a range of pubs, cafés and shops. Find out more on <http://knightontown.net>. There are other lovely places to stay around Bucknell. See www.exploremortimercountry.com.

GETTING THERE:

You can find public transport options throughout Shropshire at:

www.travelshropshire.co.uk.

Or contact Traveline on 08712 002233.

BY TRAIN: Bucknell and Knighton are on the Heart of Wales railway line.

BY BUS: There is a regular scheduled service between Ludlow and Knighton (738/740). Bucknell and Knighton are also served by **Castle Connect**, a 33 seat Shuttle bus which runs every weekend and Bank Holiday Mondays, from May to September – www.shropshirehillsshuttles.co.uk

BY CAR: Car parking available at The Baron at Bucknell, SY7 0AH and in Knighton.



To get the best from your walk we recommend comfortable walking boots, waterproof jacket and overtrousers, warm clothing, gloves and warm hat or sun cream and sun hat (depending on the season!), a mobile phone and something to eat and drink. Sheep and cattle are often in the fields on these routes – dogs must be kept under close control or on leads at all times.

Walking with Offa Promoting the Welsh English border as a great place to get your boots on, enjoy the beautiful countryside and indulge in some fabulous food and drink.



For more details contact the Shropshire Hills Area of Outstanding Natural Beauty Partnership on **01588 674080**

or see www.shropshirehillsaonb.co.uk

Many thanks to Mike Starr from Bucknell for developing this walk. Photographs by Rachel Queenborough.



There are 18 pub walks in this series and four 'Days Out'. Download, including podcasts, from www.shropshirewalking.co.uk/walking-with-offa. Turn your Smartphone into a complete outdoors GPS. Download an app: www.viewranger.com and search for 'Walking with Offa'. A guide featuring 12 walks is available.



This project has been supported by Advantage West Midlands' Natural Assets Programme in partnership with Natural England.



Walking with Offa 11

Offa's Dyke and the top of the world to Bucknell

A hilly nine and a half mile, linear walk, with stunning views along the hilltops between Knighton and Bucknell taking around five hours. 10+ stiles.



The Welsh English Border - where King Offa met his match!

One of a series of walks with spectacular views and glimpses of history, wildlife and archaeology.

in the Shropshire Hills



Walking with Offa 11

Offa's Dyke and the top of the world to Bucknell

A hilly nine and a half mile, linear walk, with stunning views along the hilltops between Knighton and Bucknell taking around 5 hours. Access Knighton by bus or train.

Directions to start of walk:

Turn left out of the Baron of Beef, Bucknell, and follow the road through the village to the level crossing. The bus stop is just past the school, alongside the station. Take the bus (15 min) or the train (10 min) to Knighton. Check the timetables – the most convenient times are: **740 bus** (738 on Thurs) leaves at 9.16 am, 1.26 pm and 4.31pm Monday-Saturday.

Train leaves at 9.47 am and 2.49 pm Mon-Sat, and 12.49pm Sunday

From the bus stop in Knighton - with your back to the car park, head right down the road to T-junction. Turn right and then almost immediately take the turning left.

From the train station in Knighton – go through the car park, turn left onto the road and walk 140 yards into town to the first turning on the right.

Start in Church Road (off Station Road), Knighton

① Walk up past the Bowling Club, straight on at the junction and past the church. Turn right (Cemetery Road), then left, and right at the Cemetery to follow the road to a gravelled parking area. Take the footpath by the river Teme. Soon the Offa's Dyke National Trail (acorn sign) joins from the left which you follow. Continue through three gates and a meadow, before crossing the river and the railway to emerge at a road.

② Beyond the gate opposite the path appears to split, but all routes meet up where the hillside opens out. Take the track that climbs steeply past two fingerposts to a third post at a path junction.

③ Turn left here and follow Offa's Dyke (acorn sign) as it undulates for 1¼ miles (around 30 minutes), giving fabulous views of the Welsh hills across the Teme valley. Shortly after passing a barn you go through a gate onto a cross track, where you turn right, leaving Offa's Dyke.

④ Follow this track through two gates, then stick close to the fence on your right and go past a small wood. When the fenceline swings right you carry straight on descending to a gate in the distant corner of the field.

A short grassy path takes you to a road by Five Turnings Farm.

⑤ Carefully cross this busy road and take the byway opposite. Soon the road goes through a gate and becomes a rutted track, which you follow for ¼ mile (around 6 minutes). Keep a sharp lookout for a waymarked gate on your right which is hidden back in the hedge / tree line.

⑥ Bear half left through the gate and cross the field. Go straight through the next gate and up the hill opposite (no clear path) and make your way up to the topmost point of the hill. Here, a waymarked post guides to you a gap in the far hedgerow and a double stile. Maintaining your direction proceed across four fields and stiles, at which point at the fifth you should see another stile on the horizon. Cross this stile and head across the middle of the field, bear left towards the hedge to take the left of two gates.

⑦ Cross the field bearing left and up through a pedestrian gate in the oncoming fence. Continue in

the same direction to climb to the top of the field and though another gate. As you climb you are heading towards an obvious gap in the trees on the skyline and across the top of the wooded valley. *This stretch offers panoramic views of the Malvern Hills to the south-east, the Black Mountains to the south, the Welsh Hills to the west and the Shropshire Hills to the north.* The path goes through the trees (a short distance to the right of the gap) to a stile. Bear half left and go across the next field to another stile, then aim for the gate to the right of the gap ahead. Follow the farm track as it swings right around the wood and then down via two fences through open farmland. *Another fantastic panorama now greets you, stretching from the Long Mynd and Stretton Hills in the north to the Cleve Hills in the east, and the Teme valley ahead.*

⑧ At the bottom a gate leads you onto a farm track. Continue straight on this track and then it descends into deciduous woods. Near the end of these woods look for a waymark post on the left. Turn left at this post and pick your way down through the wood to the fenceline, turn left inside the fence to reach a sunken lane and descend here to exit via a gate. *continued overleaf*

