

## Walk for July

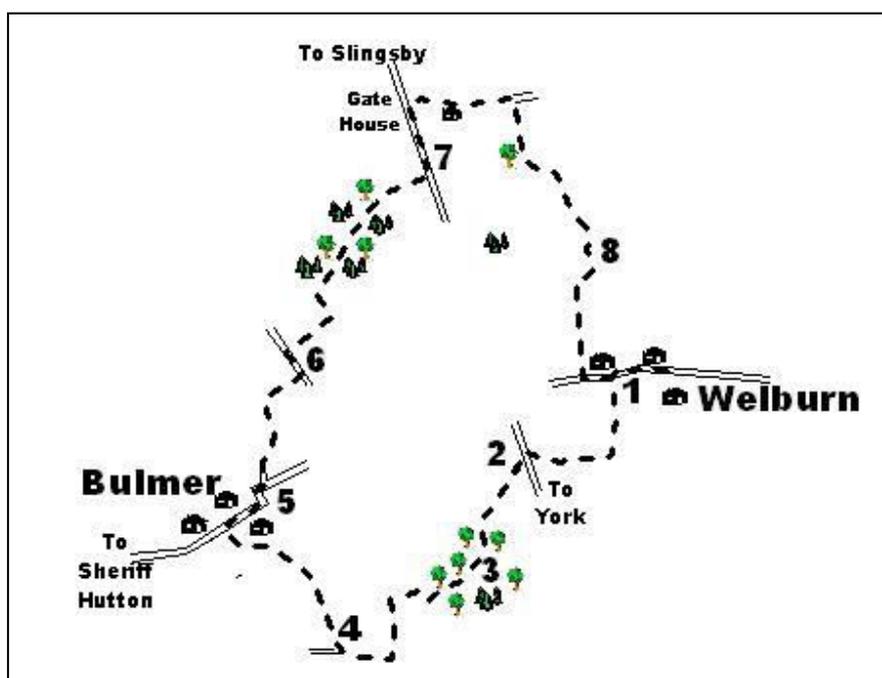
### Welburn, Bulmer Hag, Bulmer, Brandrith Wood, Gate House, Moor Houses.

*A circular walk that meanders between the equally beautiful villages of Welburn and Bulmer. Although it passes through hilly countryside, not too much height is lost so it never becomes too arduous. There are panoramic views over the Vale of York, two lovely wooded sections and more Castle Howard landmarks from different angles. This route is particularly well waymarked.*

Welburn lies about a mile south of Castle Howard and  $\frac{3}{4}$  mile from the A64 from which it is signposted around 6 miles from Malton and 16 from York. Park in the vicinity of the pub and cafe on Main Street that runs the length of the village. Welburn itself is very picturesque with a fascinating variety of cottage designs and is worth a stroll around.

**Start** — Main Street, Welburn

**Distance** –  $5\frac{1}{4}$  miles **Duration** – 2 to  $2\frac{1}{2}$  hours



1. Walk west along the Main Street until you reach the signs for the school. Turn left on the waymarked footpath and climb steadily through the right of the school playing field passing through the gate and stile to emerge in a field heading straight uphill towards the large trees on the brow. Where the path meets a track do not go straight ahead, instead turn right and follow the track as it descends to meet a road.
2. Carefully cross the road and follow the waymarked path at 10 o'clock as it passes through the trees to a gap in the hedge. Go into the field and head across the field at 10 o'clock towards the wood. As you approach the wood you will see a waymark post with a gate alongside. Go through the gate and follow the path through the wood as it crosses a small stream and about 100 yards further on meets another path.

3. Turn right along the path and stay on it as it emerges from the wood into a field through a gate. Go into the field and turn right, following the path round the edge of the field. At this point the views to the left are excellent, with 3 power stations in the distance and York Minster at 10 o'clock. The path starts to descend, and half way down passes to the other side of the hedge before skirting a copse and levelling out to the right where it meets a tarmaced road.
4. Despite the waymark being beside the road, stay in the field and pass through the kissing gate in the corner before starting to climb the hill diagonally across the field. Stay on the path with the hedge on your right as it dips slightly then rises into the next field through a gate. Head at 10 o'clock through a series of kissing gates which eventually lead you between high fences to emerge into Bulmer's main street. Turn right and walk through the village, passing the church before going round a double bend in the road.
5. As the main road emerges from the double bend turn left at 10 o'clock down a tarmaced lane which is waymarked. Before leaving the village you arrive at a waymarked gate at the back of a grassed area. Pass through that gate and stay on the clearly marked path around a series of fields before emerging on to a road.
6. Turn left along the road and 50 yards further on turn right alongside substantial gates to join a waymarked track. The track soon becomes a path as it passes to the opposite side of the hedge, then a waymark turns you sharp left towards the wood. Pass through the wood, staying on the clearly defined path until it emerges through a field and joins the wide verge of the York to Castle Howard Road.
7. Turn left uphill, heading for the arch over the road at the summit. With great care, go through the arch then turn sharp right along a waymarked tarmaced road. Continue down the road towards the pyramid, and as you draw alongside the tower in the wall to your right, turn right on the waymarked path that passes to the left of the tower, then goes downhill before passing through a gap in the hedge at the bottom. There then follows a pleasant meander through clearly waymarked farmland before reaching a track at a T junction with Welburn village clearly visible ahead.
8. Turn right, leaving the track and joining the path that passes just to the right of the boundary of the contractors yard, before passing through a gate on to the road. Turn left and walk back through the village to your starting point.