

Main Walk

- From the junction walk down Square Lane for 80m & go thro' f/g on left. **Fwd**, wooden fc-right, thro' p/gs into field hg-right. **Fwd** to reach enclosed track to junction of paths & WMP. **T/R**, thro p/g hg-left round to left & WMP. **T/R** cross-field down to outer corner of conifer hedge. Thro' p/g into fishing pool area, **T/R** pool left & thro' k/g onto road. **T/L** up road for 400m over s/b and thro' k/g on right.
- Fwd** hg-left to go thro k/g ahead. Continue hg-left to its end, **T/L** thro k/g into paddock. Cross diagonally, then **fwd** thro' k/g & f/b onto road (100m before farm). **T/R** along road to junction. **Fwd** for 20m to x-stile on left adjacent to gate into farm drive.
- Up drive to go thro p/g (in f/g) on right. **T/L**, **T/R** round corner hg-left to shortly x-stile on left into paddock. **Fwd** bank/fc/hg-left and at outward corner **H/L** to x-stile into large fields. **Fwd** hg-left for approx. 800m, ignoring wide hedge gaps on left, continue hg-left. **T/L** thro k/g on left into farm area. **T/R** away from buildings down to 2nd p/g in fence ahead. (**Route A** see below).
- Thro' p/g, **V/L** cross-field down to WMP, opposite outward hedge corner. Cross over culvert. **T/R**, stream right, to cross culvert, **fwd** stream right to field corner. **T/L**, hg-right to cross f/b & thro' k/g shortly on right. Spinney left & then hg-left thro' f/g to x-stile to road. **T/R** up busy road for 250m until 20m past the fourth pole on right. X-stile on right.
- Up bank, fence right, **fwd** to x-stile opposite & s/b to road. Cross over road & **fwd** down Whitburn Rd, as road turns left **fwd** into walkway right side of house. **Fwd** over road into walkway & then playing field. Hg-right under OPL thro' corner gap, **fwd** cross-field thro' hedge gap, to cross-field, thro' k/g to main road. **T/L** down road to junction & keep right over M6.
- Shortly thro' k/g on right along walkway into field, go left, hg-left down to go over f/b (Breach Brook), x-stile, **T/R** to stile, **T/L** in front of stile & up 200m via k/g's to meet hg corner, hg-right under OPL. X-stile, hg-right, short field, farm buildings on left to x-2 stiles. Continue hg-right until field narrows, look for stile in left hand hedge. Cross stile and **T/R** into sports field. Hg-right along bank to

enter walkway at right hand end of concrete fence. **Fwd** along back of houses to main road. **T/R** along road, over Grove Lane, **fwd** on pavement for another 100m to cross road to WMP **on left**, and enter drive to houses.

- At end of drive left of house enter walkway, hg-left, fence panels right. **Fwd** up enclosed "copse area" to k/g up left into field, **T/R** hg-right to top corner. Thro' f/g gap on right, **T/L** hg-left to go thro' fence gap on left at end of field. **T/R** to pick up hg-right & continue up hill to the top. Keep hg-right as it comes down to field corner & thro k/g. **T/R** at waymark post, hg-right, over large hedge gap, hg-right to go thro k/g off field corner onto road. **T/R** down road, pass Corley Rocks on right, continue down to junction right. Over junction down road for 200m to go thro k/g on left. (This field has a wood starting on its right boundary.)
- Up field hg-left to outward corner, **V/R** to top hedge line & via k/g near corner with wire fence. Hg-right passing knoll on left to go thro' k/g. Pick up hg-right for approx. 60m to take k/g on right into next field. **H/L** to go under OPL & go thro k/g next to f/g. Aim for bottom (left) field corner next to M6. **T/L**, motorway right, thro' k/g then over 2 fields to main road. **T/R** under motorway to finish.

Route A At the end of Note 3: **T/R** at fence to go thro' 1st k/g, **fwd** to pick up hedge opposite. Thro' p/g in f/g over culvert, **fwd** hg-left to p/g. Hg-left to p/g then k/g next to gate. **Fwd** along lane to main road, **T/R** & **T/L** to go thro' k/g on left, **fwd** hg-left & thro' k/g, hg-left round pool on left down to enter copse in corner. Over f/b, up bank with steps & continue **fwd** with waymark arrow to meet M6 boundary. **T/L**, M6 right, via f/b, k/g to exit copse, **fwd** M6 right. Thro' k/g **fwd** up & **T/R** over M6 & **T/R** down to go thro' k/g into field, **fwd** to take p/g-f/b-p/g. Bear left, hedge left to take f/b on left. Thro k/g, **T/R**, hg-right up to double p/g, under OPL & continue hg-right to go thro' k/g into walkway. Along walkway to main road. Cross straight over, enter drive & continue with Note 7.

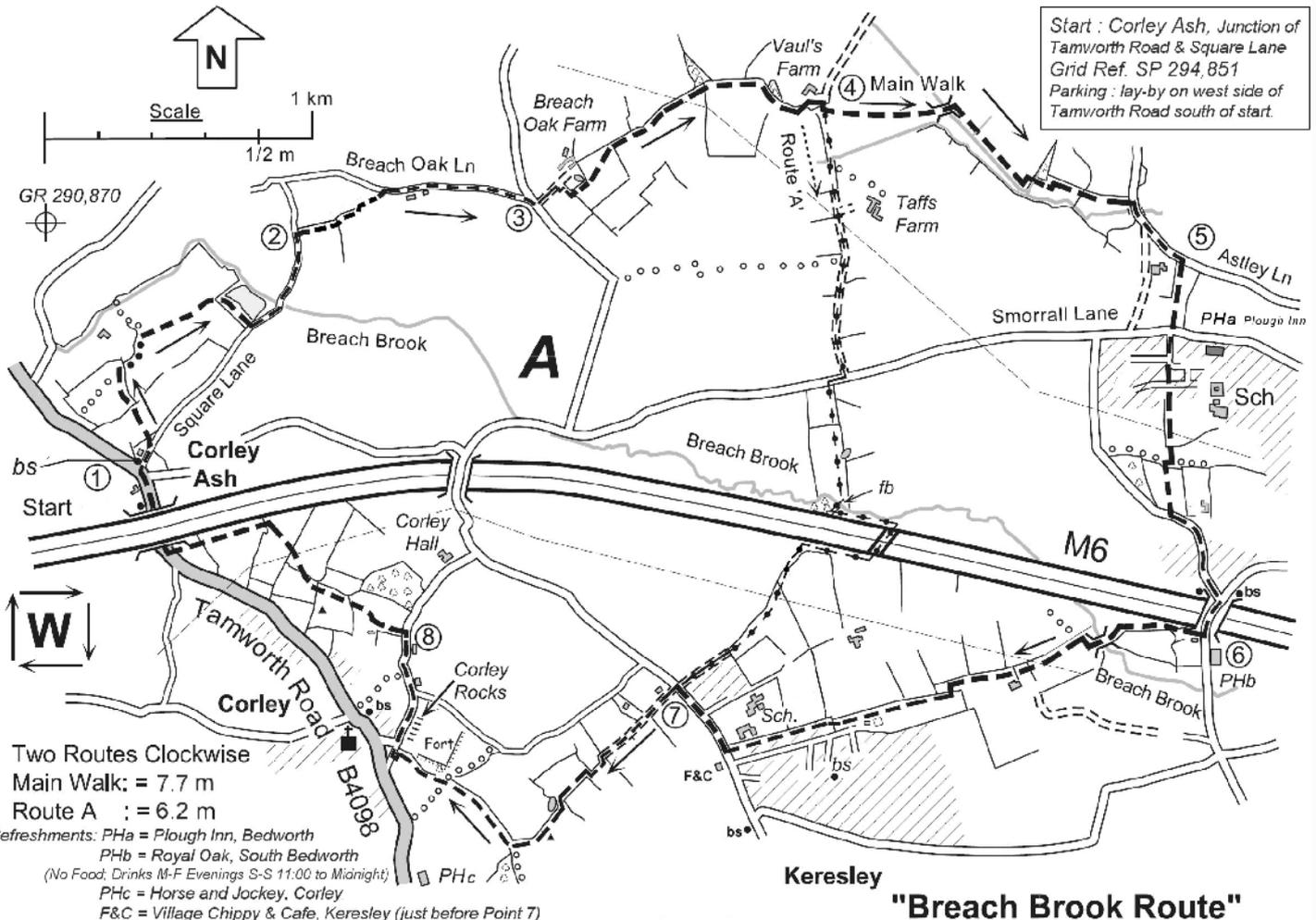
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A Coventry Way 21 Walks

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WALK 16 “BREACH BROOK ROUTE”

Start: Corley Ash, Junction of Tamworth Rd & Square Lane
Grid Ref: SP 294,861
Direction: Clockwise
Main Walk: 7.5 miles
Route A: 6 miles
OS Maps: Landranger 140
Pathfinder 935
Explorer 221
Parking: Carefully in lay-by near Saracen's Head, or as a customer in public house car park.

Brief Information and Outline of the Route

This walk starts at The Saracen's Head, **Corley Ash**. Cross Tamworth Road to go off Square Lane and back down to the modern fishing pool in the area known as Savage's Square. Turn left and walk up more of Square Lane, crossing Breach Brook.

Cross fields on right. On the left in these fields can be seen the remains of an ack-ack site. The Royal Artillery army camp consisted of approximately 14 huts and a radar cabin. These were manned by 110 gunners and auxiliary staff. The site was established just after the November blitz on Coventry in 1940.

Continue on Breach Oak Lane and over the stile towards Breach Oak Farm and on across relatively remote country to Vaul's Farm. Then cross more fields to Astley Lane and down beside Astley Hall Farm to Goodyears End, on the outskirts of **Bedworth**.

Over the M6 cross Breach Brook again past Newland Hall Farm and the Golden Eagle to **Keresley** (*Keresleia* in 1144, possibly a woodland clearing of a man called Cenhere). Keresley Green was a significant mining village up until the late twentieth century.

Across the fields and turn right at Hall Yard Wood and along to the lane past Burrow Hill, an Iron Age Fort (and now an Ancient Monument) to **Corley** (*Corneli* in DB, a clearing frequented by herons or cranes). Past Corley Rocks, a sandstone outcrop on the right, an attraction for Coventry youngsters over many years. Between the wars a cycle out to the rocks from Coventry was quite an adventure, revived by a bottle of cold tea and a race back home.

Carry on down Rock Lane and turn left before Bob's Wood. Further down the lane past the wood is Corley Hall, immortalised in George Elliot's Adam Bede, it appears as Hall Farm. It is believed to have been built in the 16th century. Back up the lane and over fields towards and then under the M6 to **Corley Ash**.

Wildlife

An area typical of the Ancient Arden landscape, containing frequent medium-sized woodland blocks, connected by a myriad of meandering hedgerows with associated ditches and small streams. This provides an interesting contrast to the relatively woodless landscape to the east of Bedworth, with its straight-hedged rectangular field pattern.

Many of the woodlands are dominated by oak and hazel, with a ground flora of bluebell. However, in many cases oak has been replaced by sycamore, which became a popular timber wood in the 19th century, with uses such as cabinet veneers and violins. The connecting hedgerows are often ancient and contain a wide variety of woody species, which often include a woodland ground flora. Look out for bluebell and wood anemone early in the year.

The area is noted for its high density of farm ponds, associated with land used for cattle rearing. Such clusters of farm ponds are increasingly rare and it is suggested that over the last 50 years about 50% of the ponds in Britain have been lost. Over 50% of the remaining ponds have become heavily shaded and are partially silted up or have been stocked with fish. Great crested newts will likely occur in many of the ponds in this area and, in some cases, a local population will have established itself within a cluster of ponds. Great crested newts are protected through national and international legislation. Britain holds approximately 90% of the global population of this species and estimates of up to 75% loss of suitable pond habitat is a major concern. A recent local survey of ponds, which included this area, has revealed that about 25% of ponds still contain great crested newts, although a high proportion are in a poor condition.

Breach Brook is a tributary of the River Sowe, (M6/A444). The walk crosses it twice as it follows the relatively high ground around this watercourse.



This green logo is seen all the way round A Coventry Way.

It is either a small sticker or a 175mm (3in) disk. The 40 mile Long Distance Path is designated on the Ordnance Survey Explorer series 227 and 222 and on the latest Landranger 140.

Ancient Times

One of our members wrote this short article for A Coventry Way Association Newsletter in 2001:
The paths which form "A Coventry Way" in the Corley area may well have been trodden for hundreds of years and there is evidence of human activity going back thousands of years. Visible evidence is the site of an Iron Age Fort above Corley Rocks that goes back some two-and-a-half thousand years. Last summer in a garden along Breach Oak Lane to the north of Corley Rocks, very close to the point where "A Coventry Way" meets the lane (GR 308,871), I came across a small piece of flint at less than a spades depth. Flint is not native to the area. It was the size of a fifty pence coin, flatfish, roughly triangular with rounded corners. As I cleaned the object I could see that two sides had been chipped and formed straight sharp edges. Warwick Museum identified it as a Stone Age tool that could be used for small tasks, cutting meat and scraping animal skins, typical of the new Stone Age 4000 - 2300 years BC. The flint originated from a site near Hinckley. In the last forty years a dense scatter of hundreds of various Stone Age flint objects have been found in fields to the south of Corley Rocks. It could indicate it has been a settlement, or a place of concentrated work. A Romano-British bronze knife handle and medieval pottery have also been found. Plodding across ploughed fields may seem boring, but you never know what items from the past you may be lucky enough to find.