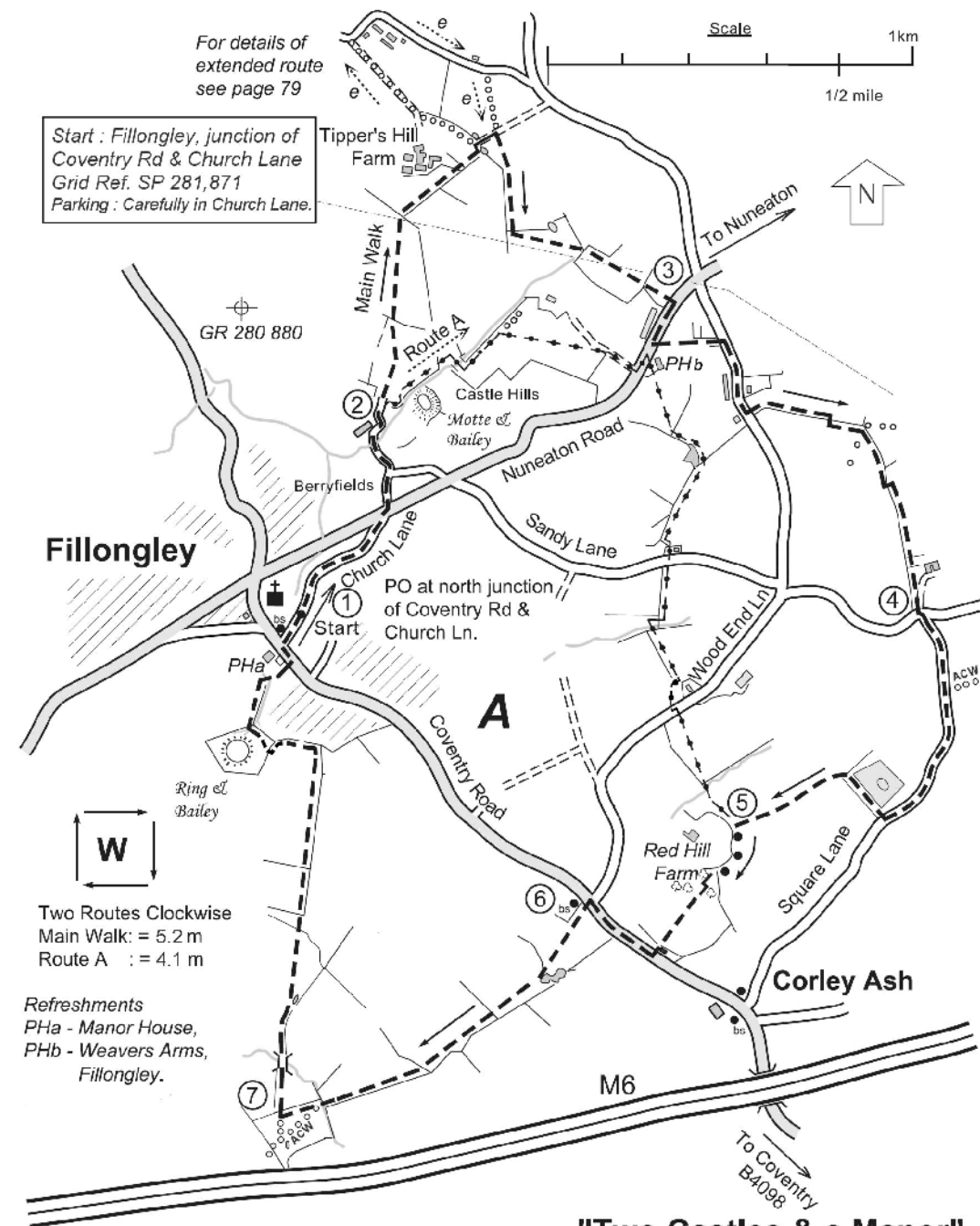


**Main Walk**

- Fwd** along Church Lane to reach the Nuneaton Road (B4102). Cross road (**with care**). **Fwd** along road (Berry Fields), left at junction, down thro' 2 f/g's, **T/R** & thro' p/g (in f/g) to enter field. (**Route A** see below).
- Fwd**, on track thro' p/g (in f/g) then **V/L** cross-field up to top left hand corner, thro' p/g, **fwd** up cross-field under OPL to field boundary in front of farm buildings. Thro' small gap, **fwd** hg-right to x-stile, thro' walkway to x-stile into field. Hg-right to field corner (over gap), **T/L** for a short distance & **T/R** between two pools along green lane. After 15m thro' small gap on right, initially **fwd** cross-field to pick up hg-right to corner. Thro' k/g, **H/L** plus cross-field parallel to OPL on right to go thro' k/g by f/g in corner. **Fwd** cross-field under pylon to go thro' k/g, **fwd** cross-field leaving hedge on right to go thro' k/g ahead onto road.
- T/R** & cross road (**with care**), just before The Weavers Arms thro' k/g on left. **V/L** fc-left to outward corner (laurel hedge) to go thro' k/g in corner, along walkway to road. **T/R** along road (pavement), passing cottages on right to take k/g on left opposite Wood End House. Hg-right for 180m, over s/b on right thro' p/g, **T/L**, hg/fc-left to corner. Ignore p/g, **T/R**, hg-left for 180m to go thro' p/g & over s/b on left, **T/R**, hg-right up to go thro' p/g into garden, thro' second p/g, hg-right to join house drive near & onto road.
- T/L** & immediately **T/R** down road. **Fwd** down road (joining ACW) for approx. 700m to fishing pool on right, x-stile into pool area, hg/fc-left to corner of enclosure to take p/g into field. **Fwd** up cross-field aiming for high hedge area & WMP ahead. **T/L** hg-right.
- Continue round to field corner, thro' p/g into copse area ahead. **H/L** thro' copse on zig-zag path to WMP, **fwd** cross-field aiming for left end of conifers. Thro' p/g into garden, fc-right thro' p/g & gate onto road. **T/R** up road to next road junction (Wood End Lane).
- Opposite junction thro' k/g into field. Hg-right to outer corner, **V/L** to go over s/b & thro' k/g, pass pond on left hg-left, to field corner, thro' k/g, hg-left to field corner thro' k/g & over s/b. Hg-left to go over culvert thro' gap, **fwd** (leaving ACW) to pick up fence on right. Just past metal f/g take k/g on right.
- Fwd** cross short gap to reach start of hedge, hg-left to go over f/b. Up hg-right, pass pond on right, **fwd** cross-field to go thro' k/g with s/b. **Fwd** cross-field (short) to go thro' gap & s/b. Hg-right uphill to go thro' gap & downhill hg-right to field corner. Follow hedge round to left (ignore gaps) & in 180m including turning towards SW for about 40m, f/b & thro' p/g on right into site of castle. Fc-right, over f/b & thro' k/g into field. **T/R**, fence & stream right for 130m, thro' p/g on right & over f/b, up steps & thro' p/g on left to exit into an area between houses onto road. **T/L** down road, **T/R** into Church Lane.

**Route A** At the end of Note 1 **T/R**, hg-right. **Fwd** to corner **T/L**, then **fwd** with hg-right to go thro' p/g. Hg-right to go thro' k/g, hg-right for 40m to cross stream over f/b on right. **T/L** hg-left for 140m, **H/R** cross-field to reach metallated track via gap at field corner. **T/R** up lane to main road & cross **with care** to the nearby Weaver's Arms. In car park thro' k/g in back hedge, **H/R** cross-field to corner. Thro' p/g, pass pond right to take k/g into field. **T/R**, hg-right, follow round to reach & go thro' p/g in garden fence. Thro' garden onto road (Sandy Lane). Thro' k/g opposite, hg-right to corner, thro' k/g on right. Hg-right for 30m, **T/L** to go thro' k/g by f/g, into field. **Fwd**, hg-right, go thro' k/g in corner. **H/L** to go thro' k/g onto road (Wood End Lane). **T/L**, in 10m **T/R** thro' k/g into field, **V/R** cross-field downhill to field corner & thro' k/g and over s/b. **Fwd** up to incoming hg-right (WMP). Continue up & round hg-right until a WMP is reached. Continue with Note 5.



## WALK 17 "TWO CASTLES & A MANOR"

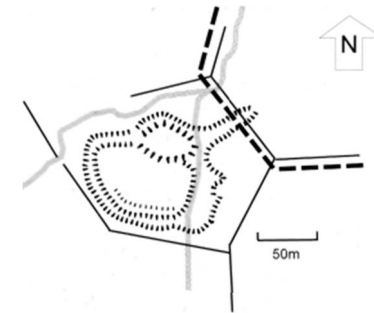
**Start:** Fillongley, junction of Coventry Road & Church Lane  
**Grid Ref:** SP 281,871  
**Direction:** Clockwise  
**Main Walk:** 5.5 miles  
**Route A:** 4 miles  
**OS Maps:** Landranger 140  
Pathfinder 935  
Explorer 221  
**Parking:** Carefully in Church Lane.

### Brief Information and Outline of the Route

This walk starts in **Fillongley** (Filingelei in DB, woodland clearing of the family of followers of Fygla). In this elevated village are two earthworks, one bearing the name of Castle Hills and the other Castle Yard (Ring and Bailey on map). Walk down Church Lane past the 14th century church of St Mary & All Saints with many artefacts from a forgotten time, like an immensely tall cross in the grounds which must have been there for over 500 years. There is also a wooden cross made from fragments of wood picked up in the remnants of a shattered Belgian church during the First World War. On past the old Methodist church, now a private house. Over the main road, up Berryfields past Priest Cottages. These seven cottages were built in 1893 at the same time as the Methodist chapel. They were homes for retired preachers. Up and past Berryfields Farm, as you climb up the hill glimpse back to see the Motte and Bailey on "Castle Hills". (On route A the site is on the right over the stream and is on private land). This is a small, well preserved entrenchment. Oval in shape covering approximately one acre, it's reputed to be of Saxon origin. All that remains are the earthworks and an outer ditch and banked enclosure. The ditch or moat was probably once filled with water from a stream that still runs on the south-west side.

Up to Tipper's Hill Farm with its good views and turn southeast to Wood End. Towards the Weaver's Arms, not so surprisingly called because a family of weavers once lived there, then head south passing through the gardens of Big House Farm down to Square Lane. Pass through the fishing pool area at Savage's Square, up to skirt Red Hill Farm and through a private garden onto the Coventry Road. Over the fields south west then north to the later earthworks on the site known as Castle Yard (Ring and Bailey on OS maps). It lies on a triangle of land formed by the junction of two brooks. At the apex of this triangle rises a low mound or keep; south of this is a courtyard, which occupies an area of over an acre,

lying between the brooks. A moat surrounds the mound and the court, through the eastern side of which one of the streams runs, while water sometimes stands within it on the west. There are remnants of a rampart running round inside the moat upon the south side of the court. On the summit of the mound there are remains of masonry. Continue the walk past Castle Farm down to Coventry Road to reach The Manor.



*Route through Ring and Bailey at Castle Yard, Fillongley*

The Ring and Bailey at the end of this walk has remained a mystery as we cannot find anything about it.

There is also some talk of a third castle where artefacts have been found. One of the locals described one ROW as being established due to it being the mole catcher's route to work!

The bridge, refurbished by a nearby resident, that you go over to enter back into Fillongley village is called Pegasus Bridge by some locals to commemorate a nearby resident's experience in the Second World War.

### Wildlife

A pleasant summer walk with small patches of grassland, road verges and hedges to explore. Perhaps the most interesting location in terms of wildlife habitats is the Ring and Bailey which includes dry grassland banks, wet hollows and woodland scrub. Mouse-ear hawkweed, field woodrush, pignut, yarrow, cat's ear, bird's foot trefoil and bulbous buttercup occur on the drier grasslands. The wet hollows contain numerous rush species with lady's smock, lesser celandine and nettles. Also includes ash woodland with abundant hawthorn, alder, holly and crab apple with bluebell, dog's mercury, foxglove and wood anemone.

### Extended Route

Once on top of Tipper's Hill you can, if you wish, have a look at the views to the north by extending this route. During Note 2 instead of "T/R between two pools along green lane". **Fwd** with hg-right to x-stile in corner. **T/R** down farm track to road. **T/R** up road, just past cottage on left climb up steps in steep bank on right to x-stile. **V/R** cross-field to x-stile into green lane. **T/R** and shortly x-stile on left,

pick up route in Note 2 at "initially  **fwd**"