

Coastal Round Walk 32 – Kingsand, Maker, Empacombe, Cremyll – 6.50 miles – page 1

Route Directions – Non GPS Version

Kingsand to Maker Church – 1.47 miles

Start from car park entrance, by the Halfway House Inn. Cross road to waterfront above beach to follow Market Street past the Institute and toilets. At a fork, Cleave goes forward but bear L uphill following Coast Path WM and bearing R. At the triple fork at Mayflower Cottage after 200 yards, take middle option of Heavitree Road, steeply up to The Green (*Rising Sun pub*). Continue steeply up Devonport Hill passing the entrance to Mount Edgcumbe Park.

At 375 yards, Devonport Hill ends (*a FP goes L*). Continue up fairly steeply on the sunken path (*FP*) between hedges (*Minadew Brakes woodland below R*). At a junction of paths, at 447 yards, (*L Kingsand, forward just FP*) go R (*FP via Grenville Battery*) uphill moderate. At WD 15 granite post, at 652 yards, path becomes easy grassy. At 927 yards, *pass ivy clad remains of Grenville Battery on L*. Continue up easy, through woodland, on the sunken path. *Where WM Post points R to the Coast Path 330 yards*, continue forward (*FP Maker Heights 110 yards*) up moderate, opens out up to a lane at Maker Heights at 350 feet at 0.71 miles.

Go R on the lane for 45 yards. *View forward to Maker Church*. Go L (*FP Gold Path*) across a field on a broad grassy swathe (*can be muddy*), up to 360 feet. (*Maker Farm in view below R*) Continue down easy to a metal kissing gate to a lane (*FP*) at 0.95 miles. Go R downhill on the lane for 100 yards to a T junction. (*Worth detour R to see Maker Farm barns on L*) Go L on lane downhill for 125 yards to 265 feet. Go L up 2 steps up and through a kissing gate to a field (*FP Maker Church ½*). Cross the field on a clear path, keeping just R of telegraph pole, uphill to 3 steps up to a kissing gate (*WM*) to next field. Cross this field, to L of house to a wooden gate and a hybrid stile to a track at 1.17 miles, by Friary Manor (*B&B, lunches, teas*).

Cross the track (*FP sign Maker Church and Mount Edgcumbe*) and follow a path, with Friary Manor on R, uphill easy to a gate. Path continues (*can be muddy*) up easy to a wooden stile to a field at 1.27 miles. Bear R (*WM*) and follow RH hedge uphill to the end of the field, to a hybrid stile at 350 feet at 1.39 miles. *WM points R to Maker Church but cross open grassy area diagonally R to the track (leading to CP) to a FP sign (Empacombe 1, Cremyll Ferry 1¾) at 1.47 miles (Fine view to Devonport and along the Hamoaze to the Tamar bridges, with Dartmoor in the background)*

Maker Church to Cremyll – 1.73 miles

Follow the *FP* sign downhill on grass, bearing L to a gate to a road at 1.52 miles. Cross the road to a *FP* sign. Go down 5 steps, into L edge of Pigshill Wood. The path heads downhill (*can be muddy*), then 5 steps down to a track at 1.56 miles. Cross the track and continue downhill on the path (*steep, stony, may be muddy at times*), passing former quarry on L, down to a finger post at 1.59 miles. Follow *WM L*, downhill to a *WM* post at 44472/52199 at 1.61 miles. Follow *WM R* on a track, field on L, down to 130 feet at 1.64 miles. Go L for 10 yards, through a kissing gate (*FP finger post*), leaving Pigshill Wood, and into a field. Down briefly then up. Ignore the trodden path which roughly follows the RH hedge. Instead, climb the centre of the field, up to about 180 feet for views over Millbrook Lake to Southdown Quay and across the Hamoaze to Devonport. Now make your way down over awkward sheep trods to a kissing gate, and 2 steps down to road at 1.85 miles.

Cross the road to a hybrid stile (*FP Empacombe ½, Cremyll Ferry 1¼*) to field. A clear path follows the LH hedge and undulates gently to a kissing gate to the next field. Follow LH hedge (*note remains of Empacombe Mill on hill*). Soon the path enters woodland, uphill (*muddy*) then down to Empacombe harbour. (*Slightly misleading FP sign refers to a gate but it's actually a stile*) Over a massive granite stile with wooden top bar into a garden. Now follow the harbour wall round to the final gap after Harbourside House at 2.47 miles.

Go uphill on the drive, through gate pillars (*WM*) and on 50 yards to Empacombe House on L. Where the drive goes up R, continue forward uphill on wide grassy track, wall on your L, through an open gate to a field at 2.64 miles. A grassy track follows the LH hedge. At 2.70 miles a path goes R uphill to road. Continue through a metal kissing gate, through light woodland, almost immediately passing a disused former oil depot on your R. (*muddy here*) At 2.79 miles, through second metal kissing gate, and continue up, with a brambly field on your R. Into woodland at 2.85 miles, continue up to a stile at 100 feet at 2.92 miles. Path continues as track (*ignore steps on L*) downhill, passing Vodaphone mast. Track undulates. At T go L on track downhill, Cremyll CP on R. At a T at Old School Rooms on L at 3.12 miles, go L on a track to a lane by the waterfront at Cremyll. Go R on lane and along waterfront to the Edgcumbe Arms at 3.20 miles.

A fuller version of these route directions, complete with GPS data including 10 figure grid references, spot heights and detailed distances, is also available. Return to the walk page and click for it.

These route directions continue on page 2 with Cremyll to Kingsand on the Coast Path – 3.30 miles

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Route Directions – Non GPS Version

Cremyll to Kingsand – on the Coast Path – 3.30 miles Woodland almost all the way to Hooe Lake Valley.

The route from here is on the coast path but, through Mount Edgcumbe Park, is less clear than usual. While there are many possible routes, and it doesn't really matter which way you go, I have included full directions for those who would like to follow the official coast path all the way to Kingsand.

Follow lane past Cremyll Ferry and bus stop, keeping L to gates to Mount Edgcumbe Park . Go L, following SW Coast Path sign. Go through the gatehouse (*second hand book shop inside*) and follow tarmac path through the Italian Garden and past the Orangery to follow a track between high hedges. Once into open, follow the waterfront to the Blockhouse at Wilderness Point at 3.53 miles. Continue on the track through a gate to an open area. Follow tarmac track and, where it goes R, continue forward following sign *Amphitheatre and SW Coast Path*. Go uphill on tarmac track through Barn Pool Wood then down to the open area of the Amphitheatre. Where the track heads R uphill, continue forward on grass to a gap to the L of the Temple at 3.95 miles.

Go L uphill on a track through woodland, passing a green WM. In 40 yards ignore green WM R and continue on track uphill, becomes fairly steep. This becomes a path (*may be muddy*) up to a gate into the open at 4.02 miles. (*Folly up hill on R*) Continue on grass up to the junction of several paths at 100 feet at 4.10 miles. Bear L on the first path (*No WM*) undulating downhill through woodland down to long duckboards at 4.30 miles. Now it's uphill, moderate then steepish for a while, a bit boggy in places, passing Coast Path WM at 4.33 miles. *Victorian Lady Emma's Cottage above on R*. Pass Coast Path WM at 4.44 miles. Continue up steep to a track at 4.45 miles. Go L on the track uphill and, after 70 yards, go up 3 steps. The path heads back uphill moderate, alongside a post and rail fence. There are now 26 steps, with handrail, up to a track at 150 feet at 4.50 miles. *Here the former route, closed on account of landslip, is barred off with warnings. However, while I do not recommend it, I have found it to be perfectly passable.*

Cross the track and climb 62 steep steps with a handrail, up to a gate (*green WM*) at 4.54 miles. The path continues up fairly steeply to a small folly at 220 feet at 4.57 miles. *Here 9 steps lead up to gate to the Deer Park*. Continue forward (*green WM*) downhill, a bit muddy with 14 steps down. The path now undulates, continuing down past green and Coast Path WMs. At a T at 4.67 miles, go L (*following the Coast Path WM*) then R. The path winds down to a track at 160 feet at 4.71 miles. *Here the track comes in from the L from the Landslip route*. Go R (*Coast Path WM*) on a level track , passing a folly at 4.81 miles. *Fort Picklecombe below L*. The track now undulates gently to a fork at 5.05 miles. Keep L, following Coast Path WM, downhill easy, passing another Coast Path WM, down to an iron gate at 5.13 miles. After 60 yards go through a wooden gate and continue down through furze. After a while it opens out down to a kissing gate and 2 steps down to the lane at the foot of Hooe Lake Valley at 60 feet at 5.30 miles.

Go R on the lane for 40 yards. Go L through a wooden barrier (*FP Kingsand 1*) and into a field. Follow a track uphill easy, becomes moderate, with woodland above on your R, open sea views on your L. At 5.59 miles the track continues into woodland up to 140 feet, then down into the open at about 90 feet, then up to about 140 feet again, and down into open parkland at 6.15 miles. The woodland to your R is Minadew Brakes, which you passed after leaving Kingsand. Continue down to a wooden gate at 6.35 miles. *Here you leave the Mount Edgcumbe estate*. Bear R and L on tarmac and continue on lanes down to Kingsand CP and Halfway House at 6.50 miles.

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