

Toby's Code

Please take care when you go walking. Make sure someone else knows where you and your walker are.

Make sure your walker wears sensible footwear e.g. wellies.

Please make sure that your owner picks up your poo, so that dogs remain welcome on all these walks.

Please ask your owner to put you on a lead if you are in the same field as farm animals.

Remind your owner to shut gates behind them. They can be so forgetful at times.

A plea to all walkers

We dogs are happy to go on walks with you, but please
REMEMBER SOME DOG BISCUITS!

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Toby's

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South Devon

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Toby's Directory





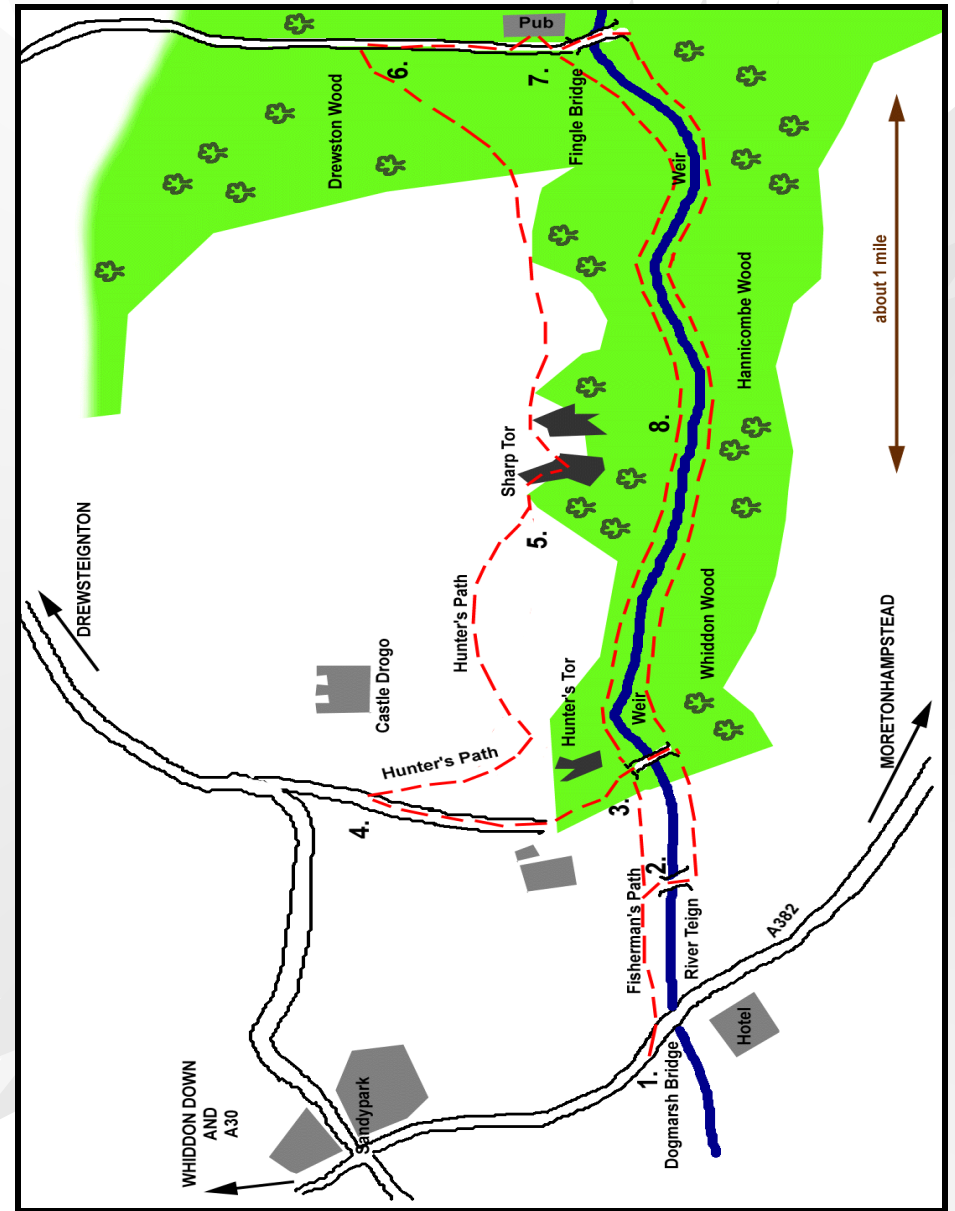
Walk 5 - Under Castle Drogo

Grid Reference: 713 893—Landranger 191

If you and your walkers like views then this is a great walk. A few long climbs that are not particularly steep, and a long downhill that is moderately steep in places. There is even a pub to keep those walkers happy.



1. Follow signs to Moretonhampstead and then drive through the town following the A382 towards Drewsteignton. You will pass the Mill Hotel on your left. Just after this you will cross Dogmarsh Bridge. After the bridge pull over in the lay by on the left. Then cross the road and through the gate on the opposite side.
2. Follow the riverbank downstream through the two fields. If there are cows out, you can cross the first footbridge to the other side of the river and walk down the right bank until you reach the next footbridge.
3. Whichever side of the river Teign you are on, you must be back on the left hand side at the second footbridge. Here you leave the river and follow the Hunters Path up the hill.
4. The path joins a quiet lane where my walkers tend to leave me off the lead. Follow this up the hill for about 300 yards. Then take the Hunters Path through the gate on the right.
5. Now just follow the Hunter's path signs and enjoy the spectacular views. My walkers often take a rest on the amazing granite outcrops that jut into the valley.
6. Eventually the path drops down to the road. This one is a little more busy due to the pub. I normally stop and let my walkers put my lead on.
Once you are on the road turn right and head for the pub.
- 7 & 8. When your walkers are stuffed full of grub you can set off home. You can walk back along either river bank, however I prefer to stay on the side the pub is on, it's simply prettier. If you re not good with steep slopes you may be better walking back on the other side. I love this bit of the walk because I get to play in the river all the way back. Lot's of stick chasing to be had!
Just follow either path back to the weirs, with their fish ladder, and then cross the foot-bridge if you want to and then continue up the river back to the car



Playmates?	Y	Water to play in?	Y	Running space?	Y
Are there any hills?	Y	Any tricky stiles?	N	Car Parking?	Y
Are farm animals likely?	N	Poo Bins?	N	Plenty of sticks?	Y