

# CEFŊ ERGLODD LOOP



An interesting walk up and along the hill South of the A487. There is a steep climb through oak woodland at the beginning and a steep descent back down. Once up on the edge of ridge the route is more level and open with expansive views over Talybont, Taliesin and the Dyfi estuary. A favourite for locals but otherwise not very accessible because the rights of way are not always on an obvious path on the ground and are poorly signed in places.

The walk takes you through the old Bryn Arian (hill of silver) and Erglodd mines. This area has been mined since Roman times but most of the evidence you will see dates from the mid nineteenth century (when the village of Taliesin grew up as a mining 'town'). Lead was the main lode mined and traces of ore can be found in the spoil heaps.



The route is described in a clockwise direction starting and finishing in Taliesin with an alternative link up with Tre'r ddol. If using the bus or driving it makes a better loop to start in Taliesin, but a Tre'r ddol start is included in case you are there for other reasons (e.g. the very excellent community shop and café).

## WALK DETAILS

**Length:** Approximate:

- from Taliesin short loop - 3 km (2 miles) or long loop - 5 km (3 miles) long loop with 180m climb.
- from Tre'r ddol short loop - 5 km (3 miles) or long loop - 7 km (4 ½ miles) 200m climb

**Time:** Between 1 and 1 ½ hours – with plenty of time to enjoy.

**Terrain:** Track, rough footpath, across fields, sometimes rough foot and some wobbly stiles

**Grade:** Moderate

**Dogs:** There are usually cattle and sheep in the fields. Only some stiles have gaps for dogs to slip through.

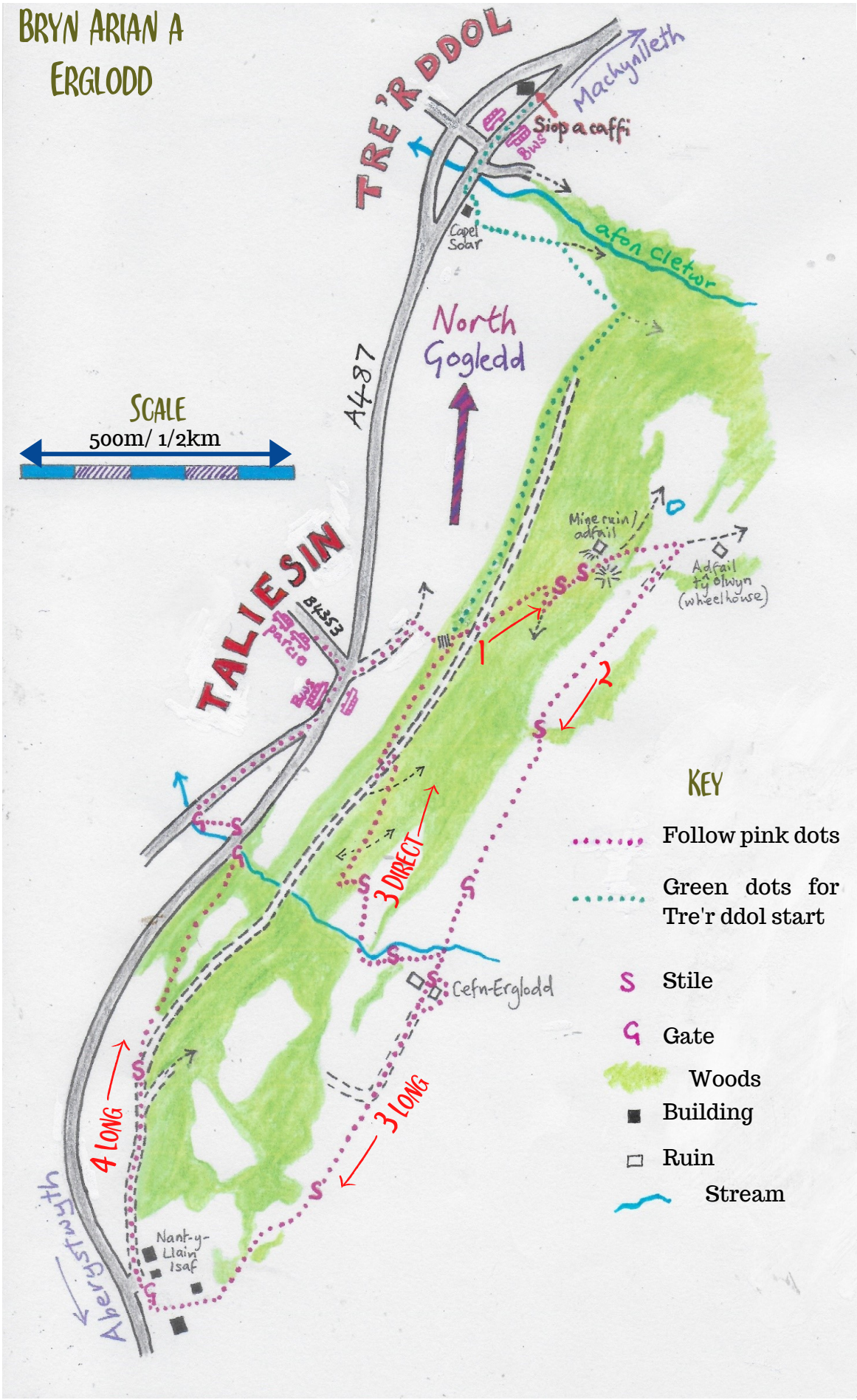
**Signage:** Good at the start and then it mostly disappears. Use the instructions and the sketch map. The O.S. map is: Outdoor Leisure 23 (Cadair Idris and Llyn Tegid)





BRYN ARIAN A  
ERGLODD

SCALE  
500m/ 1/2km



KEY

- Follow pink dots
- Green dots for Tre'r ddol start
- S Stile
- G Gate
- Woods
- Building
- Ruin
- Stream

## SECTION 1 - TALIESIN TO MINE WORKINGS (AND ALTERNATIVE ROUTE FROM TRE'R DDOL)

If arriving by bus, start from the bus stop toward the Aberystwyth end of the village. (grid ref: SN657912). If arriving by car, park on the side of the B4353 which goes from Taliesin to Ynyslas (grid ref: SN657914).

Leave the main road opposite the B4353 junction and Temperance House (which has a 'Telegraph Office' sign on the wall). There is a public footpath sign. This vehicle track goes up the hill past the back of houses for 125m after which you turn right and go straight up the hill on the footpath between a hedge and a fence for 50m to a flight of steps.



Climb the steps and at the top take the left option straight on for 20m metres to where the path splits. Take the right fork which leads up the hill 100m to the forestry track (this is signed as a public footpath). (The left fork is the way you would arrive if you started the walk from Tre'r ddol.)

### ALTERNATIVE ROUTE FROM TRE'R DDOL

Walk South from the shop along the old village main road, cross the river Cletwr and less than 100m after this turn left up beside Capel Soar (no longer used). The path is well signed. It does a zigzag to take you behind the old chapel and then the path climbs up between two hedges with the backs of houses on the left.

200m from the road there is a fork in the path and you need the right fork. The left fork takes you down into the beautiful Cletwr valley nature reserve.

About ½ km from the village you reach a gate. Turn right here and follow the path that skirts the bottom of the woods with fields down on your right. You come to a forestry track after 100m.

In order to stick to the right of way here drop down to your right to continue on the path that runs along the top of the fields just inside the woods. This brings you to the steps mentioned at the beginning of this section. Turn left just before you reach the steps to join the path to the mine workings.



From the steps (both starts)

After 100m cross the forestry track and keep heading uphill for about 200m. Just before you reach a stile the path turns sharp right, after 10m there is a junction, take the left and carry on uphill to the first stile.



After the stile there are fewer trees, the path is narrower and you can see the mine spoil heaps ahead. You soon climb another stile and head up between two spoil heaps with a fence on your right. There is good view point on your left (North) in front of the mine ruin (but this is not on the right of way).

## SECTION 2 - MINE WORKINGS TO CEFN-ERGLLODD RUIN

The ruin is the old mine office building, grid ref: SN 662916. On your right you will see an adit (with a stream flowing from it) as you leave the fence line. Adits are tunnels for access and drainage and link up underground with shafts and other adits in the area. From here on signage is bad so use the sketch map.

From the spoil heaps, carry on in roughly the same direction but bearing slightly to the right (not sharply to the right on the small sheep path) and climbing up the right 'bank' of the wooded shallow gully. You will come out of the trees into a field (on the O.S. map this field is still marked as woodland).

There is often a hare in this area.

If you get to the old mine reservoir (now a bog ) then you have gone too far left (North).



Use the map here to help get your direction. Once in the field you will see the ruined wheelhouse and ore crushing buildings ahead; go towards and when less than halfway there bear right through more than 90 degrees to meet a grassy track (poorly defined) that heads South West more or less on the level behind some trees and along into the next field.



There are mine shafts on your left as you enter this field. Go through the gate way and then along the middle of the field for 300m on the level. This the right of way, though not a defined path on the ground.

At the end of the field there is a stile (a bit broken). Finding a stile is always a good indication that you are still on the right of way, even if other things are unclear. Cross the stile and head up the slope through scattered oaks to emerge in another open field.

Once up into the field keep heading in a South Westerly direction slightly uphill. Don't bear too far left (South). There is a faded footpath sign on the brow and from here you can see Cefn-Erglodd ahead and the gate you need to go through to get there.

From the stile to the ruin is half km. Just before the ruin the path crosses a stream. If you are doing the shorter loop follow this stream down by the left bank to the corner of the field. For the longer alternative keep going on to the buildings.



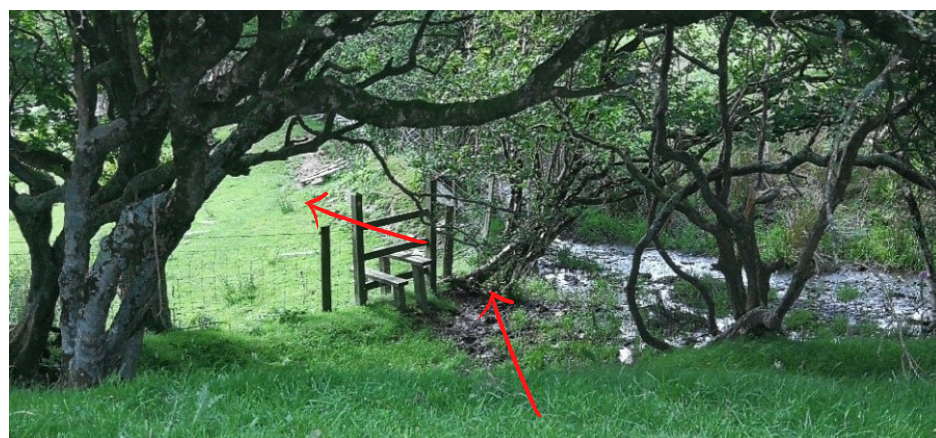


## CEFN ERGLODD

GRID REF: SN 659908

From here there is a choice of return route: a direct route back down to Taliesin and a longer route via the Erglodd mine area.

### SECTION 3A (DIRECT)- DIRECT RETURN ROUTE- CEFN-ERGLODD DOWN TO TALIESIN



The footpath you need goes West from the Cefn-Erglodd, a sharp right turn before you actually get to the buildings. As described above it is easier and less overgrown to follow the stream down the left bank; this takes you to the stile in the corner of the field. After crossing the stile be careful not to just march on in a straight line chatting! Walk into the field between the stream and the woods on your left.



After 50m the path bears sharply round to the right (North) to re-cross the stream on a track (the stream crossed just before reaching Cefn-Erglodd). Head across and down the field to the tree / fence line - you will see a stile. This route is slightly different from the way the right of way is marked on the O.S. map





Cross the stile and follow the path steeply down through the wood. There is a sharp right bend close to the stile then the path goes straight down for 250m to the large forestry track. There are a couple of rough tracks crossing but you keep going in a straight line.

When you meet the forestry track zig-zag left then right to continue on the right of way 200m back to the steps above Taliesin.



## SECTION 3B (LONG)- LONG RETURN ROUTE- CEFN-ERGLODD TO NANT-Y-LLAIN



Go either straight through the farmyard or if it is boggy by the stile you can skirt round to the left (East) of the buildings.

Once through the farmyard, carry on in the same South-Westerly direction downhill through the middle of the field along a grassy track; soon you will see Talybont ahead in the valley.



Keep going in the same direction downhill towards Talybont. (Don't get diverted when the track swings sharp right towards the woods). Go straight on down to the stile.

Cross the stile, follow the path through a small patch of tall gorse and out into the next field.



The path continues in the same South Westerly direction downhill for another half km to Nant y Llain. Go in the direction of the white house by the A847 and the cemetery.

There are open mine shafts in this field in among trees but if you head straight down through open field you won't fall in.



Don't be diverted by the grassy track that bears right but keep heading down to the main road. It will be more obvious when you are on a grassy, gorse-lined track.

The track bears round to the right. You follow the stream down, passing a cottage on the right and big house behind the hedge on left. All looks a bit private but is the (unsigned) right of way. Go through a gate and onto the tarmac pull in off the main road by Nant y Llain Grid ref: SN 655903



## SECTION 4 (LONG)- NANT-Y-LLAIN BACK TO TALIESIN



Carry on in front of the house on the track that starts as tarmac but becomes hard core shortly. After 350m the track forks. Keep left along the top of the fields fairly level.

Look out for a stile on your left about 50m after the fork in the track. Go into the field here and skirt along near the top edge for 100m to another stile. (Unfortunately the track from here directly back to the village is not a right of way from here.)



Cross the stile and carry on in the same general direction along the hedge line and downhill to the road. As you near the road the route goes along a sunken old green lane; you may need to skirt around fallen trees here. There is a ruined dwelling just before you meet the A487. This is a very busy road and a shock to suddenly be right next to fast traffic again.

Cross the road carefully and climb the stile (not directly opposite but slightly towards Taliesin). Another slightly wobbly stile.

Once in the field go down to the bottom left corner where you will find a gate onto to a small road. This is a bit tricky because the gate opens onto steep steps that lead into a stream! Turn right when you get onto the small road to return to the main road through Taliesin.



## RETURN FROM TALIESIN TO TRERDDOL

If you don't want to climb up into the woods again you can return along the main road as there is a pavement all the way.

