

Parc Cwm Darran Audio Trail Map

Distance: 1 1/2 miles
Allow: 1 1/2 hours
Start Point: Parc Cwm Darran
Visitor Centre
Terrain: Flat, mainly
tarmac paths.
A ramp between
stops 2 and 3 is
1:8.



200m

Audio stopping points

1. Visitor Centre
2. Ogilvie View
3. Northern Boundary
4. Ogilvie Olympics
5. Washery
6. Bridge
7. Manager's House
8. North Shaft
9. Aerial Ropeway
10. Sawmill

Key:

- | | | | |
|--|-----------|--|-------------|
| | Water | | Audio Stop |
| | Grassland | | Route |
| | Woodland | | Other paths |
| | Moorland | | Roads |
| | | | Buildings |

Derived from
Ordnance Survey
mapping. Crown
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Audio Trail Directions:

1. Parc Cwm Darran Visitor Centre

The park is signposted by brown tourist signs from respective turn-offs at Bargoed and Rhymney on the A469. The entrance to Cwm Parc Darran is situated between the villages of Fochriw to the north and Deri to the south.

2. Ogilvie View

With your back to the visitor centre entrance walk forward until you come to the railings turn right and follow the railings until they meet a wall. Listen to track 2 a few steps further on where the wall turns slightly.

3. Northern Boundary

Using the rail on top of the wall as a guide, head down to the tarmac car park and turn left. Keeping the low wall to your left, carefully head towards the car park entrance and over the stone-set speed hump. Turn right onto the main path and follow this as it gently descends towards the play park on the right, the audio trail route is bordered by white lines from here on, keep in between these as you walk. Listen to track 3 at the stopping mark on the path.

4. Ogilvie Olympics

Continue ahead in the direction you came keeping in between the white lines. Listen to track 4 besides the second bench you reach on your right.

5. Washery

Continue along the path and listen to track 5 besides the bench with the stopping mark, just before the island.

6. Bridge

Follow the path (between the white lines) around the lake until you come to the wooden bridge and listen to track 6 on the bridge.

7. Manager's House

Follow the path straight ahead, through a green squeeze barrier and into the car park. Taking great care, turn right and follow the perimeter of the car park towards its entrance keeping in between the white lines,. Follow the path, between the white lines, out of the car park and up the road until you come to the second kissing gate on your right. Take care you don't trip over the speed humps.

This gate leads to the memorial garden; the surface in here is a fine shale material. There are no white lines to guide you around the garden. If you have a visual impairment, and you do not have a guide, it would be advised to listen to the next three tracks whilst leaning on the gate. If you are happy to enter the garden then listen to track 7 by the black pair of trams.

8. North shaft

Turn right, head past the stone block circle and towards the large circular brick shaft. Listen to track 8 on the bench that is just to the left of this feature.

9. Aerial Ropeway

Head along the path immediately to the left of the bench and over a small wooden bridge. Listen to track 9 on the other side of the half-buried, black winding wheel, looking back towards the lake. Do take care walking around the wheel as it is set in a hollow.

10. Sawmill

Return back towards the north shaft, turn left and exit the memorial garden through the kissing gate. Carefully cross the road, turn left, follow the path in between the white lines and return to the car park you visited after stop 6. Listen to track 10 at the barrier that crosses the path directly ahead of you.

Return to the visitor centre

Return back towards the north shaft, turn left and exit the memorial garden through the kissing gate. Carefully cross the road, turn left, follow the path in between the white lines and return to the car park you visited after stop 6. Listen to track 10 at the barrier that crosses the path directly ahead of you.

