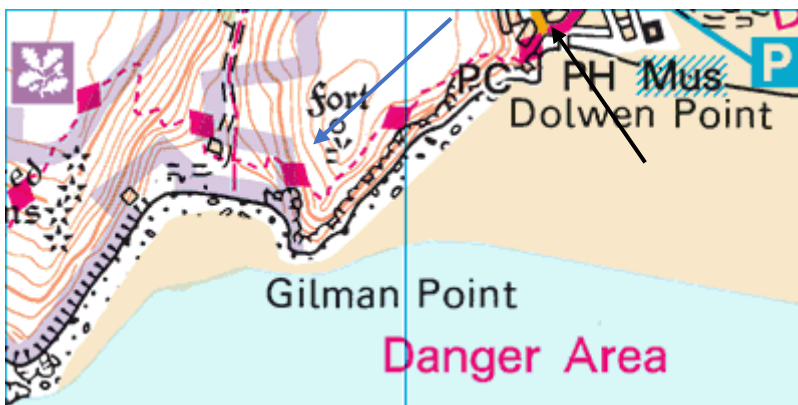


St George's Walk Day 3 – Pendine to Tenby

Meet at Salterns Car Park, Tenby (SA70 8DU) for 8.30AM to leave by Minibus to Pendine. Alternative start point at Amroth to avoid both steep climbs and shorten the route by approx 5 miles.

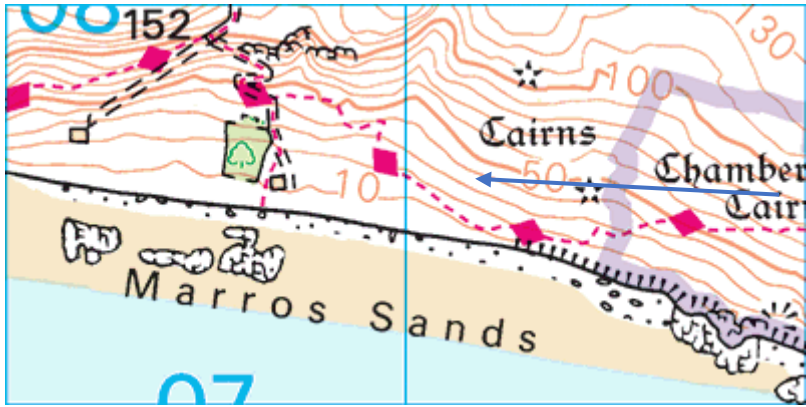


From Pendine seafront head up the steps on the coast path (Sea on left) in the direction of Amroth. Prepare for steps, slippery slopes and both up and down terrain. The path is well signposted throughout.

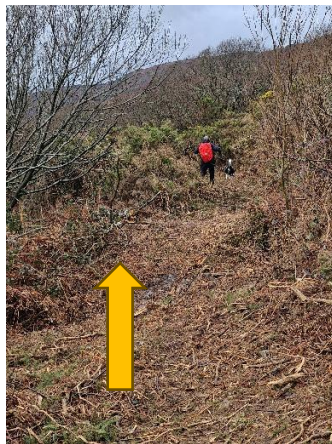


On route you will pass a long slab of concrete (pictured below & arrowed) with another climb afterwards followed by a steady descent where you will pass a sign to Thorning Farm Campsite (Picture 2 below).

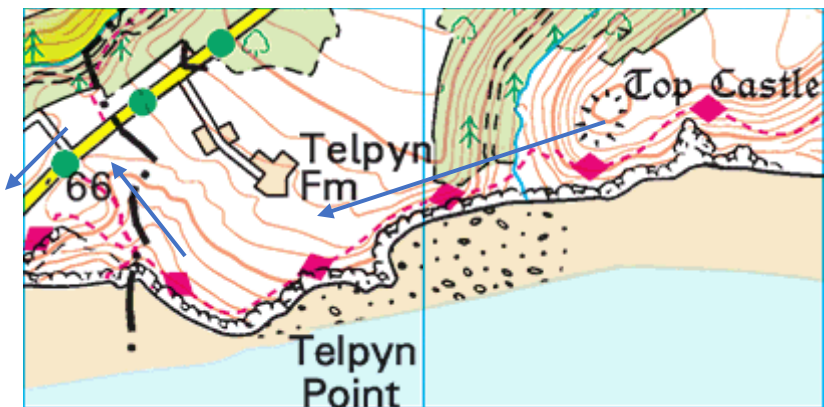




Continue along the path to Marros Sands. Here you will come across a manmade walkway (pictures below) that is closed and a diversion takes you along a temporary new path where the gorse has been cut down (Not kind on dogs paws!)



Continuing along the coast path you will reach a gravel track. Head uphill on this until you reach two gates, the second one having a sign 'Underhill beach not accessible' on it (Picture 3 above). To the right of this are the sign posts for you to follow.



Continue along where you will arrive at another wooden bridge (pictured above). Climb up and down the steps to Telpyn Point. Another set of steps follow leading you to where a route diversion is in place (A landslide has necessitated this change) which takes you onto the road. Take care as it is narrow; follow the road downhill, passing the 'Amroth' sign, continue past the pub on your right. Amroth East toilets should be open or alternatively continue onto Amroth West.

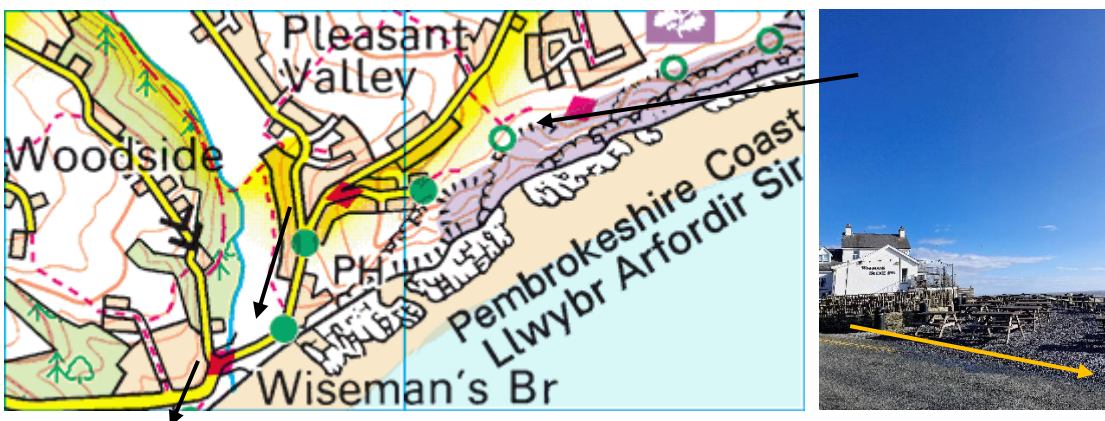


Along Amroth sea front, you will see a large metal sculpture of a fish called 'Bertie'.

Checkpoint 1 Amroth: W3W = Premiums.Widely.Pits

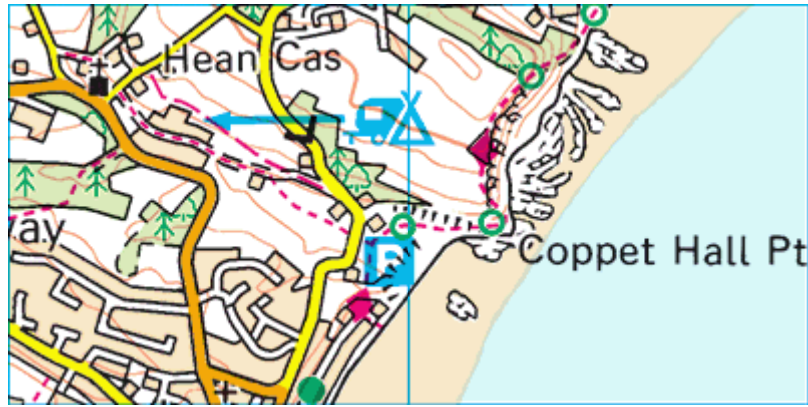


Continue past 'Smugglers' Pub and take the steps to the right of the Toilet block (Tap water is available here) which signposts Saundersfoot 2.5 miles.



Continue through woodland towards Wiseman's Bridge, past the pub on the left. As you cross the road bridge, on your right by a stream is another toilet block.

Continue following the coastline and you will go through two tunnels and reach Coppet Hall (There are toilets and a cafe inside the beach centre).



Tunnel 1

At Coppet Hall, head across to wooden clad building on the far side of the car park. Here you will pick up signs again for the coast path (Both pictured)

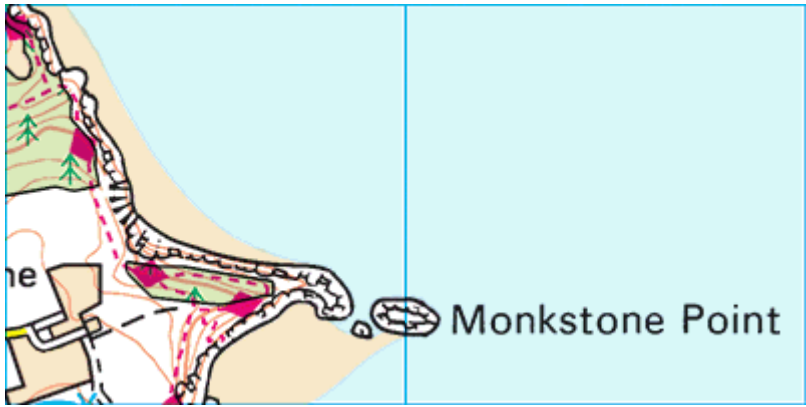


Tunnel 3

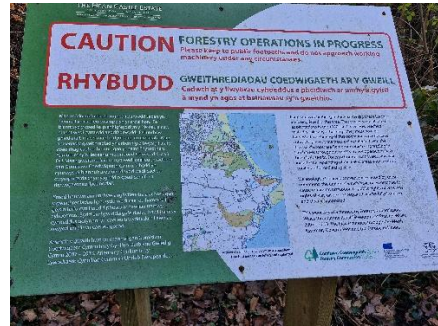
Continue along the coast path and travel through your 3rd tunnel and you will arrive in Saundersfoot. Walk along 'The Strand' towards the slipway and **Checkpoint 2: W3W = Coveted.Campsites.Note**



Continue walking through the harbour area following the Coast path signpost up the hill following the road (B4316) out of Saundersfoot in the direction of Tenby. The climb is steep and takes you past St Brides Spa Hotel. Continue walking for around 100m and turn left into The Glen. Walk down this road until where it turns left and follow the coastpath sign



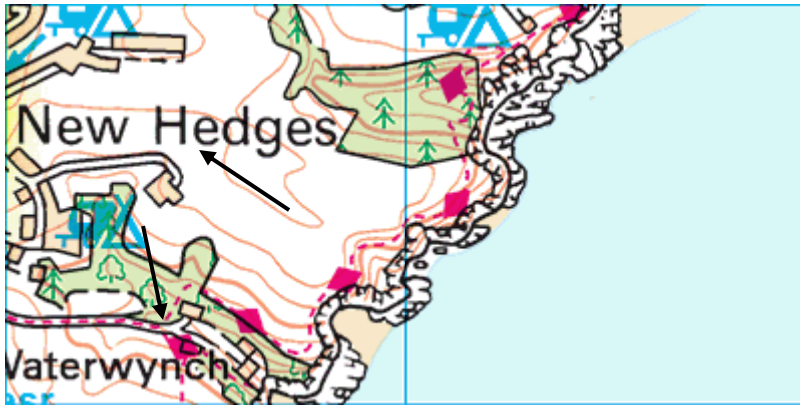
Continue through the woodland (all signposted) and onto a sign for Glen Beach.



Remain on the path and go past a Forestry Commission sign re 'Operations in progress'. You will next reach a 'Path temporarily closed'. Follow the diversion. A second diversion sign exists due to landslide – head towards the mast on right (Pictured above).



Down a set of steps and across a wooden bridge (There is a tree partially fallen over this). NB The footpath to Monkstone Beach is closed.



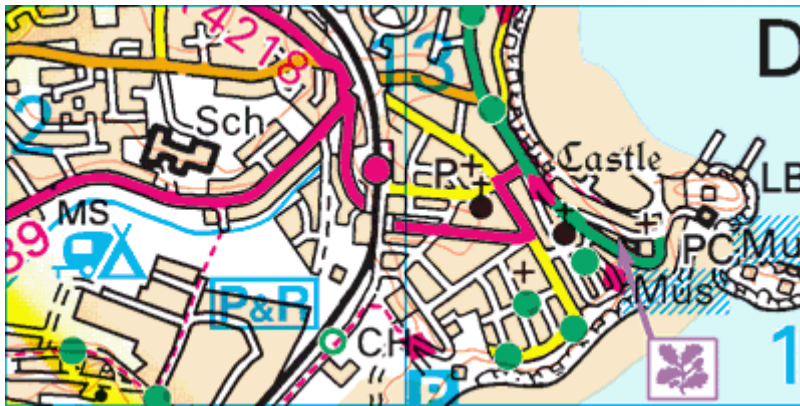
Further on you arrive at Waterwynch. Here you will need to follow the path which is left of a metal gate (signposted Waterwynch beach). After 100m you must turn right uphill (Coast path signs are here to guide)



At the top of the long climb you will find a Tenby Civic Society sign confirming the area had been donated by the late Jesse Allen.



With Meadow Farm is on your right continue along the road rejoining the path on the left. After a short while you will reach a concrete path which will then take you onwards towards Tenby – Nearly there now!



The finish Checkpoint is Tenby Harbour. W3W = TBC