

Coastal Path Route Description

SECTION 10: ABERFFRAW - 4-MILE BRIDGE

Go over the old bridge in **Aberffraw**, turn left along a lane parallel with the estuary. Go past **Glan y Môr** cottages and where the surfaced road ends bear right up an enclosed path. On meeting a drive turn left down another enclosed path (in front of Y Cei) and you will join a path along the top of an embankment parallel with the river.

A wall appears on your left and you will descend some steps onto the foreshore. Pass in front of the white house on the shoreline, cross an access track, and as the estuary starts to open out you'll see a kissing gate in front of you. Go through it and ascend onto the headland at **Trwyn Du**. At a fork in the path bear left, and then bear right towards the farm building. Following the coastline westwards join an enclosed path, go through a gate and then drop down onto the shore at **Porth Lleidiog**. Cross the beach and pick up the path on the other side (ignore the path at the back of the beach) along the cliff edge path.

Go through a gate into a field and follow the field edge. Bear right past a cutting down to a stony cove, and follow the coast round through a kissing gate. Follow an enclosed path to come out at an open headland. Bear right and go through several more gates, past **Trwyn y Wylan** and round towards **Porth Cwyfan**. Follow the earthen bank on your right and after another couple of gates drop down onto the beach. Walk around the back of the beach, past the lane to Aberffraw, and the causeway over to **Llangwyfan**, heading towards the white house. Join a track crossing a stream, and head uphill past the houses **Ty'n Twll** and **Llangwyfan Isaf**. At the top of the track turn right, past the entrance to the Racing Circuit, along a lane. Shortly bear left over a stile into a field. Walk towards the field boundary in front of you, and then bear left down the field to the sea. Go through the kissing gate and then bear right down past the way-marker and follow the coastline past the rocks of **Ynysoedd Duon**. Cross two sleeper bridges, and follow the coast through a kissing gate to join an enclosed path around a headland and past an old brick building. Pass along a narrow fenced path along the edge of a field through a kissing gate to come out at the car park at **Porth Tre Castell**.

Cross the car park and bear left onto a path onto the next headland. Follow the worn path around the edge of the headland, pass the entrance to **Barclodiad Y Gawres**, cross a small sleeper bridge and you'll join an enclosed path along the edge of the coastline. On reaching **Porth Nobla** bear right away from the beach to come to a junction. Turn left and pass the white cottage **Ty'n Towyn** on your right-hand side. On meeting a track turn left, and then bear right to pick up a path that goes in front of the large white house at **Porth y Cwch**. Bear left at a split in the paths, cross another and you'll come out into a car park. Pass through the car park and follow the

path out the other side. Continue through the dunes. A path joins the main path, and carrying straight on you'll then cross a track. Pass the pond on your left and cross a ditch. You'll come to a gateway at the back of a number of large white buildings behind **Cerrig y Defaid**. Go through the gate cross the track and carry straight on. Under some pylons behind the large buildings; bear right to carry on along the tide free section of the Path, or turn left to go down onto the beach.

TRAETH LLYDAN (subject to the tide)

On joining the beach turn right and walk along the beach, crossing a stream and then up to join **Lôn Traeth Llydan**.

To carry on along the tide free section; on arriving at a flat grassy area, go straight on following the telegraph poles. You'll pass in front of the **Oystercatcher restaurant**, following the telegraph wires to a junction in the paths at a small tree. Carry straight on, and over a bridge over a river. Bear left to follow a narrow path over dunes to come out onto **Traeth Llydan**. Turn right, up the slipway to the road.

Carry on along **Lôn Traeth Llydan** and follow the road round to the right, joining the High St. At the town clock go straight on along the main road and just opposite a church turn left down a lane sign-posted Warren road leading to Crigyll rd. 1-6. Bear right down the lane marked no through road by the house Gwynedd, and then carry straight on leading onto a path through a set of bollards. Join the edge of the **River Crigyll**, go over the large bridge and head towards the runway of RAF Valley. Follow the perimeter fence past the white gate and on ascending a rise after a right hand bend bear left away from the fence and continue into the dunes towards a set of buildings on the horizon. Follow the way-markers and descend down a set of steps onto the shore by **Ynys Feirig**. Turn right and follow the huge beach of **Traeth Cymyran** towards the white house of **Plas Cymyran** in the distance.

On approaching the white house bear right up an access track to come out into a large open area. Go through it and carry on up the track, past the large buildings on your right. You'll come out at a small informal car park. Turn left along the road. Just before **Trewyn** and **Carnau** turn left through a gate, walk parallel to the runway lights in the field and walk round the edge of the field next to the shore. Go through a gate, and then turn right, away from the shore, up the field crossing another set of runway lights. Go through a gateway, and follow a clawdd bank on your right, and when it finishes, follow the hedge on your left-hand side up to a gate in front of you. Go through it, joining a lane. Ignore the drive to your left and then shortly turn left and through another gate back into a field. Walk straight down the field back towards the Inland Sea, and on reaching it, bear right and follow the field boundary on your left. You'll pass the cottage **Felin Wen** on your right.

Pass through the gap in the wall in front of you and carry straight on following the field boundary around to the right around the perimeter of the inlet. Go through the gate in the left-hand corner of the field, to come out onto a lane. Turn left, pass a drive on your right pass an area of rushes, and then turn left onto a rough track around the back of the inlet. At the signpost rise onto the embankment and for a short section go up some steps and along the bottom of a field next to a post and rail fence. Descending back down onto the embankment cross a sleeper bridge and then come out onto an area of mud bank. Go through the wooden gate off the terminus of the lane and follow the fenced path following the inlet back towards the Inland sea. At a junction in the paths bear right (*tidal section joins here*).

Follow the edge of the field past **Penrhyn Hwlad**, and look for the stile on your left. Crossing into the next field follow the field edge round and on reaching a hedge in front of you turn left over a **stile** to drop onto the shore. Ignore a track going off to the right and a path that leads off through a caravan park, and follow the path round the back of the inlet, to come to a track up to **Glan Rhyd Isaf**. Turn right up the drive to the gate on your right, opposite the house.

Go through the gate and continue straight ahead through the field. Go over another stile, following the telegraph poles, and go over another a stile. Crossing the field go over another stile, bear left and come out onto a drive. At the end of the drive you'll meet a lane, turn left, and then shortly turn right into a field.

Follow the field boundary on your right and join a sleeper boardwalk over an area of marsh. Go over the stone stile, turn left and follow the left-hand field edge. Go over the bridge and **stile** in the corner of the field and continue straight on to the gate. Cross the cob at **Tyddyn Cob**, through a gate onto a track, bearing off immediately left and through another gate. Go up the steps and across the next field. Go through the gate, through an area of gorse, cross a track and to another gate. Cross the embankment through a gate, straight ahead, and through a further two gates. Cross a stream. On approaching a farm, keep within the field past the outbuildings and in the right-hand corner of the field go through a kissing gate. Turn left up the drive of **Graig-Lwyd-Ganol** farm and on meeting the road turn left. Follow the road across 4-Mile bridge (actually only about 170 metres!), to come to the village of **Four-Mile Bridge**.