This is a circular walk and you could join it at one of three starting points, each with a car park, and follow the route in a circular direction, ending back at your original start point. These are:

1. Palace Hill, access via Town Gate
2. Flying Field, access via Boldmere Gate
3. Jamboree, access via Streetly Gate.

With the Visitor Centre on the left, starting at Palace Hill (1), take the left hand fork. Ahead, keep on the right hand path.

See the ford and Wyndley Pool on your left and continue straight ahead through Hollyhurst.
• At the fork, take the sharp right hand path.
• At the junction, take the left hand path upwards.
• And at the next junction, take the left hand path upwards.
• At the next junction, at Flying Field (2), turn right and follow the path.
  Here you can see Gorse and Heather.
• Continue along the path and it will gently climb uphill towards Jamboree Memorial stone (3).
• From the stone, take the left fork and continue along the path as it descends gently downhill.
  Look out for the pyramid-shaped site markers – part of three archaeological routes through the park. The marker reads ‘Deer Park, subdivision 2.2’.
  At right angles to the road are the remains of a bank and ditch dating from AD 1120, subdividing the park for management of the deer and associated hunting.
• Continue along the path, passing Keepers Well and Keepers Pool on your left, pass the dam wall of the pool on your left.
  A further pyramid marker ‘2.1’ can be seen beyond the pool.
• Pass through a metal gate and follow the curve of the path and continue back towards the Visitor Centre.