

Bubi3n via Barranco de Rosas

Start: Capileira

Distance: circular 6.5km aprox.

Tune: 2½ - 3 hours

Difficulty: Easy, a fair amount of ups and downs with one particularly arduous up towards Bubi3n.

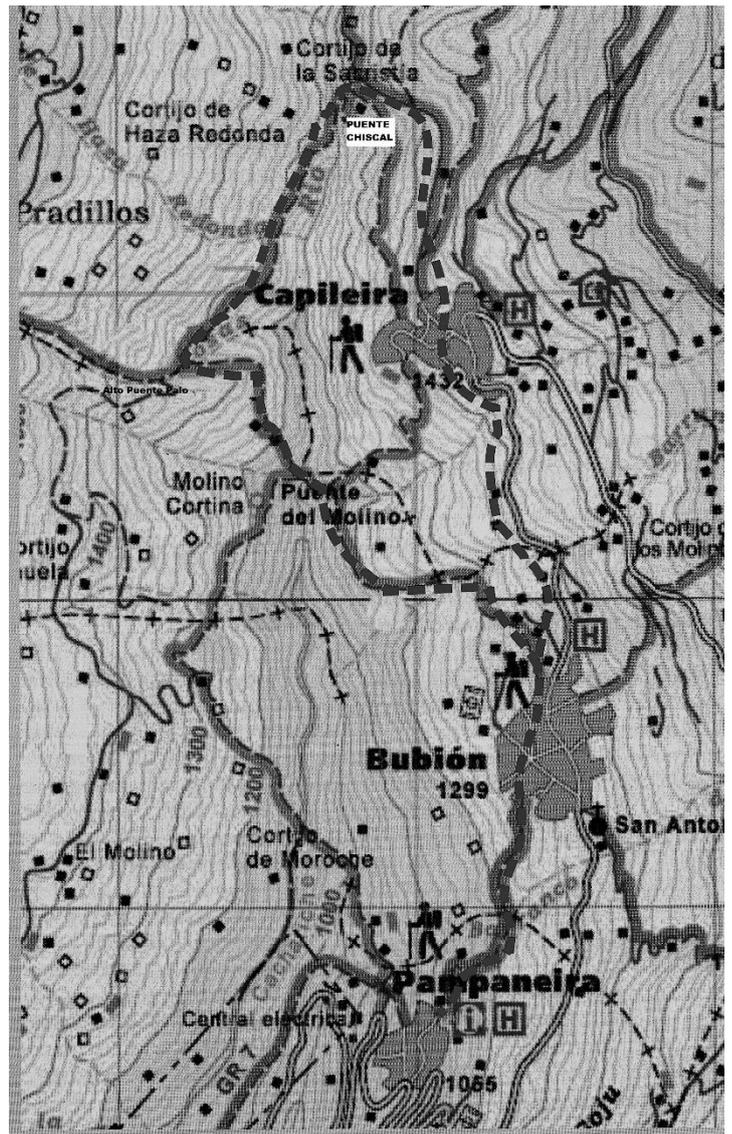
Finish: Capileira

Warnings: Some steep drop aways at the beginning and paths sometimes flooded on watering days.

Starting from the central square head out to the right (while looking down the valley) and you will come to a junction where you will see "Vista de Veleta" apartments. Turn right and follow the track as it bends around to the left a little. Here a relatively new road drops steeply to the left and wind its way around the side of the village. Follow this down past a little car park/viewpoint (called "Eras de Aldeire") and drop down to the right at the junction a little further on. You will find a handful of signs at the next U-bend pointing the direction to Puente Chiscal and the Sulayr path to Puente Palo. The first ten minutes the valley has many steeply cliffs and it can cause a small but slight vertigo. The path is fairly easy to follow down to the river. In a given moment there will be a crosspath, follow the path down to the left where it will cross the stream lower down.

After crossing the river at Puente Chiscal the path leads gently up to the left and is easy to Follow until you reach a sign-posted junction. Up (right) will take you up towards Acequia Nueva and the walk to Atalaya and Puente Palo. Left is where you need to head with generally contours around at a similar level for quite a while, giving you ample opportunity to enjoy the valley views and marvel at the drama of the Tajo del Diablo (Devil's cliff) which drops down below Capileira. After a walking alongside a water channel you will pass an old white Cortijo on your right. Shortly afterwards there is a stream under some trees, which on water days can continue running down the path for 10 meters or so. Where the canopy opens up again the path splits confusingly, complicated further when water is running down it.

All the paths come back together within 15 meters or so but the lower path is usually the easier. Immediately after these paths come together again



it drops down a little before coming to a junction at a shady stream. Left contours around and will meet up with the path again but you will miss out on some of the spectacular views so head steeply uphill (straight ahead). After scrambling between broom bushes the path becomes a little gentler and crosses the *Barranco de Rosas* stream at a little concrete and pebble bridge. Continue to climb for another 15m but be careful not to switch back again (turning your back to Capileira). At the point the path switches back another path leads off straight in front of you (facing Capileira), gradually dropping down to an old *era* next to a ruin. At this *era* you will want to rest a few minutes enjoying the spectacular views accompanied by the scent of the mountain thyme.

Continue heading down the ridge and the path will start to zigzag down after passing a sculpture like dead tree. There may be a couple of confusing junctions left and downhill. You will also pass another large *era* with great views, and a ruined *cortijo* before coming across Enrique's cottage. There may be dogs here making a lot of noise, but any aggressive ones are always well tied up. The path continues on down to what can be a muddy junction at a stream. Continuing ahead would take you on towards Pampaneira or O-Sel-Ling, but you need to drop down to the left to Puente Molino.

Now starts the final climb which can be done in spurts between shady bits in the hot summer months. After only a couple of minutes there is a junction of paths with stone signs for Bubion/Puente Molino and Capileira. A short cut back to Capileira can be taken by turning left, however this path is a bit of a killer and not to be recommended in the full heat of summer. It comes out at the very bottom of the village so just head uphill until you find something you recognise! Straight ahead is the more civilized option although there are still some steep bits. There isn't really anywhere you can go wrong on this path and it will bring you into Bubion near the bottom of the village at the football pitch. When you reach the first buildings after passing the pitch you can choose whether to head straight back or explore the village a little and a bar perhaps. Straight on will take you passed the museum into the village square by the church. Heading left up the hill will take you toward the main road and a better selection of bars. There is no best way of getting there though so just follow your nose uphill and explore! Bubion is tiny, you can't get that lost!

Walking uphill on the road out of Bubi3n you will pass the Villa Turística on your right (and a sign for a *secadero* on your left). Continue up the road another hundred meters or so until you come to the next house on the left. This property has rather an intimidating sign on the garage wall saying 'private property'. But the *camino real* between Bubion and Capileira leads off between their garage and their house. This path is quite straight forward to follow although there are a couple of places

where the path splits. At the first take the left fork which leads you on a narrowish path above a little orchard and *cortijo*. Then drop down steeply to the left, but at a large chestnut tree keep right. You will arrive at Capileira at the bottom of the municipal park. If you head to the left of the park (looking up) you can follow the street that runs alongside it uphill, passing the car parks and up the steps, emerging at Capileira's bus stop.

Identifying the villages:

If you are a Little disorientated and are wondering which village you might be looking at you can usually tell by the churches. Pampaneira's church is brown brick coloured, Bubion's sits right at the bottom of the village and Capileira's appears to be very central in the village.

Cortijo: Cottage

Era: *Circular area of flat stone used in the past for threshing grains, usually found in breezy spots.*

Secadero: *Curing room, in this case ham.*