KAŞ to LİMAN AĞIZI

Route from Kaş to Liman Ağazı - 2hrs

There are two walking routes to Liman Ağazı / Harbour Mouth, the sheltered bay opposite Kaş, or you could take a boat across the bay. The lower route passes a saddle-backed tomb, with eight lines of inscription above a centre panel and two in the panel. It then scrambles down a cliff-face past some Lycian rock tombs. Don't do this route alone, in wet weather or with a large pack. The higher route passes through remains of a ruined city above Liman Ağızı; you have views of the dark croissant shape of Meis. The two rejoin below a ridge just above Liman Ağızı.

For both routes, leave Kaş on the seaside road running SE/uphill from the harbour. Follow this past the police station, up a rise and then down to the beach of Büyük Çakıllar / Large Stony Beach. Continue for 100m and branch sharply R/W onto G6 road, heading towards some houses on the cliff tops. Leaving a house with round turrets on your L, turn L/S down a G5 track leading through a shallow valley parallel with the cliff top, with more houses on your R. Continue to an isolated farm, circle behind the buildings to a field wall and turn L/S with the wall on the R. Our tracks divide here.

1hr 10mins

The lower track runs SW/down across the field, between towers of eroded limestone, and exits it at the far corner. A G2 path continues through low scrub parallel with the cliff to a pylon perched on horizontal limestone slabs. The route down the cliffs continues on steep, natural limestone steps, which seem to overhang the shallow waters of the bay. Just before the first rock tomb the path is very narrow and there is a sharp drop R - if you are in a group, remove your rucksacks and pass them down. Past the tombs, the beach is visible below and the path soon becomes easier and emerges onto the shingle at the W end of Liman Ağızı beach.

40mins

The upper route, a well-used G2 path, continues alongside the wall, then rises L/SE along the valley below a PTT tower, with a small hill to the R/W. It crosses two open grassy areas and passes a saddle-backed tomb, a shepherds' hut, a well and various ruins. It descends, then crosses a grassy open area and rises to the crest of the ridge. Now G3, the path descends a rocky staircase to an open field; on the far side turn R/N on a G2 path to Liman Ağızı beach.

1hr

In season, boats run every half-hour or so from the corner of Kaş harbour to **Liman Ağızı**; in a high wind, once you are clear of the harbour, the crossing can be surprisingly rough. At the beach there is water, toilets, a cafe/restaurant and there are more private houses and cafes in the next bay to the W. The water is delightfully calm and pale turquoise, sun-beds and umbrellas dot the beach and you could camp on the route just above the beach.



60 The Lycian Way

LIMAN A

Liman Ağızı to Boğazcık - 7hrs

This is a wild, long and often in summer or autumn; take plenty Ağızı, you traverse fields then a roat Fakdere. Here are empty stone nel lived while working on the brokaradere, above Ulu Burun, you take and rocks along the rocky coast. Be with the turquoise of İznik tiles over a long climb passes two 2-3rd Copens and tent pitches but, by Apwatered pastures. Over the hill are

The route starts from the W valley. It runs parallel with a dry s Continue on the R/W side of the fields to a hump-backed cistern. Turn R/S c els and turns R. Continuing on faint C low scrubby ridge. On the ridge-top i bridge over an inlet of the sea.

Walk carefully R for 20m on a follow a G2 path along sloping, wave-to cross a gully then climb and contin two stony beaches and shelters the fit inland and lodged it in the branches of

The G2 path rises SE/inland of where there are olives and goat pens. the pebble beach at Fakdere. The G2 L. Walk along the steeply sloping hillsi and descend a short, stony slope to the

Walk inland past a hump-back G3 path which passes a ruined stone the track up to a junction at the corr where you could obtain water.

Looking across the valley to From the junction, continue on a stee descend into the valley beyond. Follow

