

## Route from Çayağız to Myra - 7hrs 30mins

This long route consists of a stiff climb on mainly good path and road, followed by a gradual descent to the old acropolis above Myra and a steep descent to the site. It has spectacular views over the valley of Sura on the way up, and of the huge flat area filled with greenhouses around Myra on the way down. You can take time out to visit the ruins of Sura or to watch birds in the valley bottom.

Re-cross the bridge and return to the junction. Turn R/NW and climb the Grade 2 hairpin track across open hillside, then into trees and through a shallow valley to a huge carob tree. Climb a low wall and climb across steep fields to reach a G5 tractor track leading diagonally L/upwards to the main asphalt road. Turn R on the road and walk 1.5km to the valley head.

1hr 10mins

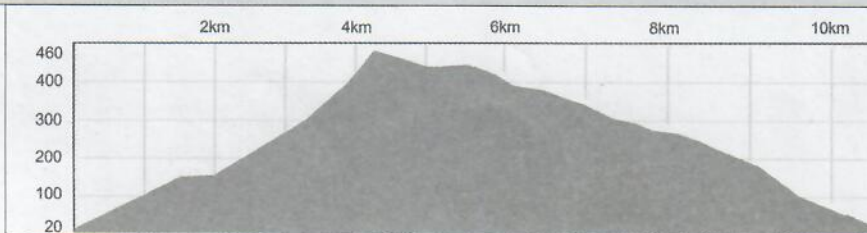
**Sura**, in the bay before Andriake and once separated from it by steep cliffs, was the site of the fish oracle to Apollo. On a small hill on the Myra side of the bay, the acropolis stands, with a cistern in a courtyard and cell-like rooms opening off a corridor. The earliest building is Lycian, followed by Hellenistic and then Byzantine. Carved into natural rock below the acropolis, you will see two pairs of panels topped by crude wreaths and what appears to be flames. They list the Oracle's priests in a long inscription in Greek and were once inside a large room with a timber roof called the Hall of Priests.

The necropolis has two house tombs; one in two stories and three panels across with an inscription naming the owner as Mizretije and his wife. Another is roofed with massive slabs and has a sarcophagus with a saddle-back lid with huge crest and four lifting protrusions mounted on the roof. Of the remaining tombs, one lid is carved with six lion heads which seem to smile at you.

A staircase led down to the seaside temple of Apollo, which had Doric columns supporting the pediment at the front. Now, the front wall has collapsed and revealed graffiti, scrawled across the inner walls. They include a scratched drawing of a ship, as well as short, rough messages.

Supplicants brought a sacrificial animal down the staircase to the platform of the oracle below. Polycharmus continued the story as follows: '..they come to the sea, where there is the grove of Apollo by the shore, where there is a whirlpool in the sand. The clients present two spits with 10 pieces of roast meat. The priest takes his seat in silence near the grove while the client throws the two spits into the whirlpool and watches to see what happens. The pool fills with sea water and a multitude of fish appear as if by magic and of a size to cause alarm. The prophet announces the species of fish and the client accordingly receives his answer from the priest. Among the fish appear sea bass and bluefish and sometimes whales and sawfish and many unknown kinds.' Artemidorus wrote that a freshwater spring which causes the whirlpool; it is still there. A small Byzantine church was later built just N and above the temple.

The temple and oracle are reached via a path running from the ruins. In winter, be prepared to wade the last few metres, as the temple building is surrounded by marsh which floods at times.



Where the cliffs break on the R bend a few minutes cross L and continue up the pins which were the original road. In place steeply on a G1 goat path to cut off the function could be tricky in wet weather. The trees. After a prominent rock wall the route to the R and climbs on hairpins up the R

Just past the hilltop is the old road lying beneath shade trees. The new main road building it destroyed this old road. Past the to the top of the R ridge and crosses a field well with a bucket near the school gate, a

Cross the main road, turn R and walk to a R bend and turn L across overgrown terrain past greenhouses and at the end turn a shrubby area. Aim for a pylon, cross under the wires. The path descends through bushes road. Turn R and walk slightly uphill, past the road, which is raised on an embankment with the road but well below it, until the on bulldozed track again. This leads down with boulders and clumps of scrub.

Turn L/NE and walk between rock pit and continue for 30m, then bear R on continue R/E; the path levels and winds new road is only 50m R. Bear L and walk

Turn L onto a G6 track which descends. Soon, keep R on G3 path and start. Approaching the valley of the Demre Çay a second gully, with a steep drop on the L other paths from the R and continues to

Perched before you are the remains of a lookout tower. They are on a spur of rock tombs cut into the walls below these ruins irregular within and part of it has been on the seaward side of the smaller watchtower with steps cut in it. It descends to a pylon on the Demre Çay side of the spur. From a electricity pole onto a G5 track at the base of to the asphalt road. The entrance to the

