

- ✓ With your back to the car park turn L down Rd to Norton St Philip. Pass George pub on L to narrow alley & **Wp1** immediately after pub.
- 1 Walk across playing field to gate in church wall. Pass church on R & go R on Rd to "T" junction. Go L then R down Ringwell Lane to track on L @ **Wp2** signposted Hassage.
- 2 Follow track to bridge @ Mount Pleasant Farm @ **Wp3**.
- 3 Cross bridge (ignore gate on L) continue ahead through gate & immediately turn L into field. Go uphill a short distance & through a hedge. Continue uphill following hedge on R & then wall to pass ruined building. Join track & follow it L to Rd @ Hassage House @ **Wp4**.
- 4 Go L on Rd to footpath on R @ **Wp5** just after RH bend.
- 5 Cross stile into field & aim for copse ahead. Pass it on R. Go through gate & cross 2 stiles to reach next copse, pass it on R to reach stile in front of Knoll Farm. Pass Farm on L to meet Rd @ **Wp6**.
- 6 Go L on Rd & immediately R on path towards concrete block house. Pass it on R & go diagonally downhill to a small gate by hedge @ **Wp7**.
- 7 Go through gate & follow hedge on L. Path becomes track that meets Rd @ **Wp8**.
- 8 Go L down Rd to path on R opposite red telephone box @ **Wp9**.

- 9 Follow wall on L at first then aim for tree ahead on horizon. Ignore small gate on R. Go through gates ahead aiming for a point midway between Chickwell Farm on L & hedge on R. Meet Rd @ **Wp10**.
- 10 Go L on Rd past farm. As the Rd swings L continue straight ahead on track. Pass Charlton Farm on your L to meet Rd @ **Wp11**.
- 11 Go L on Rd, take 1st R & soon after is track on R @ **Wp12**.
- 12 Continue on track, where it forks go R. The it forks again by 2 gates & a barn @ **Wp13**.
- 13 Go L. Where the track comes to an end as you enter a field turn R & follow hedge on R. At next hedge turn L to cross stream on bridge @ **Wp14**.
- 14 Turn R & follow hedge on R to bridge @ **Wp15**.
- 15 Turn L, follow hedge on L to small gate by stream @ **Wp16**.
- 16 Go through gate, cross stream, & follow it, often wading through it until disappears R. Follow track to meet Rd @ **Wp17**.
- 17 Go R on Rd back to church & retrace your steps across playing to pub & **Wp START**.

