

- ✓ With your back to the church go R for 50 mtrs to 2nd tarmac path on R. Go down path & into field. Swing ½ L downhill aiming for stile @ edge of wood ½ way down @ Wp1.
- 1 Into wood & cross stone canal entrance. Turn R & keep derelict canal on R to meet Rd & Daneway pub @ Wp2.
- 2 Turn R over bridge & immediately L on path. Follow canal on L to bridge @ Wp3.
- 3 Cross canal bridge & turn R. Follow canal on R to bridge @ Wp4.
- 4 Cross bridge & swing ½ R uphill through belt of trees then aim L of house on horizon. Pass this house on R then swing ½ L aiming for next house on Rd @ Wp5.
- 5 Turn L on Rd then L @ "T" junction. Stay on Rd to go R @ fork to reach war memorial @ Wp6.
- 6 Turn R up Rd signposted "Bisley" to Rd @ Wp7.
- 7 Cross Rd. Path is alongside garage of house opposite school sign. Enter field & follow line of pylons to wall @ Wp8.
- 8 Turn R in front of wall & follow it to Rd @ Wp9.
- 9 Turn L downhill, then uphill to "T" junction. Cross Rd & straight on uphill to Upper Hill farm @ Wp10.
- 10 Turn R in front of farm then L between barns. Go through gate ahead & immediately R through gate @ Wp11.

- 11 Follow hedge on L to next field. Turn ½ L & cross 4 fields aiming for church on horizon to meet Rd @ Wp12.
- 12 Cross Rd. Follow track & hedge on L to Rd. Cross Rd & follow hedge on R to track junction @ Wp13.
- 13 Go R on Track to Rd. Turn R to path on L by Limbrick Cottage @ Wp14.
- 14 Take LH path downhill through wood to stile @ Wp15.
- 15 Go L over stile & diagonally uphill to edge of wood. Go L downhill (keep in wood) to stile @ Wp16.
- 16 Continue downhill to stream @ Wp17.
- 17 Do not cross stream. Turn R, then fork L to footbridge near edge of wood @ Wp18.
- 18 Cross bridge & exit wood. Follow fence on R at first then diagonally uphill to Tunley Farm @ Wp19.
- 19 Go L in front of farm & down drive to Rd. Follow Rd to "T" junction. Then go straight across on track passing through field then downhill through wood to bridge @ Wp20.
- 20 Cross stream & swing ½ uphill to edge of wood @ Wp21.
- 21 Turn R along broad grassy path back to Wp START.

