

- ✓ From **Wp START** with your back to the 3 Tuns pub go uphill on grass path towards church. Turn R along Rd passing church on L. Ignore Rd on R. At end of Rd enter field, swing L & keep to hedge on R. Look for stile in stone wall ahead. Go uphill through wood to track X Rds @ **Wp1**.
- 1 Cross track & follow wall on R, then straight on downhill into wood to meet track @ **Wp2**.
- 2 Go R downhill on track signed "Roman Villa". Under bridge & pass villa on L to meet Rd @ **Wp3**.
- 3 Go R through green gate marked "private Rd footpath only". Continue on to meet Rd @ **Wp4**.
- 4 Turn L on Rd. Cross river & go R on path opposite Yarnworth Mill. Keep to hedge, then wall, on R to meet Rd @ **Wp5**.
- 5 Turn R through gate. Follow stream on L to meet Rd @ **Wp6**.
- 6 Cross Rd & walk up field midway between river on R and wall on L aiming L of clump of trees ahead. Meet trees @ **Wp7**.
- 7 Follow wood on R at first then cross field & cut through edge of wood (keep close to RH edge of wood). Cut across next clearing to meet concrete Rd on edge of wood @ **Wp8**.

- 8 Cross concrete Rd & go into wood down track (aim for traffic sounds). Exit wood @ **Wp9**.
- 9 Go downhill across field aiming for Rd Ahead @ **Wp10**.
- 10 Turn R along Rd. Turn R @ path on R between 2 buildings by red post box @ Fosse Bridge Inn. Meet Rd & go R. Almost immediately go L on Footpath. Go diagonally across field to meet fence & keep it on L. Cross stile & keep to wall on R following valley on L to meet Rd @ **Wp11**.
- 11 Cross Rd & go uphill on Rd. At Hill House continue straight on uphill to meet track @ **Wp12**.
- 12 Cross track & aim for Greenhill Farm. Pass farm on L then keep to fence on L. Aim for stile @ L of green barn. **Wp13**.
- 13 Cross stile & go downhill through narrow copse to Rd. Turn R along Rd to "T" junction @ Calveshill House. Turn L downhill to path on R @ Brook Cottage. Keep to stream on R to wall @ **Wp14**.
- 14 Turn L up over old railway embankment & go R to stile @ far side of field near house & back to **Wp START**.

