

- ✓ With your back to the police station cross the Rd & go up Rd marked "No Entry" to meet main Rd. Go R uphill passing war memorial on L to Park Rd on L @ Wp1.
- 1 Follow Rd around to L to post box on R @ Wp2.
- 2 Go R up steps. Follow path to join track & turn R uphill. Follow belt of trees on R to gate by small building in far corner of field @ Wp3.
- 3 Go through gate & immediately turn L downhill towards wood @ Wp4.
- 4 Enter wood & immediately turn R following edge of wood on R to track on R @ Wp5.
- 5 Continue straight on, going deeper in wood to path junction @ edge of wood @ Wp6.
- 6 Continue straight downhill on track. Ignore track going uphill just before farm. Pass farm on L. Go through gate & downhill passing track on R to meet Rd @ Wp7.
- 7 Go R down narrow Rd that becomes path. Cross stream to meet path @ Wp8.
- 8 Turn R. Follow stream at first then go diagonally uphill to next stile. Follow fence on L to gate in far LH corner of field. Ignore 1st gate on L that leads to house. Go straight on to meet Rd by Heron's Mead House @ Wp9.

- 9 Go R on Rd passing track on L to track on L by Orchard House @ Wp10. Make sure you take the 2nd track on the L at the house.
- 10 Cross stream just past Owl Cottage & follow hedge on L. To enter small wood @ Wp11.
- 11 Exit wood & follow stream on L. Go through gate & 50mtrs on look for gate on L over stream @ Wp12.
- 12 Cross stream & turn R. Follow hedge on R to gate on R @ Wp13.
- 13 Turn R through gate, cross stream & turn L. Follow hedge on L. Stream disappears & soon after path meets gate into field @ Wp14.
- 14 Don't go into this field. Turn 1/2 R keeping to its hedge on L. Continue on to 2nd gate. Again, don't go through gate, turn R to enter wood @ Wp15.
- 15 Go uphill through wood, then follow wall on R to track "T" junction @ Wp16.
- 16 Turn L on track. After 25 mtrs go R down track to Rd by Hilltop Cottage @ Wp17
- 17 Fork R on Rd to meet main Rd @ Wp18.
- 18 Cross Rd & go R downhill on Butchers Lane. At bottom of hill turn R to police station & Wp START.

