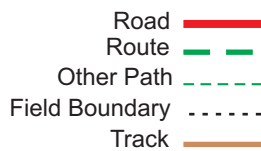
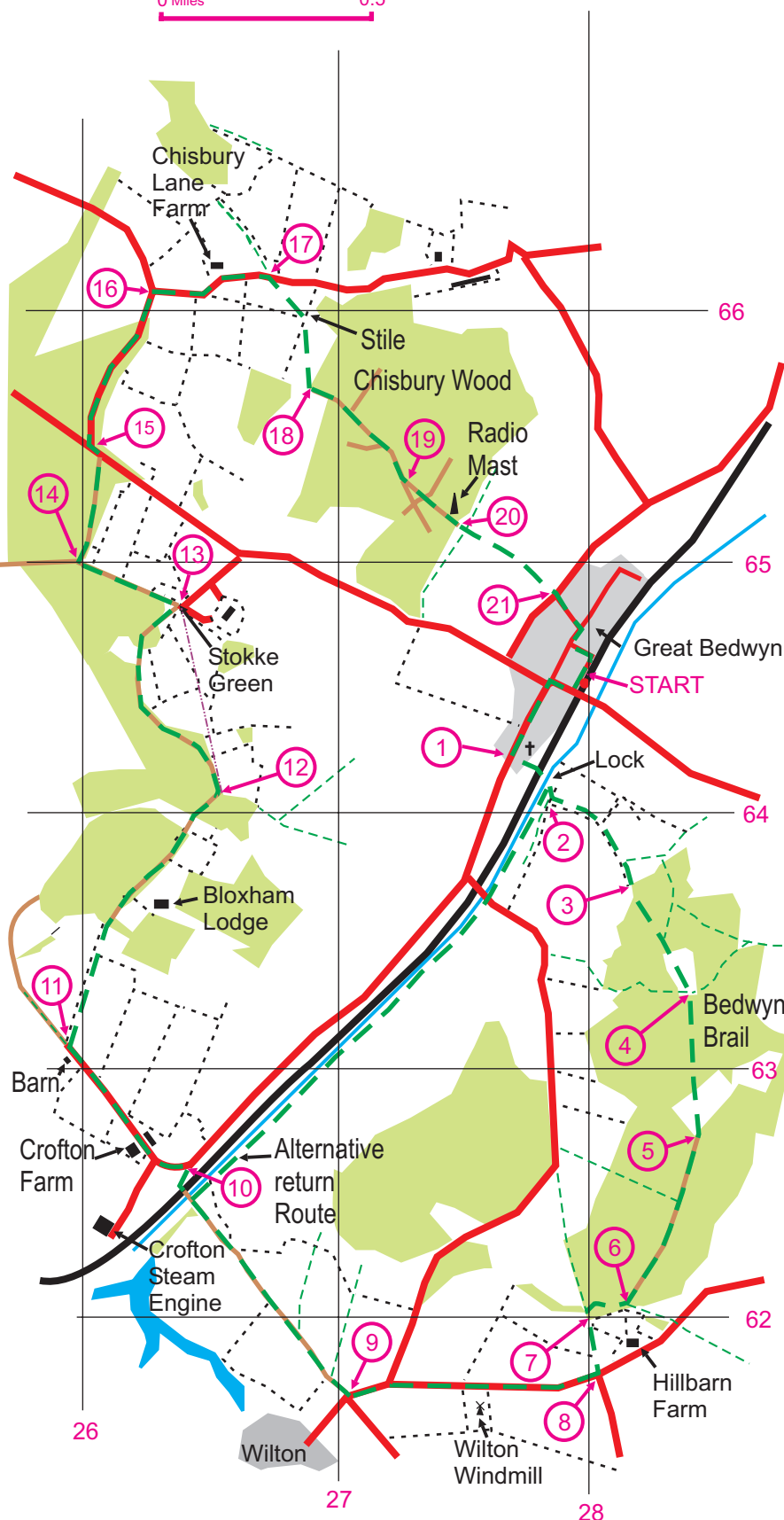


GREAT BEDWYN to CROFTON



0 Miles — 0.5



- ✓ From **Wp START**, with your back to railway, turn L to the main Rd. Then R & shortly L into Church St. Go down Rd, pass church on L to path on L @ **Wp1** to Bedwyn Brail.
- 1 Pass over railway & cross canal at lock. Swing half R to stile @ **Wp2**.
 - 2 Go uphill keeping to fence on R aiming for wood ahead @ **Wp3**.
 - 3 Enter wood. Go straight on to path X Rds @ end of clearing @ **Wp4**.
 - 4 Continue on to far side of next clearing @ **Wp5**. Straight on to path "T" junction @ edge of wood @ **Wp6**.
 - 6 Turn R & immediately L. Keep in copse with fence on L. Go on to "T" junction @ **Wp7**. Turn L & follow path to Rd @ **Wp8**.
 - 8 Turn R down Rd passing windmill on L to junction @ **Wp9**.
 - 9 Turn R up track. **NOTE:-Those wanting the short route turn R along towpath before crossing canal.** Cross canal & railway to meet Rd junction @ **Wp10**.
 - 10 Turn L on Rd go uphill to junction @ Crofton Farm. Turn R. Rd becomes track. Path on R @ **Wp11** is just after barn on L where power lines cross Rd.
 - 11 Turn R. Keep to fence on L & enter wood. Follow track through wood to far side @ **Wp12**.
 - 12 Turn L on track that follows close to edge of wood to Stokke Green & Rd junction @ **Wp13**.
 - 13 Turn L on well made track, still keeping to edge of wood on R. Turn R @ track junction **Wp14** to meet Rd junction @ **Wp15**.
 - 15 Turn R @ junction to Rd on R @ **Wp16**.
 - 16 Turn R. Pass Chisbury Lane Farm on L to path on R by fence on L @ **Wp17**.
 - 17 Turn R & go to stile @ far corner of field. Then turn ½ R, aiming for gap in woodland @ **Wp18**.
 - 18 Enter wood on track. Ignore all tracks until fork @ **Wp19** then be sure to go L to edge of wood & radio mast @ **Wp20**.
 - 20 Follow track straight across field to Rd @ **Wp21**.
 - 21 Go down Castle Rd & Turn R into Farm Lane. After 50 mtrs look for alley way on L that zigzags back to station @ **Wp START**.