

# WALK No 4

FROM EITHER OF THE TWO INFORMATION MAPS, THE WALK FROM THE MAP NEAR THE BLACK BULL IS HALF A MILE LONGER IF YOU ARE STARTING FROM THE BOARD AT THE VILLAGE HALL START READING AT N 7

From the front of Black Bull turn left. About 150 yards along the road in this direction, and opposite a bungalow called "The Old Manor House" you will find a stile 1.

Enter this field. usually you can pick out the path, as a trace through the long grass. You should bear left about 45° In about 80 yards you come to another stile 2. Which takes you into the corner of the next field.

Keep the fence close to you on your right and you will find stile 3 near some hawthorn trees after about 30 yards. Cross into this field and turn left to keep the fence on your left. It is a quite a way to the next stile which you reach after passing under two magnificent beech trees. 4 The Farm on your left is called Stoops Farm. You cross the small meadow by this farm to a gate by a large tree. 5 Pass into the road. (Beware traffic on the corner) and turn right to pass by Rufus Carr's garage workshops 6 and you will come to the Village Institute and map two.

Walking along this road away from the garage, pass Duckwoth's Chapel 7 (note the plaque) and the Old Post Office 8

In about 150 yards you will see a gate field gate on your left. There is a stile just before you come to it. Use the stile 9 to enter the field. Turn right to pass an electricity pole 10 and a tree 11. Pass these to find a stile 12 in the wall, which gives access onto a tarmac lane.

Turn left on this lane which rapidly becomes a stony track. Passing several houses on your right and one on your left, reach the farm (Newby Hall) at the bottom of the hill at gate 13. Cross the farm yard diagonally to pass a shed and find a metal gate that still has some green paint on it. 14. (Keep close to the wall and you will avoid the worst of the mud)

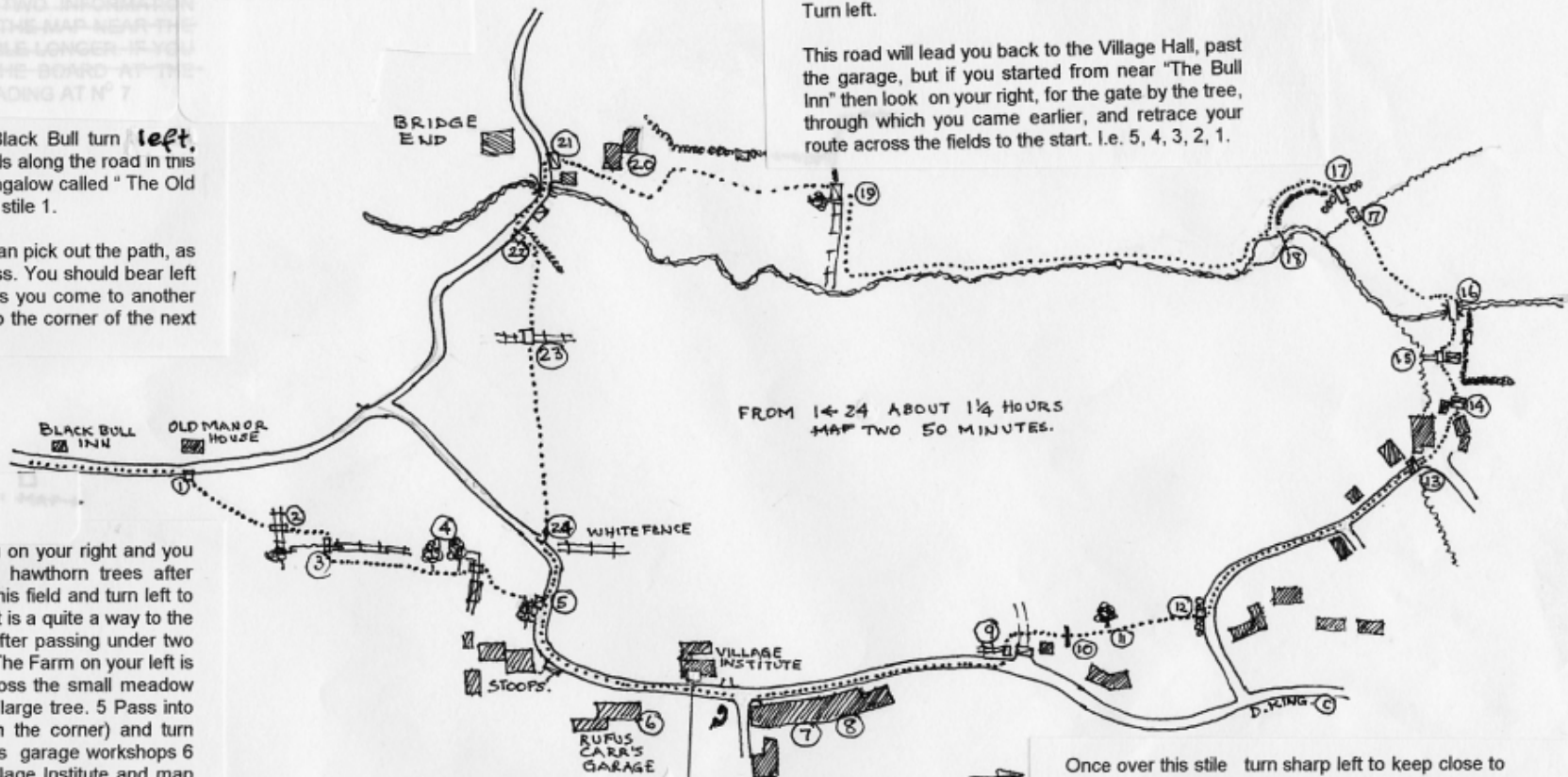
Go through the gate. Walk beside a small stream, on your left, to find stile 15. and then on to find bridge 16.

Once over this bridge you will find yourself in a large meadow. Keeping to the left follow the trees round towards another row of trees ahead of you. There is no clear marker here and it is not always possible to make out the worn track across to the next stile 130 yards away which you reach over a stone slab bridge 17.

Follow the slight depression in the ground ahead of you up the hill. You will see a white fence on the brow of the hill and to the right of this there is a "kissing gate" 24 which leads you onto the road. Turn left.

This road will lead you back to the Village Hall, past the garage, but if you started from near "The Bull Inn" then look on your right, for the gate by the tree, through which you came earlier, and retrace your route across the fields to the start. i.e. 5, 4, 3, 2, 1.

FROM 1 ← 24 ABOUT 1 1/4 HOURS  
MAP TWO 50 MINUTES.



Once over this stile turn sharp left to keep close to the hedge. On your left the stream passes over a weir, 18, where late in August you may see sea trout trying to swim up to spawn. The footpath actually goes across the middle of this big meadow, but the farmer would rather you kept close to the stream beside the hedge. You may see herons feeding here, so it's a better route anyway.

When you come to the wire fence bear right to a field gate 19 which uses a tree as a gate post and has a neat little snicket catch on it. Turn through this gate and follow the grassy, then stony track to the road. You will pass Rimmington's old Water Mill 20 just before the road. (That was the original purpose of the weir). Through gate 21 and turn left on the road, opposite Bridge End Farm.

Cross the bridge over the stream, and ignore the first stile on your left to take the second 22 beyond the gate. Walk for about 20 yards beside the hedge on your left. then bear a little to your right across the meadow to find a stile in a wire fence 23. (Go to TOP OF PAGE)

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