

- ✓ Walk back to the Rd & turn L. Pass Roman villa on R & continue straight ahead. Go through railway bridge & up path to X Rds @ Wp1.
- 1 Turn R along track through wood to meet Rd @ Wp2.
- 2 Turn R along Rd to stile on L @ Wp3.
- 3 Cross stile & walk down centre of field aiming for house ahead. When opposite Rd junction over to the R (you can see the Rd sign) turn L @ Wp4.
- 4 As you crest the hill you can see a footbridge ahead, aim for that. Cross bridge & enter field. Follow hedge on L to stile @ Wp5.
- 5 Cross stile & keep to hedge on R up to gate @ Wp6.
- 6 Go through gate & turn L (don't go through 2nd gate). Follow hedge on L to stile @ Wp7.
- 7 Cross stile & turn R keeping to hedge on R. Enter field & keep to hedge on L down to house by track. Go R up track & under bridge to meet Rd @ Wp8.
- 8 Turn R on Rd to Riverside Cottage on L @ Wp9.
- 9 Take path on L. Follow stream on L to meet Rd @ Wp10.

- 10 Go L on Rd & 1st L again. Look for path on R by first fence @ Wp11.
- 11 Aim for pylon in centre of field, pass it on your L & aim for small gate @ Wp12.
- 12 Keep to wood on L & through gate @ corner of wood. Walk diagonally across field to RH hedge & follow it down to meet track @ Wp13.
- 13 Go L on track & enter wood. Follow main track straight ahead. Exit wood & follow hedge on R. Go through gate @ far end of field & follow wood on L. Pass house on R to meet Rd @ Wp14.
- 14 Cross Rd & stile. Follow wood on L. Soon after take path on L into wood. Follow edge of wood on R to it's corner. Exit wood & follow path down to Rd @ Wp15.
- 15 Cross Rd onto ruined runway. Meet "T" junction of runway & aim for LH barn ahead to meet "T" junction with runway @ Wp16.
- 16 Go L to fence. Do not cross stile. Turn L, follow fence on R to meet wood & path junction. Go straight across, downhill to Wp1 & Wp START.

