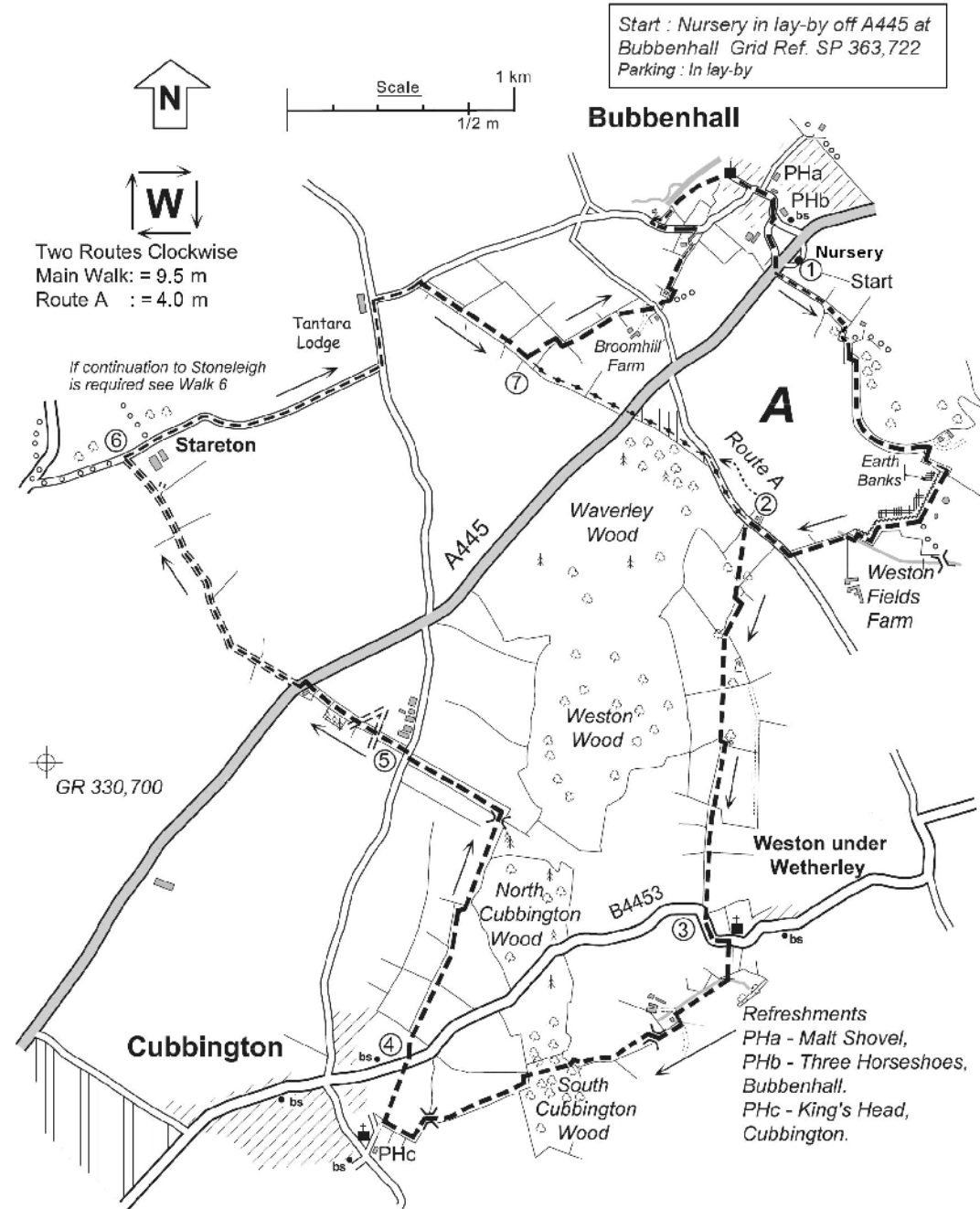


**Main Walk**

1. With back to Nursery go left for 100m, thro' p/g (in f/g) on left. **Fwd** along track thro' fenced quarry workings, then **H/R** to reach boundary of wood. **T/R**, & keeping wood on left, follow round in enclosed path to the end. **T/R**,hg-right to field corner,**T/L** along enclosed path to end & **T/R** into field. With fence on right continue to electricity pole near end of field. **H/R**, still with fc-right to enter enclosed path and copse / hg-left. Follow round until path ends. **T/L** thro' k/g, s/b, k/g. **T/R** stream right, shortly thro' k/g & cross f/b. **Fwd** hg-right & thro' k/g onto road. **T/R** for 250m. (**Route A** see below).
2. **T/L**, over s/b & thro' k/g. **V/L** "plus" cross-field to outward hedge corner. **H/L**, thro' gap in hedge ahead. **T/R**, hg-right to field corner, over s/b & thro' k/g into next field. **H/L**, look up field to far hedge line & aim uphill cross-field for small gap just right of prominent tree. Go thro' gap & **fwd** cross-field to go thro' left side of large hedge gap. A short distance away go thro' smaller gap on left (WMP), **T/R** to pick up hg-right. **Fwd** over 3 fields hg-right to reach road.
3. **T/L** down road (pavement) for 150m. **T/R** opposite church thro' gap, wall/fc/hg-left to go thro'k/g in corner. Cross narrow field (enclosed path) to go over f/b. **T/R**, stream then hg/fc-right to farm track. **T/L**, up track for 40m **T/R** fc/hg-right for 70m to **T/R** over f/b. **Fwd** hg-left ignore permissive path just before wood & enter wood thro' gap 25m further on & follow path up thro' wood with ditch on left to exit just past s/b. **T/L** wood left, follow round right, hg-left down to field corner & over f/b. **T/L** follow hg/fc-left round to right to "path T junction".(houses ahead) (Note **T/L** here for The King's Head and village). **T/R**, **fwd** cross-field and gap to road.
4. Cross road thro' gap, **fwd** to meet hedge line ahead and go thro' gap to pick up hg-left for two fields then **T/R**, hg-left to meet corner of wood. **T/L** and keep wood on right until field gate, hg-right to go over f/b in hedgeline. **T/L**, hg-left (enclosed path) & thro' k/g and s/b to road.
5. Opposite, thro' k/g into enclosed path, keep fwd thro 2 gates & over two farm tracks & cross 2 stiles to reach road. **T/L** and shortly **T/R** up farm track 1200m to the road at Stareton.
6. **T/R** along road (ACW) for approx. 1 km, **T/L** at road junction and then after 400m **T/R** at Tantara Lodge, 200m from junction, at spinney **T/R** over f/b into enclosed path. **Fwd** to cross f/b & thro' k/g, **fwd** hg-right & thro' 2<sup>nd</sup> k/g. **Fwd** hg-right for approx. 100m to **T/L** at WMP.
7. Aim for "out of sight" top right hand field corner, & thro' k/g in corner. **Fwd** with fence and gate on left for 15m, **T/L**, thro' k/g. Hg-left to go thro' k/g off field corner. With pool on left, **H/R** cross-field, aiming to left of house, cross a farm track (two k/g's), then thro' k/g in corner next to garden into road. Cross road and go thro' k/g, **H/R** & thro' k/g in hedge a short distance away, cross f/b & **T/L** up hg-left for 70m and thro' k/g on left. **T/R**, hg-right up thro' field to x-stile into a fenced walkway around a large garden on left and then a disused quarry on right Follow down drive to road. **T/L** down road for 250m and **T/R** thro' k/g. **T/R** up enclosed path, hg-right to x-stile, **T/L** and descend with conifer hedge on left to x-stile into field, cross-field, aiming for church, enter churchyard and exit at front gate. **Fwd** up road to junction, continue **fwd** passing "Three Horseshoes" on left, go right at Y-junction (Pit Hill) up to main road. Cross over & **T/L** to Nursery.

**Route A** At the end of Note 1 continue up road for another 200m. At "Road Narrows" sign **T/L** & follow path along edge of wood to reach enclosed path & gravel drive to road. Over road & thro' k/g opposite, hg-left to field corner, thro' k/g hg-left to next field corner. Thro' k/g and over s/b, **fwd** and in a short distance **T/R** at WMP, continue with Note 7.



**"As far as Cubbington"**