

Main Walk

1. Where cart track starts at the end of Barr Lane **fwd** along track for 30m, thro' k/g on left into field, cross-field, aim to pass two isolated trees on left, **fwd** to hedge-line. Thro' k/g, **T/R** & with hg-right continue to field corner & thro' k/g. Take right path & keep hg-right to field corner. Thro' k/g, & **fwd** with hg-right under OPL thro' k/g in corner. **V/R** along bridle track ahead, cross over Pedlar's Bridge to road.
2. **T/L** & then shortly **T/R** & up road to reach Grimes Bridge over canal. **T/L** to gain access to canal towpath. Along towpath (canal right!), under M6 & then a metal bridge. After 70m, **T/L** to climb embankment using steps & hard path to reach track.
3. **T/L** over bridge along concrete drive for 500m. When drive curves right towards farm **V/L** to x-stile. Initially fc-left, then aim for far corner of pinewood, **T/R** over stile, **fwd** fence on right, wood further right over farm track. At end of wood x-stile to short fenced path. **T/R** & then shortly **T/L**, hg-right to next field boundary. Thro' gap ahead **T/R** & then **T/L** hg-right. Just before next field boundary **T/R** thro' gap. **Fwd**, hg-left follow field boundary round two sides of field to just before next field boundary. At WMP **T/R** to follow potholed road & go over motorway.
4. Immediately after bridge **fwd** down b/way (signposted Centenary Way), hg-left, to gate. **T/L** into enclosed b/way. **T/R** through three gates to farm track. **Fwd** over railway bridge then canal bridge (Grimes Bridge). **T/R** and descend steps to access canal towpath. **T/R** under bridge along towpath (canal left!) for 1 km to cross road below (Smeaton Lane). Don't descend the steep slope just by the bridge! **T/R** 100m after passing over road and descend sloping path with wooden handrail. **T/L** to road. Immediately **T/L** thro' gate onto path across fields towards power lines. Over s/b, thro' hedge-gap then head **H/L**, to pass thro' k/g and join stream on right. Thro' k/g, cross road. **T/R** then after 20mts **T/L** at WMP. (**Route A** - see below)
5. **Fwd**, stream on left, over s/b, then shortly **T/L**, cross bridge over stream, **T/R**, with woods on right to go thro' tunnel under canal. Over s/b to field. **Fwd**, stream **R** to pass under railway bridge. **Fwd** along path, stream **R** all the way to junction of b/way, f/p and road.
6. **T/R** into enclosed bridleway to shortly join drive. Follow drive for 20m then go thro' p/g on right. **T/L** & aim for & go thro' "posted gap" in fence, cross-field slightly right to reach far right corner. Thro' gap, **H/L** cross-field & over railway footbridge. **H/L** cross-field to reach right side of copse. Up field with copse left & **T/L** to go thro' gap between copse & old orchard. **T/R**, orchard right, up to corner & thro' gap. Over track, thro' p/g, cut across corner of field to meet drive thro' k/g. **T/L** down drive to cross road ahead.
7. **Fwd** down long drive & pass thro' farm buildings. Thro' k/g, **T/L** & go over canal bridge **T/R**. At the end of the canal house outbuildings **T/R** thro' gap into field. Hg-right for a short distance & thro' hedge gap to reach towpath. **T/L** along towpath, continue past car park/picnic site to first bridge over canal.
8. Up steps on the side of bridge to road, **T/L** (**fwd**) along road to junction, (Ell Lane) thro' k/g by WMP into field & **fwd** to pass between electricity poles to reach field corner & moat. Keep moat on right & follow round thro' k/g in corner. **T/L** to go thro' next k/g on left & follow enclosed path to road. **T/L** & shortly **T/R** into Barr Lane & the car park.

Route A At the end of Note 4, keep **fwd** along pavement on left then when possible cross to pavement on right into Brinklow and **T/R** into Barr Lane & car park.

See map for "More Routes" text box for other possible routes.

