

Section 2 - Calton Lees car park to Holymoorside Village Hall ----- 6.1 miles

- 1) Leave Carlton Lees car park, heading towards the garden centre. At the top of the garden centre drive a small path leads towards your left away from the garden centre. After 20 yards bear left towards the road, dropping down through some trees. On reaching the road turn right towards the hump-backed bridge with traffic lights. Cross over the bridge and carry on down the road until you reach the corner. As you follow the road as it bends right there is a house on your left. Immediately after the house turn left on to a lane. Carry on along the lane until you reach the top of the hill (approx 1.5 miles). This lane winds up past a farm (look out for the concrete mushrooms) Just after the farm you reach two footpath signs, one on each side. Continue along the lane, which has now become a rough track heading for the wood at the top. Carry on through the trees straight up the lane with a high bank on your left behind a wall. The lane bears left and you approach a wood on the right hand side of the lane. Keep straight on.
- 2) As the path makes a sharp bend to the right, immediately to your left is a wooden gate with a high stone stile. Leave the lane by climbing over this stile on to a track. After 20 yards there is a post to the right with a footpath. Follow this footpath waymarked "Hob Hurst's House". Follow the waymarked arrows and you will see the path bends right and passes over a flat wooden bridge. Head towards a gate in the wall with a stone stile to the side. Cross over the stile to the right of the gate and carry on up the hill, with the wall on your left, following the waymarks.
- 3) At the top of the hill where the wall bends to your left, turn 90° right to follow the path to Hob Hurst's House. Continue along this track over the open moorland. Walk with the with a wire fence on your right hand side. Where the fence ends carry on in the same direction along the well-worn path which is occasionally marked with wooden waymarker posts. The path becomes more narrow through the heather but continue on in the same direction. After about a mile and half, the path starts to drop slightly downhill and you can see a road in the distance to your left. The path comes close to a wall with a fence on your left. Carry on until you reach the road.
- 4) On reaching the road, cross a small stile to the right hand side of the gate. Turn left and walk along the road. The road bends right, climbs over a small hillock and then a left turn. Immediately turn right down a lane towards Upper Loads. The lane drops down and then climbs up again to a fork in the lane marked Claypit Lane. Take the left hand fork. After about 50 yards, where the lane drops down and bears left, you will see a footpath sign on your right to the left of an open gateway. Take this footpath over the field. Cross over the field towards a house with a walled garden. Move to the left hand side and walk with the house on your right to a stile by the side of the wall. Over the stile turn left past a farmhouse on your right, with a driveway. In the corner where the road bends left there is a footpath. Go down the narrow footpath by the side of the farmhouse. The path turns 90° right to go round the back of the farmhouse.
- 5) At the far end of the path turn left through the fence and stand looking ahead. You will see a large tree and a hedge heading away from you. You need to proceed to this hedge and then continue ahead so you are now walking with

this hedge on your **left**. Walk the length of this field then over a stone in the gap in the next hedge and carry straight on with the hedge on your left. When you reach the far corner of this field pass through a gap in the high hedge, passing a redundant stone squeezer stile, turn right out of the trees and then left to walk with trees on your left, open field on your right.

- 6) After about 50 yards you will see a waymarker post sporting an arrow directing you into the trees. Follow the obvious path through the trees. Approximately 100 metres further on you cross a small stream. Follow the footpath through the woodland. At the end of the woodland turn right and walk along the field, with a hedge on your right. As you approach another wood take the right hand footpath, continuing with the wood on your left and hedge on your right. Follow the track down, keeping the hedge to your right. You will come to a gateway. Go through the gateway and walk down the next field with a hedge and another wood both to your left. At the end of the field, you pass through to another field. Carry on down the field, again keeping the hedge and wood to your left. At the bottom of the field, turn left into the wood. Immediately to your right there is a stile. Cross over into another field. Carry on across the field, again with the wood on your left. Soon you will drop down into the wood and to a small stream with a wooden footbridge. Cross over the bridge and turn 90 degrees left facing a wooden gate pass through and turn 90 degrees right up hill to meet a stile taking you onto the road.
- 7) At the road take the main road up hill, climb up the lane for approx 50 metres to a stile crossing the wall on your right. Cross over the stile and across the field to a stile in the top corner by the gate. Cross over the stile and continue straight ahead along the farm track through to a gate in the wall in front of you. Again go straight on, following the farm track through to a gateway in the next wall. Carry straight on again, through to another gate on the edge of the village of Holymoorside. Go through a squeezer stile to the right hand side of the gate and continue along down the track into the village. On meeting the road bear right. Walk down the footpath to the main road. Cross the road with care at the junction. You will see the Village Hall straight in front of you . Cross over the road and enter the Village Hall car park.

This is checkpoint 2.