

6 – Eckington to Rother Valley Angel ----- 3.31 miles

1. *From checkpoint in front of the church turn left to walk down the road with the church on your left heading slightly downhill. Soon a major right joins you from the right keep heading downhill passing "The Granary" as you head for some crossroads known as "ATCO Crossroads". The crossroads punctuated by traffic lights.*
2. *On reaching the "T- lights" you will see 3 concrete bollards. At this point please cross this major road by the following route. Turn right to cross the first section heading for the "Church Street" sign. Once over turn left to approach the main carriageway and cross the first section onto an island, then the 2nd section onto another island, then the 3rd section onto a grass verge and, finally, a cross small slip road onto a pavement.*
3. *Here turn left to walk past a bench (ignore footpath sign on the right) heading for a road junction entrance to Eckington Business Park. Cross straight over this junction (Rotherside Road) to continue along the pavement passing the bus stop. You are on Rotherham Road. After 75 metres the road starts to bend left and after a further 75 metres, just as the road starts to rise sharply, you meet Pipworth Lane.*
4. *Turn right to walk along Pipworth Lane which has nice houses on either side of it. It eventually becomes a country lane with hedgerows bordering the sides. When the lane turns 90° right to a dead end, continue straight ahead along an overgrown footpath.*
5. *After about 5 to 10m, you meet a bridge over a river on your right. Cross over and turn left, ensuring you have the river on your left. After 200m the path passes under a low arched tunnel – mind your head! The path then emerges into the countryside with the river on your left and open fields on your right.*
6. *You then have a choice of paths and stiles – take the stile on the right and follow the obvious path heading towards some telegraph poles. At the first telegraph pole you will see a little bridge over a brook and then a stile. Cross over and continue straight ahead along the obvious path.*
7. *The path rises gently to reach the next stile by a gate – cross over and continue straight ahead for a further 10m. Cross the next stile and then climb up the steps. At the top, after a few metres, you meet the track bed of a former railway line. This is the Trans Pennine Trail. Turn left towards the village of Killamarsh.*
8. *After approximately 400m you reach the remains of the old Killamarsh Station. Continue straight ahead along the disused railway line. After a further 200m along the track you come to a fork. Take the left fork which leads down to meet the road.*
9. *Walk over the road and at the very definite entrance to the village of Killamarsh, turn right, walk underneath two bridges as you head into the village of Killamarsh. Just beyond the Walford Road junction (this is punctuated by a mini roundabout) cross over to the Killamarsh Juniors Athletics Club and turn right.*
10. *Just beyond the Killamarsh Athletics Club turn left to walk along the metallised road. Just before the a barrier bear right through a rough car park and then bear left to walk up some steps to a large wooden barrier. Turn right to walk along*

the top of the embankment, hedge on your right and open fields and a lake on your left.

11. *The banking swings round slightly left with the lake and becomes bordered either side by hedgerow. When the banking comes to an end, **continue along the now narrow path** with eventually meets a junction of paths. At this point do not take the path on your left which doubles back on itself but **take the second exit on the left**. This is a wide path which starts to bend round to the right after a few metres.*
12. *After only about **15m**, on your right is a hidden stone and wood stile. **Turn 90° right and cross the stile** which leads to a bridge over a dyke and becomes a narrow path leading slightly uphill. Wire fence on your left.*
13. ***After about 25m the path turns 90° right**. It is a slightly hidden path and is heading slightly uphill across the field. At the top of the field you cross over another stone and wood stile, then **bear right**. The path leads to some hidden steps which lead up and through the hedge. You then emerge on to the banks of the Chesterfield Canal.*
14. ***Turn left to walk along the towpath** with the very overgrown Chesterfield Canal on your right. As you walk along you will eventually see some industrial units. This path is known as the Cuckoo Way. After about 1km the path emerges at an industrial estate road, **you continue straight ahead** keeping with the canal on your right.*
15. *You will meet a metal gate barrier which you will have to pass around or under and then rejoin the towpath. After a further 75m you emerge to the right of a pub called the Angel at a junction with the main road. The check point is in the pub car park.*

This is checkpoint 6.