

2 - Calton Lees car park to the Bull's Head, Holymoorside 6.1 miles

1. Leave Carlton Lees car park, heading towards the garden centre. At the top of the 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.
2. On reaching the road, turn right towards the hump-backed bridge with traffic lights. Cross over this and carry on down the road until you reach the corner. Follow the road as it bends right then immediately after the bend turn left on to a track past a house.
3. Carry on along the lane up to the top of the hill. The lane winds up past a farm. Just after the farm you reach two footpath signs, one on each side. Continue along the lane heading for the wood at the top - do not turn off the lane. If you turn off the lane you are going to have to go further and its your fault!
4. Carry on through the trees straight up the lane with a high bank on your left behind a wall. Carry on up the lane, the lane bears left and you approach a wood on the right hand side of the lane. Keep straight on.
5. As the path bends sharply right you can see a gate with a stile on your left - climb the stile on to the track on your right. After 20 yards there is a post to the right with a footpath - follow this footpath. The path on the right that you take is waymarked with a sign saying "Footpath to open country". Do not carry on along the lane.
6. Follow the waymarked arrows where the path bends right towards a wood. Head towards a gate in the wall before the wood. Just before you reach the gate, bear right to a smaller gate in another wall. 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.
7. At the top of the hill where the wall bends to your left, a track crosses the path. Turn 90° right along this track over the open moorland. The path heads towards an aerial mast in the distance with a picket fence on your right hand side. Carry on along the track.
8. Where the fence ends, carry on along the well-worn path which bends to the right of the aerial mast heading towards nothing in the distance. Where the track becomes a footpath watch out for the waymarked posts which should guide you across the narrow footpath.
9. After about a mile and half, the path starts to drop downhill and you can see a road in the distance to your left. A wall meets the path on the left. Carry on downhill until you reach the road.
10. 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. Take the left hand fork.
11. 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 a gate. 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.
12. 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.
13. At the far end of the path turn left through the fence and after a few metres you reach a gap in the hedge to your right. Pass through the hedge and follow the path down the field now with a hedge on your left.
14. Cross the stile to the right hand side of a red post and carry straight on with the

hedge on your left, (you can see crooked spire on the distance).

15. At the next stile, in the corner of the field, cross over and carry straight on with a small copse on your left.

16. After about 50 yards you will see a waymarker post sporting an arrow directing you into the copse. Follow the obvious path through the copse. Approximately 100 metres further on you cross a small stream. Follow the footpath which will lead to a fence on your left hand side.

17. At the end of a small copse, bear left through a small squeezer stile and walk along the field, with a hedge on your right. Cross two stiles and then 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.

18. You will come to a gate with a squeezer stile to the left of a gate. Go through the stile and walk down the next field with a hedge and another wood to your left.

19. At the end of the field, the footpath turns left into the wood and immediately right through a squeezer stile and 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 and immediately to your right there is a stile - cross over into another field.

20. 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 carry on along the footpath with the stream to your right, just below you.

21. At the end of the wood cross a small stile to reach a road. At the road turn left, climb up the lane 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 gate in the next wall.

22. 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 a gate and continue along down the track into the village.

23. On meeting the road bear right. Go down to the main road and turn right. You will see the Bull's Head on your left. Cross over the road and enter the Bull's Head car park. **This is your second checkpoint.**