

Circular walk description:

(⊙) indicates where you can cut short the walk by turning right and returning by road to the village.
L = left, R = right, TL = turn left, TR = turn right.
Walk is marked with circular red and yellow discs.

Cross the Splash away from the Church, TL after first house. Beyond bungalow TR through gate into allotments and continue straight ahead up hill. (⊙) TL on road and after first bend TR on to wide fenced off path. TR at the end and follow path along ditch and meadow to road. (⊙) TL and shortly TR along bridleway between trees. At the end TR on to headland path, keeping farm buildings to your left, enter farm track close to hedge. TR down to road and TR again at road (⊙) and then TL at small shed on L where you cross field to stream. TL along stream, TR on bridge, up steps and up hill (ditch on L) to road. (⊙) TR till farm track on L. Follow the farm track and bear L of farm building straight ahead, then between outbuildings at the back and enter path by breeze block wall with hedge. TR when you reach track (⊙) till halfway along first field on L, then TL across field down to stream. Do not cross, but TR along headland path till small road. (⊙) If you return to Splash, you have walked 3.1/4 miles/5km approx.

If you want to continue, TL along road. In front of second house, cross stream on bridge and TR along stream till steps down steep bank, TL, cross on a sleeper bridge and follow headland path with stream on L. TR up hill across field and follow grassy track till you see trees on both sides of track. TL along grassy path - hedge on R. By end of field TR through hedge and continue on other side of hedge into small plantation. Shortly TL out of plantation and proceed with field on L to road. (⊙) Staying on road TR and then TL at junction. Follow road, straight across at next crossroads and 'wriggle' across the following crossroads down No Through Road. At the end of small meadow on R TR straight across next two fields, along short stretch of headland path (field on L). Then bear R and L and proceed with field on R. When you reach top of meadow by stile and electricity pole, you have a choice:

Alternative 1: to avoid several stiles and perhaps cattle, continue between fence and hedge and cross field to road, TL on road till hedge around playground, TL on path (hedge on R), then TR on the driveway and TL on road leading down into village.

Alternative 2: cross stiles along line of electricity poles, TR on path at the bottom, and just before stile across path, dip left down to stream, cross on bridge, follow fenced off path to track which brings you back to the Splash.

