

## THE COUNTRYSIDE CODE

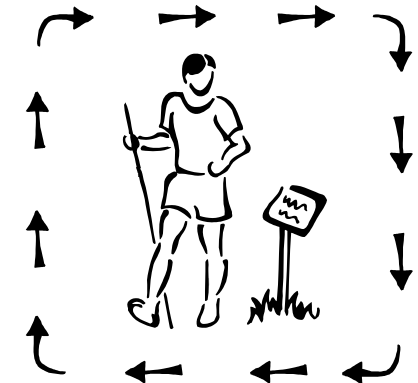
- **BE SAFE - PLAN AHEAD**
- **LEAVE GATES AND PROPERTY AS YOU FIND THEM**
- **PROTECT PLANTS AND ANIMALS AND TAKE YOUR LITTER HOME**
- **KEEP DOGS UNDER CLOSE CONTROL**
- **CONSIDER OTHER PEOPLE**



Sharp tins and bottles left in grass  
May injure animals that pass.  
Protect them, and preserve the view,  
*By taking litter home with you.*

UNWANTED RUBBISH CAN EASILY BE CARRIED AWAY IN A BAG, OR IN THE  
POCKET, FOR DISPOSAL AT HOME.

## WALKS IN THE PARISH



2.

**CRAKEHALL CIRCULAR  
VIA KIRKBRIDGE  
AND GREENGATE FARM**

**STARTING POINT: VILLAGE GREEN  
OUTSIDE THE CHURCH GATE**

**TIME: APPROXIMATELY 1 HOUR**

**CONDITIONS: ROAD AND FIELD**

**FROM THE CHURCH HEAD FOR THE SOUTH EAST CORNER OF THE GREEN AND PASS BETWEEN THE OLD BARN AND HALL FARM COTTAGE BEARING RIGHT ALONGSIDE A WALL.**

**THE PATH TURNS SHARPLY LEFT AND PASSES ALONG THE END OF THE GARDEN OF THE OLD BARN TO A GATE. CROSS A SMALL FIELD TO A SECOND GATE.**

**PASS THROUGH THE GATE AND HEAD ACROSS THE FIELD BEARING SLIGHTLY RIGHT AND AIMING FOR THE GATE IN THE CORNER OF THE FIELD TO THE RIGHT.**

**FOLLOW THE PATH ALONGSIDE THE FIELD, CROSS OVER A STILE AND FOLLOW THE PATH ALONG THE HEDGE TO ANOTHER STILE IN THE CORNER. CROSS OVER THE STILE, GO THROUGH A SMALL FIELD TO THE NEXT STILE.**

**CROSS OVER THIS, THEN WITH THE HEDGE ON YOUR LEFT THE PATH LEADS TOWARDS A WIDE GATE, WHICH IN TURN BRINGS YOU TO THE ROAD AT KIRKBRIDGE.**

**FOLLOW THE ROAD AHEAD OVER TWO BRIDGES. THE ROAD BEARS SHARP LEFT AND PASSES A WOOD ON THE LEFT. ON THE NEXT BEND LOOK FOR THE FOOTPATH SIGN AND GATE ON THE LEFT AND FOLLOW THIS PATH THROUGH THE FIELD KEEPING THE HEDGE ON YOUR RIGHT.**

**NB. THERE ARE OFTEN HORSES AND CATTLE IN THIS FIELD.**

**AT THE END OF THE HEDGE BEAR SLIGHTLY RIGHT, GO THROUGH A GATE, ACROSS THE FIELD AIMING FOR THE FARM BUILDINGS. KEEP THE BUILDINGS ON YOUR RIGHT. THE PATH MAY BE MUDDY HERE.**

**FOLLOW THE TRACK UNTIL YOU COME TO A FOOTPATH SIGN IN THE HEDGE ON THE LEFT BEFORE REACHING THE CEMETERY.**

**FOLLOW THE PATH THROUGH THE FIELD TO A GATE, BEAR SHARP RIGHT AND FOLLOW THE PATH THROUGH A GATE AND DOWN TOWARDS THE BUILDINGS OF THE WATERMILL.**

**KEEP THE BUILDINGS ON THE RIGHT, PASS OVER A FOOTBRIDGE AND BEAR RIGHT ALONG THE MILLRACE TO THE MAIN ROAD. CROSS THE ROAD AND THE BECK VIA THE FOOTBRIDGE, THEN BEAR LEFT UP THE HILL TOWARDS THE VILLAGE GREEN.**

