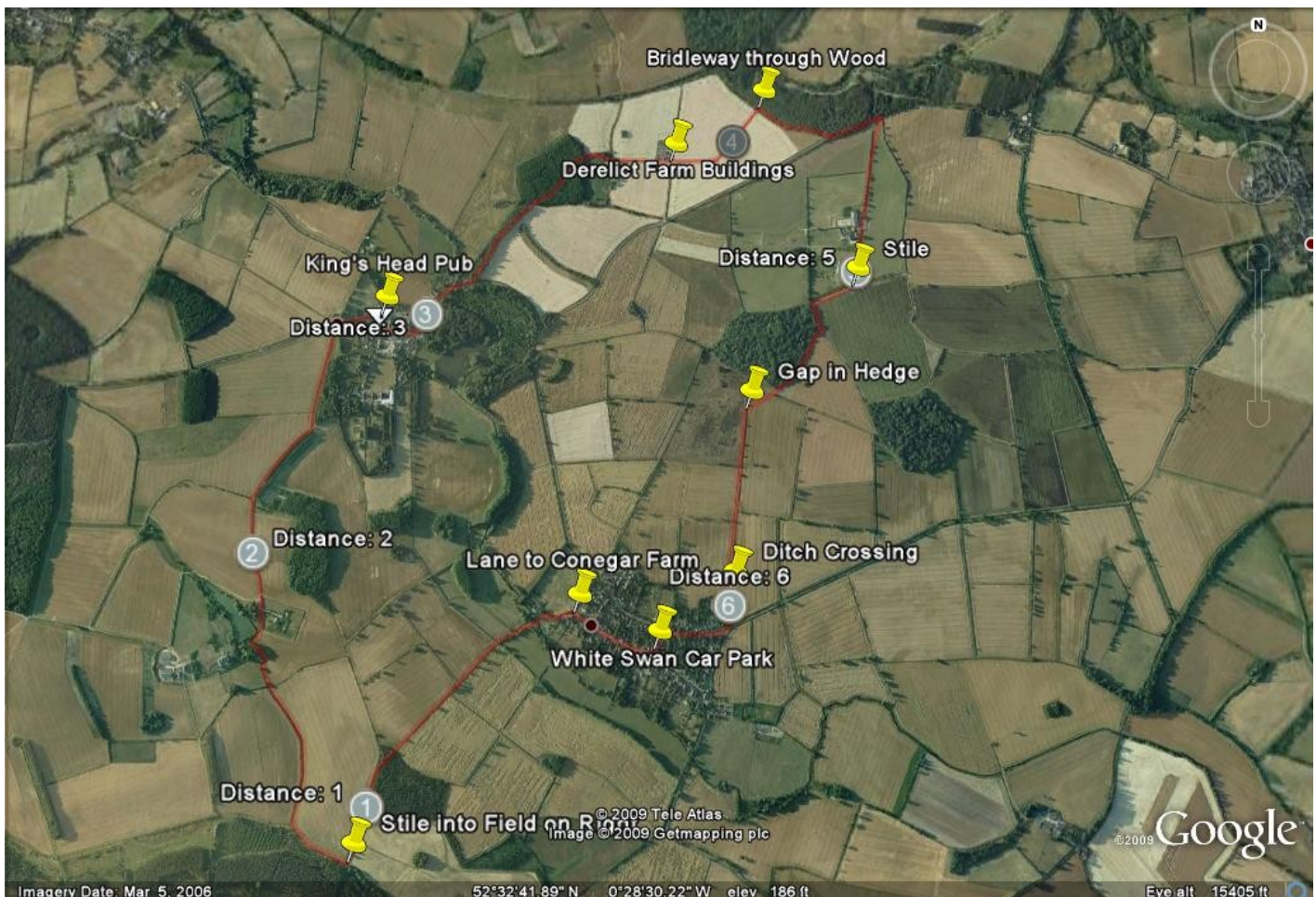


Woodnewton Circular Walk via Apethorpe

This walk is about 6¼ miles long and is rated as comparatively easy. There are a few lengthy ascents (none of them steep) and it should present few problems no matter what the prevailing weather. Note that the **King's Head** pub at **Apethorpe** provides an alternative starting point if the **White Swan** not be available at **Woodnewton**.

Commence the walk from the *White Swan* pub in **Woodnewton** (OS map reference SP034945) by heading to the right along *Main Street* as far as the Church (note that it may be considered worthwhile diverting to locate the grave of Coco the Clown who is buried in the churchyard). Where the main road bears right, cross over and follow the lane signposted to *Conegar Farm*.



Follow the track past *Conegar Farm/Mill* and proceed up the long slope to and through a copse. Continue along the track, eventually descending towards a large wood. Just before arriving at the wood, cross a stile into a field on the right.

Follow along the bottom edge of the field and on reaching the far side, turn right, keeping the hedge on your left. Proceed for about three-quarters of a mile until you reach a tarmac track. Please be aware that occasional vehicles may be encountered along this track. Turn right and follow the track for almost a mile to the *King's Head* pub at **Apethorpe** (note that a couple of hundred metres before arriving at the pub, it should be possible to see *Apethorpe Hall* and *Dovecot*

over to the right of the track).

Turn right at the *King's Head* and follow the road round to the left and out through the village. As you leave the village you will cross a small bridge (having, by now, traversed about 3 miles in all) and soon afterwards you should turn left to follow a track up through a wood for approximately half a mile.

When you emerge from the wood you will see a farm dwelling on your right and derelict farm buildings a little way ahead on the left of the track. Immediately after the derelict buildings the track bears right but you should continue straight ahead, keeping the hedge on your left. This path leads you onto a bridleway within some woodland. Turn right along this bridleway.

At a gate, turn left onto a roadway and, after a couple of hundred metres, just past the entrance to *Shortwood Farm/Stables*, enter a gate on the right. Cross the grass diagonally right to the end of a high hedge where a waymarker should be visible. Continue with the hedge on your right, following the waymarkers straight past the large gap in the hedge.

Pass to the right at the end of the hedge and cross a stile. The path then leads diagonally right across the field to the corner of a copse visible on the right but, if the field is particularly "claggy", it might be considered preferable to follow the track which dog-legs around the corner of the field. Whichever route is taken to reach the corner of the copse, continue on the track which keeps the copse immediately to your right.

The path past the copse eventually leads through a hedge facing you and proceeds diagonally right across the field to a gap in the hedge (but, again, it may be considered preferable to dog-leg around the corner of the field). Pass through the gap and continue for about half a mile keeping the hedge on your left. As you approach the outskirts of **Woodnewton**, the path seems to lead straight towards a hedge but a gap in the hedge to your left allows you to cross over a ditch and then turn right down to the road.

At the road, keep right and follow *Orchard Lane*. Just after *Wades Close*, turn left down a narrow alley which leads back to the *White Swan* pub.

Distance covered: approximately 6¼ miles.