

Pontesbury Potter Route 2010

FP =Footpath WM = Waymark KG = Kissing Gate

Sections between these symbols * Ω are not public rights of way. There is no automatic right to walk here but landowners have given permission. Be respectful if you meet anyone.

This route starts and finishes at The Nag's Head pub. For a 2km shorter route turn L from the pub for 800m to a drive on the R signed Woodville. Turn R here then continue at instruction 2.

1. From the Nag's head turn R along Main Rd for 100m to a footpath sign on the R. Follow this path through 4 gates keeping to the R hand edge of the fields until you reach a KG that joins a track. Turn L on the track for 100m then R where tracks cross. Continue straight along the old railway line for 200m then *straight on as the path narrows for a further 300m and passes under a road bridge. 100m after the bridge turn R at a stile and field gate.Ω Straight ahead to a double stile then keep to the R hand edge of the field. Join the road and turn R down to Main Rd then L up drive marked Woodville.

2. Follow this drive and continue along the track to a gate with permissive FP sign between brick pillars. After this go through the small wicket gate and follow the WMs to a wicket gate beside a field gate. Continue along the valley bottom following the WMs to reach a gate and stile with a waterfall ahead. Do go and take a look, this is privately owned but we have the kind permission of the landowner.

3. After the gate turn R at the WM up the steps through the wood and follow the path until it emerges onto a field at a gate. Bear diagonally L across the field between the large tree and telegraph pole to a stile and then continue ahead to another stile onto a track. Turn R for 20m then L through the wicket gate up the path to a gate. Through the gate turn R and then up to the L. As the track levels out turn off L at the WM. Climb the hill through the trees to a stile (500m). Cross the stile and climb the grassy bank ahead to reach the trig pillar. (5km so far)

4. Continue straight on along the hill top descending gently at first and then steeply to reach a stile at the edge of the wood. Cross the stile and then turn R to descend the hill to a junction. Turn L through the gate to reach a second gate. Continue ahead and pass through a field gate, continue ahead with the hedge on your R to a gate to join a track. Turn R for 400m to a gate in the hedge on your L. Through the gate, turn immediately R through another gate and follow the grassy path to a field gate. Through this, keep L then ahead across 3 stiles through the meadow to reach a footbridge with gate onto the road.

5. Turn R onto the road for 100m, then L through a gate onto a track. 200m along here go through the wicket gate on your L and continue for 500m along the R hand edge of the field to another wicket and field gate. Through the gate turn L and cross the footbridge. Head directly across the field towards the R hand side of the hill to cross a stile. Continue straight across to reach a gate in the corner. * Turn L along the path until you have passed two large trees on your R then turn sharp R onto a small path up the hill. Climb up to the top, skirting to the L of the Broom patch on the way up, to reach the summit cairn.

6. Continue along the ridge to the second summit. From here continue ahead towards a small hawthorn on the near horizon. When you reach the fence turn L for about 20m to reach a broken gate and wooden crossing point. Cross the fence here then bear diagonally R across the field. Do not drop down to the R but keep ahead for 350m towards a large tree to reach a gate. Through this then ahead keep to the R of the fence, passing 2 gates on your L, up the hill to a gate in front of you. Through this gate turn R and keep close to the fence. Follow the fence to a wooden crossing point at its lowest point. Cross here then descend keeping close to the wood on your L, with a sharp turn and

descent to reach a gate beside the Farmhouse Ω. Go through the gate down to the cattle grid (10Km) and continue down the farm track to join a road.

7. Turn L for 200m then R up the track marked Lower Vessons. Follow this for 800m, keeping L at the fork then round a R and then L hand bend. Look out for a wicket gate on the L before you reach the farmhouse. Go through this and follow the path between two fences, past the caravan to a field gate. Cross the muddy field to the L of the wire fence to a wicket gate straight ahead. After the gate turn L, through a rusty barrier and continue along the path through the wood, climbing steadily for 400m past several fallen trees and some wet ground, to reach a gate Go through the gate and continue uphill to a gate in the R hand corner. Continue straight ahead to a field gate. **Please tie this up!** Continue straight ahead between large holly trees towards the crags on the horizon, to reach a footbridge. Cross this then bear diagonally L across the next field, to another footbridge with a gate marked Access Land. Keep straight ahead through marshy ground, to join a gate. After the gate the path becomes indistinct for a while but continue straight on, through the trees and across wet ground until you reach a WM onto a track. Follow the track for 50m to reach a gate on your R leading into the Nature Reserve.

8. Go through this gate and then bear R to join a track. Follow the track to the top where it forks. This is your highest point! Take the R hand fork to reach a gate. Through the gate keep R down the line of trees to a gate and stile on your R. Cross the stile between the trees and continue down this track through a field gate, keep following the track downhill past Lord's Hill Chapel, through a gate and up to the road.(15Km). Turn R for 50m then R onto the track as the road swings down to the L. Climb through the trees to a gate. Through the gate keep R along the top of the field to a gate and stile. Follow this path along the top of the wood, then continue as it heads downhill and becomes a forestry track, for about 1km to a junction. Bear R for 50m between the ponds. Turn L at the WM up a little path that climbs to a gate. Continue along this path for 300m to a road (a watery way).

9. Cross the road and head along the track to a gate and KG then straight on across the field passing to the L of the trees to wooden KG in the corner to enter a wood. Take the R hand path and follow this for 500m. Rejoin a path from the L for 50m then turn R at the WM before the wooden barrier. Follow the path down to a stile on the L. Cross the stile along a narrow path to reach a small gate and stile. Turn R and follow the path above the houses and round to the L to reach a gate. Turn R down the track, past the houses and onto a small path which takes you across the front garden of The Nills, the house where Mary Webb wrote *Gone to Earth*. At the end of the wall go L through a wooden gate, then straight head on the path close to the fence on your R until you reach a track to join a road. Turn R for 300m to join another road, then look for an arch on your R in the wall of a white house 'Hawthorn Lodge' (20K). Go along here, through KG, down the field to KG. Turn L down the track to the ford and footbridge at the bottom by the Plough Inn. You may take the opportunity to wash your boots here!

Cross the brook and turn R up the road. At the end of the terrace of houses cross the road to the FP opposite. At the top turn R, R again, then L and continue past the school along Bogey Lane to the Nag's Head.

Congratulations! 21Km, 780m of climbing. How many gates bridges and stiles crossed? (bridge +gate counts as 2)