

## Rok the Stones LOOP 2: MAES KNOLL& DUNDRY (7.0 miles)

ABBREVIATIONS; R=right, L=left, T=turn, F=fork, B=bear, &=and, RD=road, FP=footpath, BW=bridleway, BY=byway, Y=yards, M=miles, ST=stile, KG=kissing gate or pedestrian gate, (X)-TK=(cross) track, junc=junction, FB=footbridge, W/M=waymark, cont=continue, immed=immediate(ly), FiPo=fingerpost, opp=opposite, ahd=ahead, WS = water station, MP = marshal point. All grid refs (at beginning of each paragraph) are ST.

		Leg mileage	Total mileage
2	<b>LEG 2 START AT VILLAGE HALL</b>		10.6 m
2.1	TL out of VH following road downhill, X onto pavement alongside high sided 'triangle'/ garden. Keep on pavement over bridge, heading up toward Toll House [Marshal Point]. <b>CROSS B3130 [busy road] WITH EXTREME CAUTION.</b>	0.3 m	10.9 m
2.2	Ahd thro KG on L of garage. Head uphill to KG, then along LH field boundary to nxt KG. Again follow LH boundary around to top of field, TR and very soon TL thro KG. Bear slightly R to nxt KG. Then along LH field edge to corner, bear right & go thro KG, ahd across field to KG, across field to KG & emerge on road. At road TR, following road into hamlet, [ <b>Norton Hawkfield</b> ].	1.2 m	11.8 m
2.3	Run over road bridge [over river] and take FP on L [also signed Community Forest Path], after 20 y, thru KG on left, keep stream on L to FB. Then ahd to FB & follow river on R thro fields, finally emerging on to road at North Wick. TR up steep incline, then immed L around corner [MP].	1.8m	12.4 m
2.4	Take FP on R thro KG in hedge opp house [ <b>careful, it's easy to miss</b> ]. Go diagonally R uphill to KG, then diagonally L to KG in hedge. Keep to LH field edge up hill into nxt field. Take KG on L and uphill on RH field edge to emerge on road. TR onto road, for approx. ½ mile. <b>Have a look at the views – you deserve it!</b>	3.0 m	13.6 m
2.5	Take FP on R thro KG, just before road dips down steeply, keeping to RH field boundary. Thro KG keeping wood on L to <b>Tump &amp; Maes Knoll camp</b> . TR just before 'tump' to follow path/cutting around base of tump emerging L. Follow ridge edge, heading south, thro KG in wire fence, then head slightly R down & around wide grass TK. Take KG on L in hedge at base of mound. Follow FP thru 2 KGs down RH edge steeply downhill, to emerge on road at <b>Norton Malreward</b> . TL & immed R down Church Lane. [MP, WS].	4.2 m	14.8 m
2.6	Pass church on L. Ignoring lane on L, go along road for 200 Y. Opposite Chalk Farm Close take FP on L up steep slope opening into field. Go diagonally L to KG, thro KG and then head diag L towards church, go thro KG. TR, then TL thro nxt KG. Follow TK passing churchyard on L. Then around to R, ahd for approx. 1/2mile to KG. Thro KG, downhill on <b>very slippery</b> stone TK to emerge at road [MP]. <b>CROSS B3130 [busy road] WITH EXTREME CAUTION.</b>	5.2 m	15.8 m
2.7	X road, TR and follow road for 250m, then TL down track to river [ <b>Byemills</b> ]. Go straight ahead up bridleway to road [ <b>Old Down</b> ]. TR down lane past Brook Cottage. After 150m TR onto footpath [this was your outward route on loop 1], running along bottom of old orchard. Follow path to KG. Ahd to nxt KG, then diag R to field corner. Thro KG, again go diag R to field corner heading for church. At nxt KG join farm TK ahd to KG. [Stone Circle on your R]. Go thro metal KG onto concrete TK. At Church Lane, X towards raised stone-sided garden, TL past Codrington Cott. & back to <b>Village Hall</b> .	7.0 m	17.6 m
	<b>End of Loop 2, well done! Please ensure you have your time recorded INSIDE the Village Hall before you enjoy a drink and a snack.</b>		