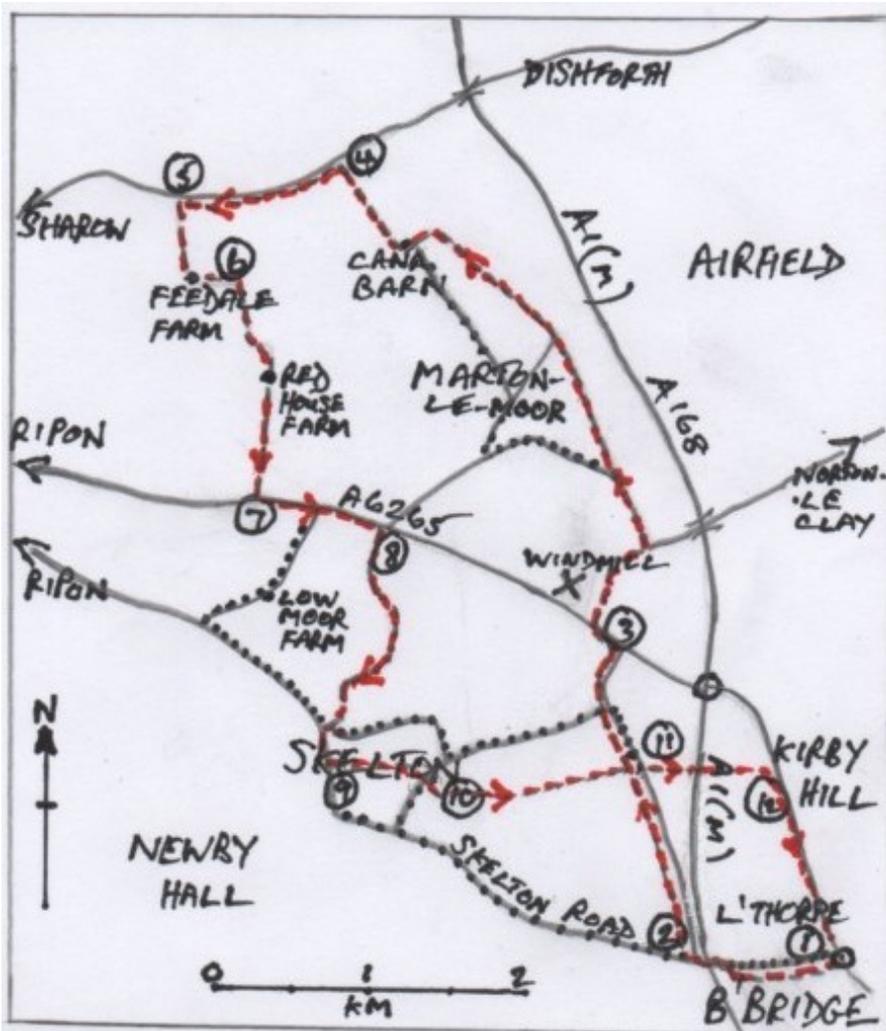


Boroughbridge Striders: Round of Marton-le-Moor



- Start at the Langthorpe picnic site car park (alternative start: Kirby Hill) (1). Take the towpath route to the A1 flyover and at (2) turn right, up Cottage Lane, to the A6265 at (3)
 - Walking on the verge, and with care, head in the direction of the windmill before taking the right-hand track at (3) and then, following a series of tracks which run parallel to the motorway, reach the Dishforth-Sharow road at (4); (access the road to the right of the finger-post which is engulfed in vegetation and barely visible!)
 - With care, facing the oncoming traffic, proceed along the minor road until you reach the clear left turn to Feedale Farm (6)
 - You'll need to navigate with diligence between Feedale Farm and Red House Farm (Jenny Ruth Workshops). It's left at the farm, cross a minor watercourse, then, as you begin to ascend, head due south across fields. Keep to the left of a small hill and turn left when you reach a fence; at this point you will see the numerous buildings associated with Red House Farm from which there is a tarred

road to the A6256 at (7)

- Walk on the rough, roadside verge to (8); there is no danger from traffic provided you stay off the busy A6265. At (8) turn right and you will eventually find yourself at the Ripon end of Skelton village; turn left then take the path, left, at the pub at (9). You now join the Dog Kennel Lane route to Kirby Hill, via the Cottage Lane crossing at (11)
- From (11), walk on the well-marked path (stiles) which crosses the motorway and brings you out in Kirby Hill, on Leeming Lane (12). Turn right, down the hill, until you reach the finish at the Grantham roundabout

Alternative routes – marked with black dots on the map – all involve road walking, as opposed to tracks than can be unpleasantly muddy in a wet winter!

Distance and Timing: the “standard “ route, which has the advantage of being mainly on tracks, is about 18 km (11 miles) in length. Using the any, or all, of the alternative routes would add significantly to the distance but perhaps not much to the time. A fast walker could cover the distance, without stops, in around 3 hours 30 mins. At a comfortable pace, with occasional stops, allow getting on for 5 hours

Cautionary note: the above map, which is included for illustrative purposes only, is unsuitable for route finding. Use the 1:25000 Explorer (299) map or, failing that, the 1:50000 Landranger (99) map