

Walks Around Guiseley and Yeadon

By D. Afty

A Short Collection of Less than Perfect
Walks with Easy Questions, Odd Facts
and Daft Commentary.



Contents

About this Book

Notes and Tips

Legend

1: Nuns and Engines (2.3 miles)

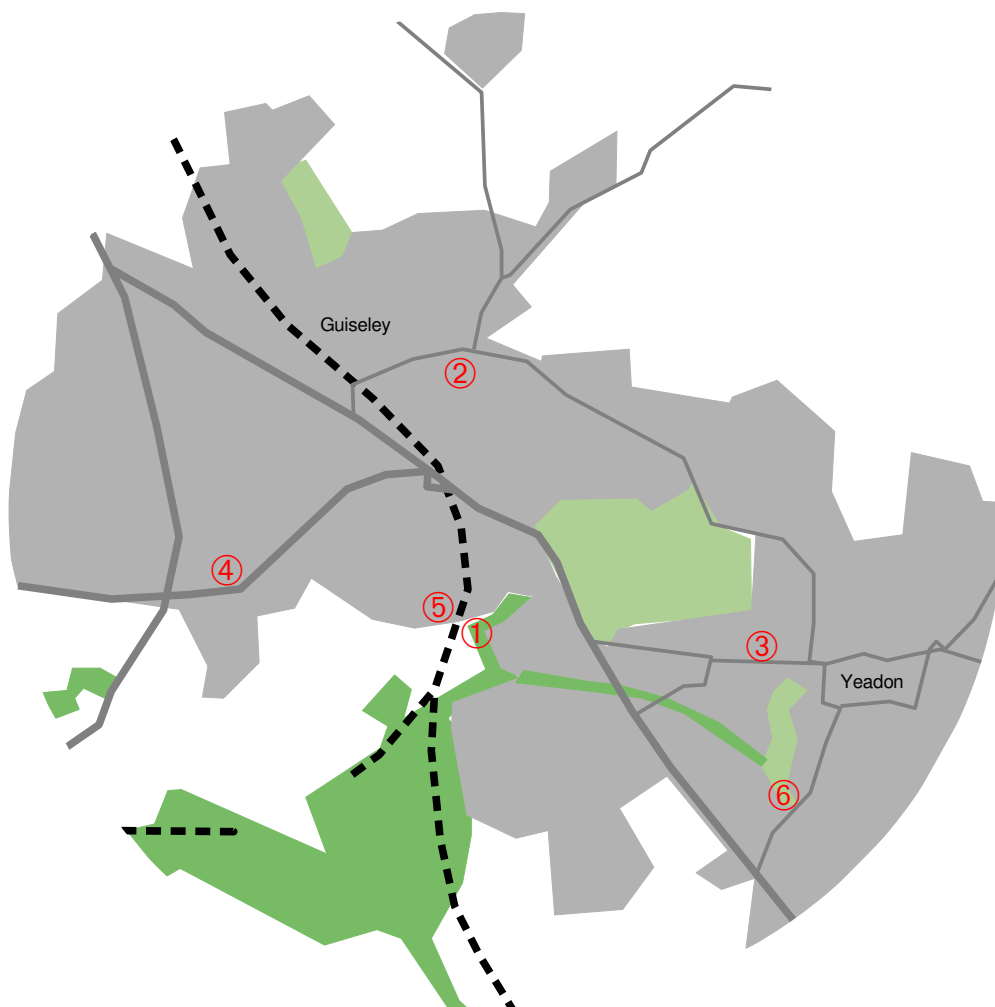
2: Elephants and Whales (2.5 miles)

3: Suburban Explorer (2.6 miles)

4: Who's for Tee (2.9 miles)

5: Trail of Two Woods (3.0 miles)

6: Under the Tracks (3.0 miles)



About this Book

Before I say anything else, I just want to be clear that whilst this book does contain silliness and the tone is far from serious, the walks are all real and you can do them. I hope that you do try them and maybe have a bit of a laugh along the way.

Less than Perfect?

I say that these walks are less than perfect because I doubt any of them would end up in a 'Top 10 Walks in Yorkshire' type of a list. They all have good points but due to the very mixed area they cover, to get between the good bits you often have to cross a busy road, walk a country road with no pavement or get very very muddy. On the up-side though, you may be lucky enough to find what I consider to be the snazziest bollard for miles around.

Why Have I Written It?

It is currently January 2021. I promise that this is the only page of this book that will mention pandemics and lock-downs, as I think by now we would all like to never hear of them again. But, with the current restrictions meaning we can only exercise locally once a day, I was repeatedly doing the same walks over and over again. So then I scoured maps and wandered down unfamiliar streets just for a little variety. Afterwards I would get home and still have time to kill, so I decided to keep myself sane by writing my walks down. Try my walks and maybe they will keep you sane too, and y'know, that bollard really is quite something.

Terms of Use

Whilst retaining all copyright, I do give permission for anyone to download and use this book provided it remains whole and unedited and is not sold or used for profit. If you want to share it online, please share the link to my download page instead of uploading the document. I do not want any money for it but if you like it and think it is worth any money, please donate that money to any charity of your choosing.

Notes and Tips

Parking

There is probably no parking at the start/end point to these walks. As these walks were all designed to be done from home, you may have to walk to and from the start/end point in addition to doing the walk itself. If that's too far, then using public transport to get much closer would be the second best option.

Equipment

These walks are not technical and you'll never be far from civilisation but do please, at the very least, wear suitable clothing and footwear. Seasonal variations apply but mud can happen year round so walking boots or wellies are usually required. Other things you may want to carry include a proper map of the area, snacks and water, extra clothing, a phone and a torch.

Novices

If you are new to walking and having to navigate using instructions, there is a chance that you will go the wrong way at some point. The best thing to do is retrace your steps until you reach something you recognise as being 'on track'. It is also a good idea to leave a copy of the walk you are doing with someone back home and let them know what time you expect to be back, just in case.

Too Much Fun

If you just want to do the walk and haven't any interest in the other silly nonsense I have written, any paragraph preceded by this symbol ♦ is a straight forward walking instruction. Silliness free – guaranteed.

Legend

-  Start / End Point
-  Walking Route
-  Road
-  Trees or Bushes
-  Water
-  Grass
-  Buildings or Industry
-  Unsurfaced Track
-  Railway Track
-  Route Direction

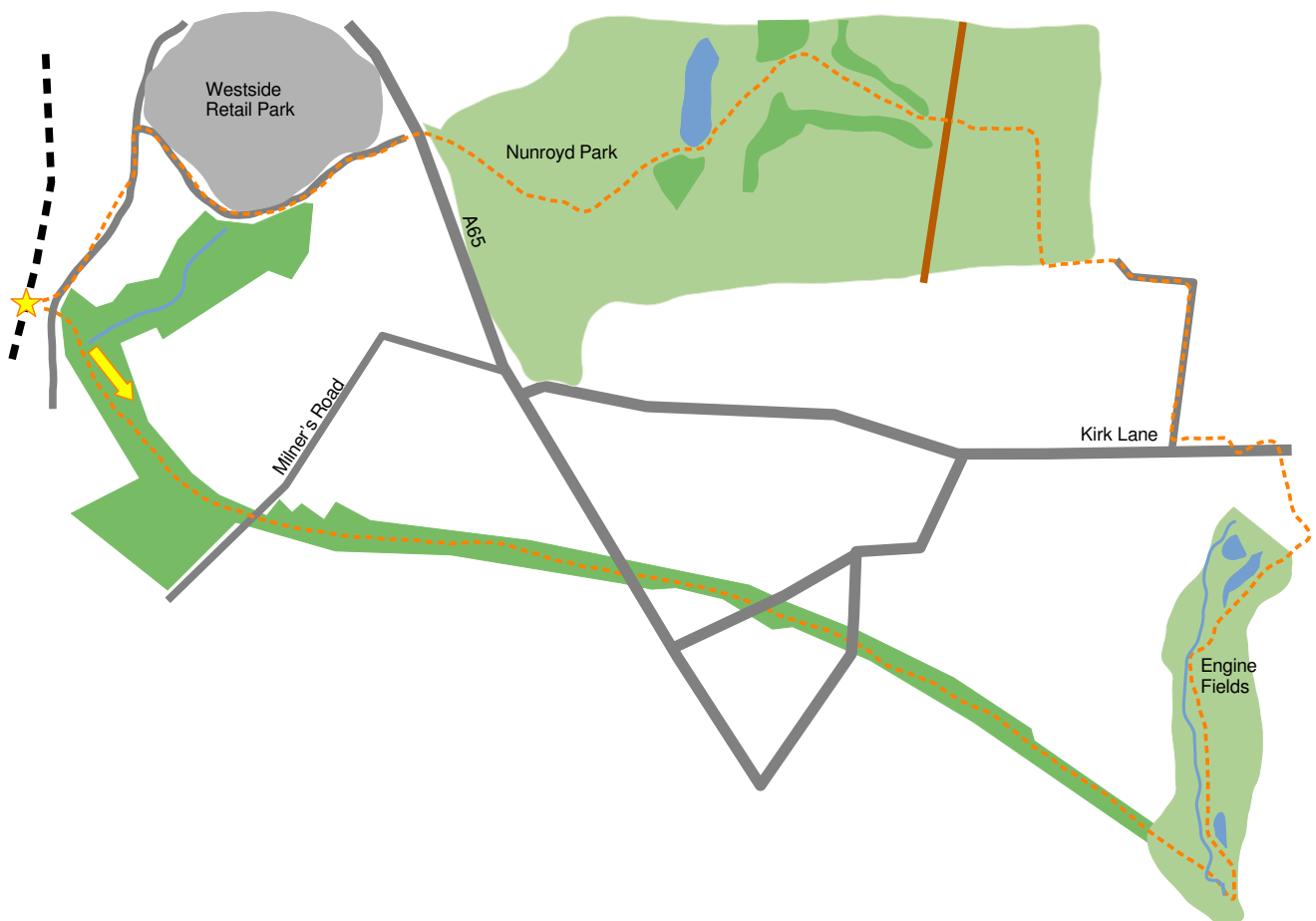
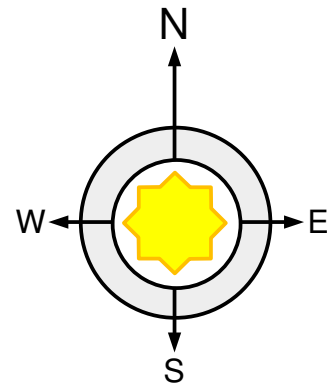
1: Nuns and Engines

Distance: 2.3 miles

Steepness: Not steep

Muddiness: Some mud

Start GPS: 53.867246, -1.706873



1: Nuns and Engines

◆ The starting point is just on the other side of the bridge over the railway line at the end of Coach Road.

◆ With the bridge behind you, you will see a metal barrier with a gap in it leading to a paved walking and cycling path. Follow this path.

Grey squirrels don't get embarrassed. I learned this while walking here once as a squirrel tried jumping over the path from tree to tree but missed, and it didn't go red.

◆ At the next set of barriers, carefully cross Milner's Road, pass through another barrier and proceed up the path.

◆ Continue ahead, passing under three bridges and through another barrier. Keep going until just before a barrier next to a kissing gate.

Q1: What does the sign on the first bridge say isn't allowed?

- a) Motorcycles
- b) Dogs
- c) Camping
- d) Doing the Hokey Cokey

◆ Take a path to the left and pass between a stream on your left and a pond on your right. Continue on keeping the stream on your left until a second pond appears, here take the right-hand path keeping the pond on your left and keep going until you reach the road.

Q2: Fact or Fiction? This nature reserve is called the Engine Fields because its mineral rich soil was perfect for growing the engines needed during the industrial revolution.

◆ Turn almost immediately left on to Miry Lane and follow this until it reaches Kirk Lane. Here cross at the crossing and turn left along Kirk Lane.

Q3: How many white painted lines on the road make up the crossing?

- a) 6
- b) 7
- c) 6.5
- d) Trick question! Everyone knows crossings are blue and black

1: Nuns and Engines

◆ After crossing Walkers Row, turn right to walk along it. Then turn left onto Newlands Avenue.

◆ Just after the road bends to the right, go left down a narrow path between a concrete fence and a green metal fence. Continue until you reach the end of Park Road. Just past the park's large iron gates is an opening in the wall. Go through it into Kirk Lane Park.

Q4: Where would you be if you walked to point 3 on the park map?

- a) Multi Use Games Area
- b) Pavilion
- c) Cafe
- d) Dunno, but we're not in Kansas any more

◆ Follow the path ahead, taking the first left-hand turn. Continue until you exit the park on to a track. Cross the track diagonally to the left and enter an area of rough grass edged with trees through a gap in the wall.

◆ Take the path along the right-hand row of trees up to a path junction. Take the left-hand path and continue to the pond.

It's good to keep traditions alive, so I like to practice pond magic. Walk around it clockwise for happiness and anticlockwise for wealth, but remember the rhyme, 'If you don't complete the lap, all your eggs are gonna crack.'

◆ Pass the pond and continue to where a path leads off diagonally to the left, but instead take a diagonal course over the grass to the right, aiming for the far corner of the park beside the road.

Q5: Fact or Fiction? A blue plaque at the corner of the park reminds us of the infamous local highwayman Jonathan Peate, who died peacefully in his bed in 1924.

◆ After carefully crossing the road, aim for the short section of railings on the edge of the pavement. Opposite these is an opening between two walls. Go through the opening and follow the path.

◆ When you reach an opening in a metal wire fence, go through, turn left and follow the footpath to the junction with Ghyll Royd.

1: Nuns and Engines

◆ Turn left on to Ghyll Royd and continue down it back to the start of the walk, next to the bridge over the railway.

Great stuff. Now get yourself back home for tea and scones. You did make the scones before you set off didn't you?

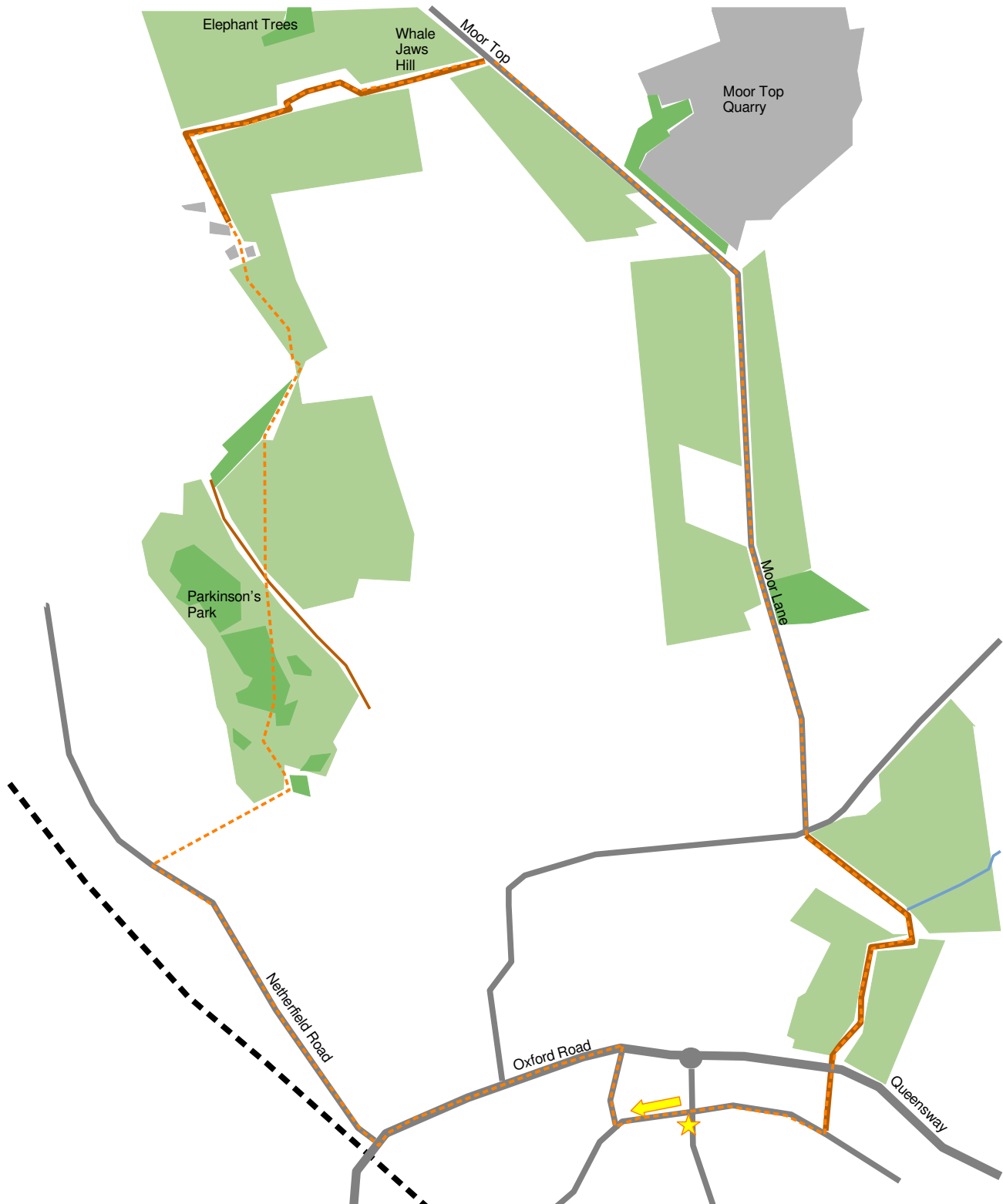
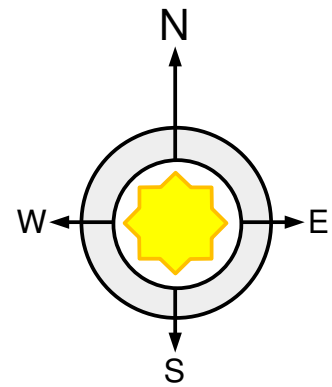
2: Elephants and Whales

Distance: 2.5 miles

Steepness: Quite steep

Muddiness: Quite muddy

Start GPS: 53.875194, -1.707010



2: Elephants and Whales

- ◆ The starting point is the black signpost on the corner near The Red Lion pub.
- ◆ Cross Wells Road before heading down it on the pavement, to where Guiseley Wells is on the corner.

Q1: Which of the following was involved in the restoration of Guiseley Wells in 2000AD?

- a) Guiseley Wells Society
- b) Leeds City Council
- c) Aireborough Historical Society
- d) The Knights Templar

- ◆ Turn right up Butts Lane. At the top turn left along Oxford Road. Cross at the crossing and continue down Oxford Road to Netherfield Road.
- ◆ Turn Right down Netherfield Road and continue until you have crossed Branwell Avenue. Then continue while looking out for the signposted footpath on the right, just before Greenshaw Terrace. Go up the footpath.
- ◆ The footpath starts off being surfaced but quickly changes to a muddy track. Continue on until you see an old iron bollard in front of you and a turning to the left. Take this turning and go through the wooden gate into Parkinson's Park.
- ◆ Head forwards to start and then diagonally right - prior to reaching a bench - to go uphill through some trees. Continue out of the trees and past an information board to reach the wooden gate exiting onto Kelcliffe Lane.

Q2: Where would you be if you walked to point 8 on the park map?

- a) Great Brow
- b) Clapper Brow
- c) Eyebrow
- d) In a right old pickle

2: Elephants and Whales

◆ At this point Kelcliffe Lane is a muddy track. You need to enter the field opposite via a narrow arrangement of wooden posts that is at the point where the barbed wire fence meets the drystone wall just to the left of the gate you just came through. Once in the field, cross it diagonally to the opposite corner.

◆ Go over a stile and continue along on the very narrow muddy path until you pass through a stone gap and then a modern gate into a field.

To ensure swift transit through this area it is advised to keep a fresh lettuce leaf in your pocket to pay off the toll-bunnies that guard it. Without payment they will delay you with their interminable burrowing stories.

◆ Walk diagonally up to the fence and then follow it. Continue through a gate and another small field and a further gate to enter Bracken End Farm. The route through is well signposted. Go first between two buildings and through a small gate to the left of the main gate, then to the right of a further building to join the track leading away from the farm.

◆ At the end of this track turn right and go uphill on a rough stony track, continuing until you reach Moor Top road.

Q3: Fact or Fiction? The stand of trees to the left of the path you just walked are named Elephant Trees and they grow on the side of Whale Jaws Hill. The hill was named after the fossilised whale jawbones found there that prove the area was once under the sea.

◆ Turn right onto Moor Top road. Proceed with care as there is no footpath. Walk in single file and be prepared to step onto the verge to allow vehicles to pass safely. Continue onto the bend next to the quarry entrance. Here continue down the footpath.

Q4: Fact or Fiction? Moor Top Quarry was the source of the stone used to build Hogwarts.

◆ At the junction at the end of Moor Lane where it joins Moorland Avenue, Town Street and Carlton Lane, head down Wills Gill, a track between Carlton Lane and Town Street.

2: Elephants and Whales

◆ Just as Wills Gill bends to the left there is a small gap in the wall ahead with a broken iron bollard in the middle. Go through the gap and follow the path.

Q5: There are often alpacas in the field next to the path. Which one of the following are members of the same animal family?

- a) Llama
- b) Viracocha
- c) Guacamole
- d) Brontosaurus

◆ Continue ahead until you pass through a stone gap, over a stile and finally over a ladder stile to reach the road. Cross the road and go down a narrow footpath directly ahead.

◆ Turn right on Church Street and continue forward back to the start of the walk at the black signpost.

So did you spot it? Huh? Did ya? I bet you did, after all it is eye catching. What am I talking about? Well the snazzy bollard of course. It is right behind you on the corner by the church lychgate. There it stands in all its black and yellow stripey glory. If more bollards were this fine I imagine the world would feel a more special place.

Anyway, once you have finished marvelling at it, how's about you get back home for some hot buttered crumpets and cocoa. You've earned it.

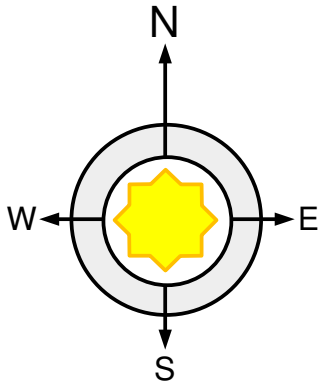
3: Suburban Explorer

Distance: 2.6 miles

Steepness: Not much

Muddiness: Not much

Start GPS: 53.866034, -1.690269



3: Suburban Explorer

◆ The starting point where Walker's Row meets Kirk Lane. Walk up the right-hand pavement until just before Walker's Row becomes Swincar Avenue. Here turn up the signposted footpath between two wooden fences. Continue all the way to the top where it meets the road - Queensway.

◆ Cross Queensway and turn right along it, continuing around the bend onto Haworth Lane. Walk up Haworth Lane, crossing the entrance to Otley Lane, and continuing to the junction with Silver Lane.

◆ Turn left and walk up Silver Lane, crossing the entrance to North Terrace and continuing about 40 meters along Haw Lane before crossing to the other side.

Q1: To your left on Haw Lane there is a large stone building, what is it?

- a) A Church
- b) A Hospital
- c) A Museum
- d) An Aviary for Extinct Birds

◆ Here a signposted footpath leads up between two rows of houses. Proceed up this path until you reach Marshall Street.

◆ Cross Marshall Street and turn right to walk down it. At the junction with Hawthorn Avenue turn left along it. Continue all the way along Hawthorn Avenue until it reaches Cemetery Road.

◆ Cross Cemetery Road and turn right down it. Continue a short distance before turning left through a gap between stone walls onto a surfaced footpath.

◆ Continue ahead through lower Tarnfield Park to the junction and turn left. At the next fork in the path bear right. Cross the car-park diagonally to where the park signboard and map are located. Bear left along a wire fence behind which boats are kept. Stop at the corner of the tarn and take a right angle right turn and continue ahead to Victoria Terrace.

3: Suburban Explorer

Q2: Where would you be if you walked to point 6 on the park map?

- a) Bandstand
- b) BMX Track
- c) Velodrome
- d) Messing about in boats

◆ Turn right onto Victoria Terrace and follow it all the way to where it exits onto High Street. Turn left and walk all the way along High Street to the major crossroads with traffic lights. Cross High Street at the crossing and continue ahead down Harrogate Road.

I always feel that there is something suspicious about this area. I can't quite put my finger on what it is but something smells fishy.

◆ After only a short distance you will pass house number 103 and you must turn right down the signposted footpath immediately after it. Continue all the way along the footpath until it exits onto Grange Avenue. Continue ahead along Grange Avenue until it meets Windmill Lane.

◆ Cross directly over Windmill Lane and continue ahead down a footpath between two stone posts. Proceed all the way along this path until it becomes Harper Lane, then follow this until a road junction, with Morrison's directly ahead.

◆ Here bear left (still on Harper Lane) and continue ahead to the mini-roundabout crossing Rufford Avenue and Brooklands Crescent along the way. Cross Henshaw Lane and start around the bend of Well Hill before turning left down the steps.

Q3: The disused old iron gates on the corner of Rufford Avenue were once the gates to what?

- a) A School
- b) A Mill
- c) A Gaol
- d) Disney Land Yeadon

◆ At the bottom of the steps turn left on Well Lane and continue on it past some garages to where a surfaced path with a concrete bollard at the entrance passes between houses with wooden fences of both sides.

3: Suburban Explorer

◆ The path emerges at the top of Parkland View. Continue down Parkland View until just before it curves around to the left. Here on the right is a metal kissing gate next to a pair of metal barriers with a gap between them. Go through the gap or the gate.

◆ Continue ahead through a further metal barrier gap and onward until a path leads up to the right just before the main path passes under a bridge. Go right up this path and when you reach St John's Road turn right.

With so many bridges around here I always hope to see a troll, but never do. I wonder if the lack of goats in the area is the reason, but of course traditional diets change over time, so I always bring along a bag of low-sodium vegan goat flakes just in case.

◆ Continue ahead to Whack House Lane and turn right.

Q4: Fact or Fiction? Whack House Lane is so named as it was once home to the West Riding Centre for Corporal Punishment, where many a headmaster and prison officer were taught the practice.

◆ Follow Whack House Lane until it meets Kirk Lane.

Q5: Fact or Fiction? You have just passed a building that was originally Kirk Lane Mills. Its date stone shows it was constructed in 1886.

◆ Cross Kirk Lane then turn right and continue ahead back to the start of the walk.

Seeing as this walk ends quite close to the shops, if you need to top up your biscuit selection on the way back home, it's easily done.

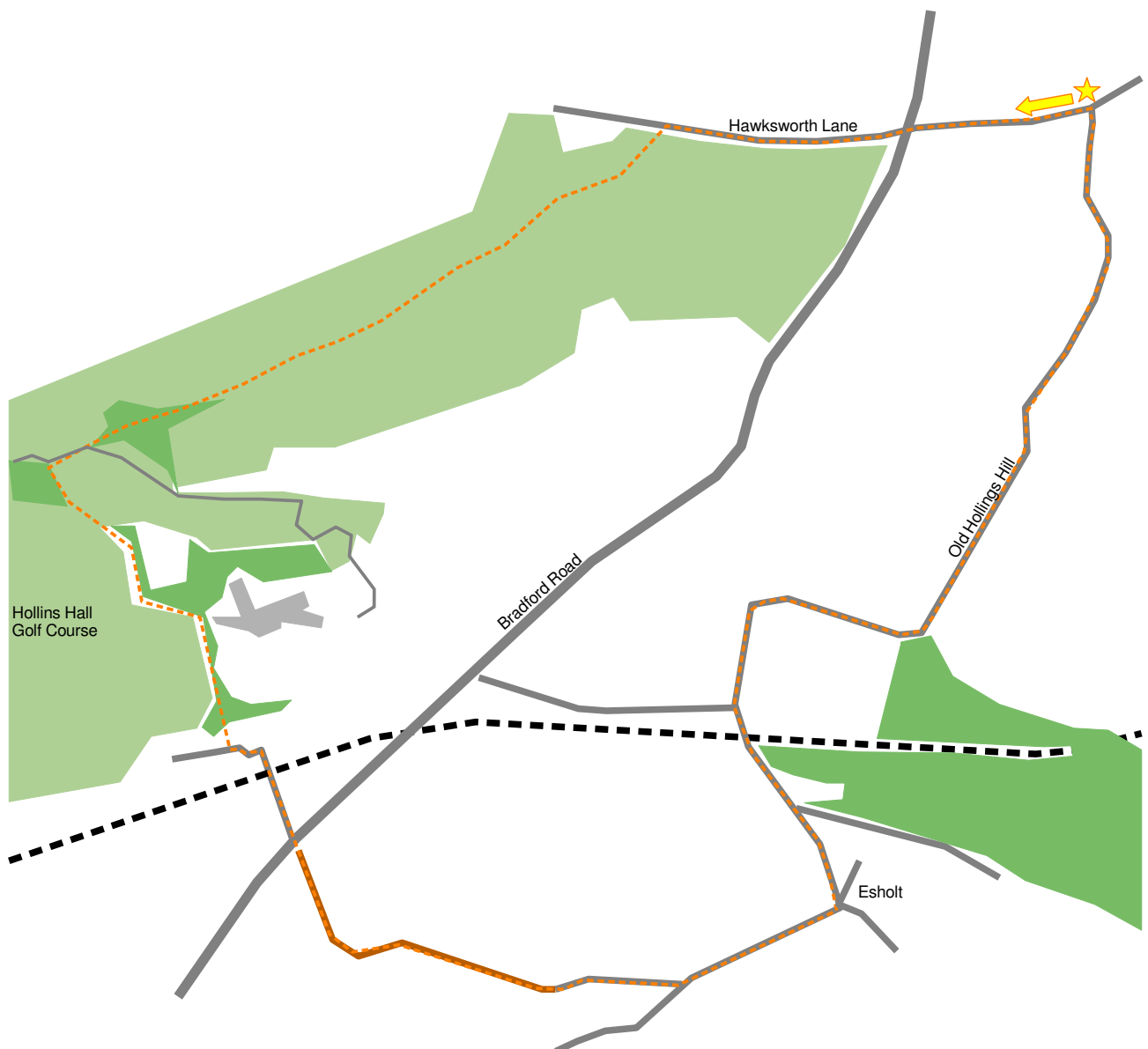
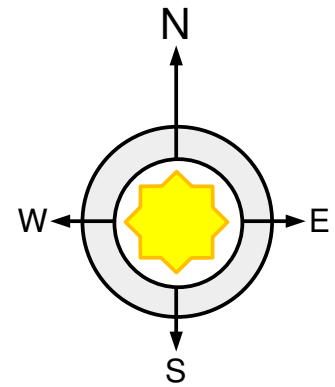
4: Who's for Tee

Distance: 2.9 miles

Steepness: Very steep

Muddiness: Very Muddy

Start GPS: 53.868118, -1.719105



4: Who's for Tee

- ◆ The starting point is at the top of Old Hollings Hill, where it joins Park Road.
- ◆ With Old Hollings Hill behind you turn left and walk a short distance before the pavement runs out. Carefully cross Park Road and continue up the pavement to the junction. Here use the crossing to cross directly ahead then turn left and continue around to the right onto Hawksworth Lane.
- ◆ Continue along the pavement, crossing the entrance to Hillway while noticing the low drystone wall on the other side of the road. Where this runs out you need to cross the road and follow a signposted bridleway.

I wonder if it's legal to ride animals other than horses along bridleways. If so you could ride a giraffe on them, not that you should try as they don't like to be ridden.

- ◆ The bridleway is narrow and overgrown in places and all of it is muddy. Walk up it and through a metal gate (which is usually left open) onto Bradford Golf Club land. Continue ahead staying on the path to the left of the field.

Q1: Fact or Fiction? Golf is thought to have originated in 15th century Scotland, only back then the balls were made by filling empty egg shells with plaster.

- ◆ The path returns to being walled on either side and continues to the golf course where there is a short wooden barrier and a sign asking bridleway users to keep to the wall side. Continue ahead through some trees.
- ◆ After passing through a metal gate and reading the red warning sign, proceed to the surfaced path ahead. Cross the path back on to the grass and follow the ditch a few meters to where a wooden post indicates a footpath to the left.

4: Who's for Tee

Q2: The red warning sign states that Hollins Hall accepts no liability in relation to what?

- a) Any occurrence
- b) Many occurrences
- c) Any currants
- d) Currant bun fights

◆ Go through the gap in the drystone wall and walk until there is a gap in the wall to your left and another footpath post. Here look diagonally across the corner of the field to locate the next footpath post next to a gap in the wall before setting off. The post is often obscured by the tree next to it in summer.

◆ Go through the gap and follow the path down the left hand edge of the golf course, turning left at the next post and right at the one after. Continue staying close to the wall until you reach the surfaced path junction.

Q3: What does the sign at the junction say is to the right:

- a) 10th Tee
- b) 11th Tee
- c) Tea shop
- d) All the tea in China

◆ Continue ahead passing a bench and then turn left back on to the grass. Follow the wall to the next surfaced path and turn left through a metal gate next to a house.

◆ Follow this driveway around to the right, passing over a railway via the bridge and down to Hollins Hill.

Q4: Fact or Fiction? The railway bridge is called 'Thompson's'.

◆ Carefully cross Hollins Hill and continue ahead down the signposted bridleway. This path is Cunliffe Lane and eventually it becomes surfaced and houses appear. Cunliffe Lane soon exits onto Chapel Lane. Turn left onto Chapel Lane and continue to Esholt village.

4: Who's for Tee

◆ Here turn left up Station Road and continue until the bend in the road just after passing under the viaduct. Here cross Station Road and go up Old Hollings Hill. This steep country lane with no pavement will take you back to the start of the walk.

Q5: The 'via' part of the word viaduct is Latin for what?

- a) Road
- b) Railway
- c) Above
- d) It can't be Latin, the Romans didn't have trains

That last uphill slog always makes me wish there was an ice cream van at the top, as a lemonade ice lolly would be just the thing.

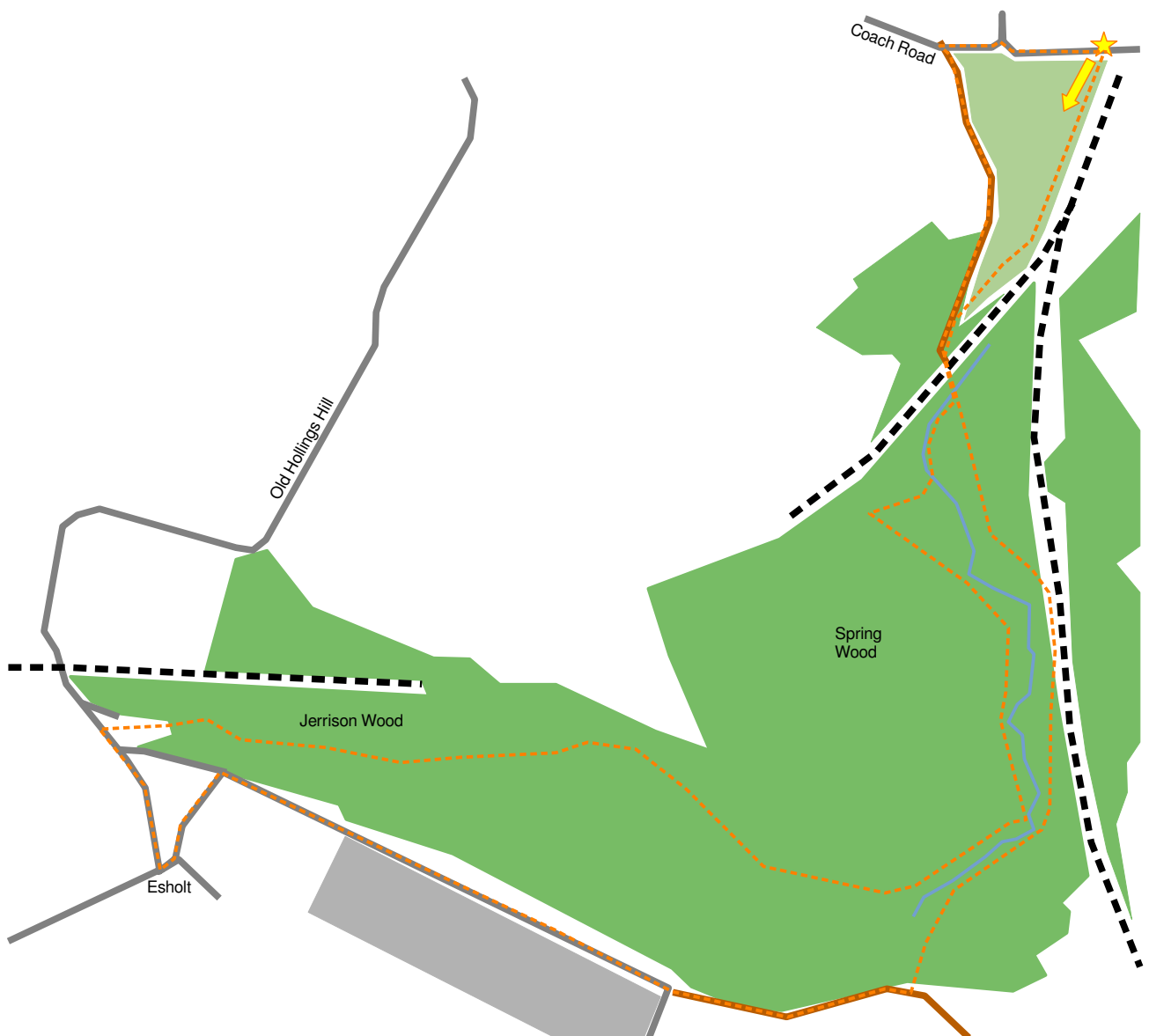
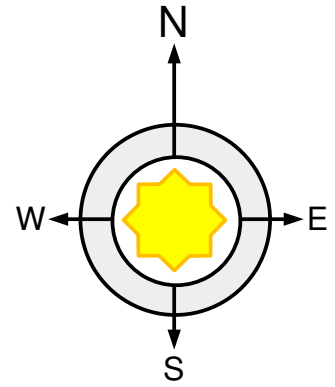
5: Trail of Two Woods

Distance: 3.0 miles

Steepness: Quite steep

Muddiness: Very muddy

Start GPS: 53.867194, -1.707776



5: Trail of Two Woods

◆ The starting point is at the end of Coach Road just before it reaches the bridge over the railway. There is a signpost here showing public footpaths in all four directions.

◆ Leave the road and take the muddy path down the left side of the field. Stay close to the fence-line and walk along it. Pass through a set of four unusual bollards that look like old pressure tanks and continue to a metal gate with a gap beside it.

◆ Through the gap turn left onto a poorly maintained bridleway which usually has water running down it. Continue ahead under the railway bridge and over Guiseley Beck, turning almost immediately right after the wall ends to enter Spring Wood through a gate-less gateway with a stile beside it.

◆ Follow the path close to the beck until you reach a wooden footbridge. Cross the bridge and turn slightly to the right to walk uphill on a broad stony path.

Q1: On the far side of the beck before the bridge a small stone tunnel allows what to pass under the railway embankment?

- a) Water
- b) Frogs
- c) Beavers
- d) Hobbits

◆ After only a short distance and before the path becomes steeper there is a clear stony path leading off to the left that you should take. From this point until you exit the woods you basically just keep going on this path for quite a long time, ignoring all other options, but to keep you on track I will list some of the things you will pass on the way.

◆ The early part of the path stays fairly close to the beck. You will pass a large pipeline crossing the beck. The remains of old stone buildings now almost covered in soil and trees. A low stone humpback bridge over the beck. A substantial bridge over the beck with a wall along one side – do not cross it – continue round to the right.

5: Trail of Two Woods

Q2: The stone building remains were once what?

- a) A mill and mill pond
- b) A granary
- c) A Roman fort
- d) Nothing. This is a naturally occurring rock formation.

◆ When you reach a fork in the path next to a broken and somewhat redundant wooden stile, bear right. Continue ahead ignoring any smaller paths to the side until you reach a sort of T-junction. Here turn left and soon you will pass through a gap in the stone wall into Jerrison Wood.

◆ Continue on the main path which while still stony in places is also very muddy in others. You will almost be out of the woods when you see houses to the left, and soon thereafter cross one wooden bridge over a stream and another over a muddy ditch.

◆ Ignore the kissing gate to the left and continue ahead, through another kissing gate. Here cross the car-park and down a surfaced sloping path with a black metal fence down its left side. At the bottom cross Station Road to the pavement and turn left down it.

Station Road is home to a Farm Park where I am sure I once saw an emu, but having not seen it since I suppose it could have been a ghost emu or a very large goose.

◆ You will soon be in Esholt village. At the bottom of Station Road cross the road to your left towards the Woolpack pub, but before reaching it turn left again up Pullan Lane.

Q3: Fact or Fiction? The Woolpack pub was once used in the soap opera Emmerdale Farm where it was called the Woolpack. At the time the real pub was called the Commercial Inn, but later changed it to be the same as the fictional one. Emmerdale is no longer filmed there.

◆ At the top of Pullan Lane turn right on to a private road. You will soon see a Yorkshire Water sign saying 'Private Road No Access' but the road is also a public bridleway, so continue ahead all the way to the end.

5: Trail of Two Woods

Q4: What animals are drivers warned might be on the road ahead?

- a) Deer
- b) Ducks
- c) Humans
- d) None, animals can't drive

◆ Here the road turns right into the Yorkshire Water site, so instead continue ahead to the side of a locked metal barrier and on to a path that is always muddy and sometimes under water.

Q5: Fact or Fiction? Yorkshire water is famously some of the wettest water known to man, making it much sought after for both drinking and washing.

◆ Follow this path until you pass a large metal pipe that bends and goes underground. Turn left and follow the path through some gate-less gateposts back into Spring Wood.

For some reason whenever passing this spot I am reminded of the 1980's arcade game Mario Bros.

◆ Now on the other side of Guiseley Beck, follow the broad path ahead all the way back to the railway bridge you passed under earlier. Go under it again and walk up the rocky track ahead instead of retracing your steps through the field.

◆ At the top the path exits onto Coach Road, here turn right and walk along it back to the start of the walk.

You know I often spend the last ten minutes of this walk just dreaming about the cheese toastie I'll have when I get back in.

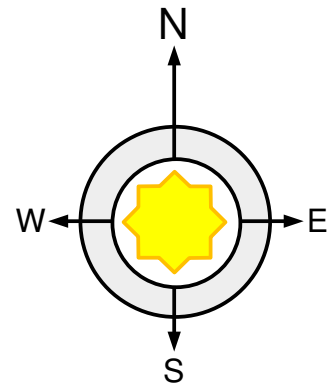
6: Under the Tracks

Distance: 3.0 miles

Steepness: Quite steep

Muddiness: Very Muddy

Start GPS: 53.857543, -1.687944



6: Under the Tracks

◆ The starting point is at the metal barrier and kissing gate on the bend in Parkland View, that gives access to the Engine Fields.

◆ With the gate behind you, set off down Parkland View and shortly turn right onto Henshaw Lane. Continue down Henshaw Lane, crossing the entrance to Church Street. When you reach Gill Lane turn right down it and continue to the junction.

◆ Cross straight ahead at the traffic lights and continue down Gill Lane on the right-hand pavement. Staying on Gill Lane, the pavement will run out, but continue on the road to a junction.

Q1: If you turned left at this junction, what road would you be on?

- a) Warm Lane
- b) Cold Road
- c) Tepid Avenue
- d) The road to nowhere

◆ Turn right onto what is still Gill Lane and walk down the pavement past some cottages to a confusing junction where street signs suggest Gill Lane continues both ahead and to the right. Go ahead past road signs warning of a dead end, to walk down a single track lane with no pavement.

◆ Staying on the surfaced lane you will pass under a railway bridge and then around a sturdy metal gate into a wooded area. The path here was once surfaced but has not been maintained and eventually gives way to mud.

Q2: Fact or Fiction? You have just passed under a single track section of the Wharfedale Line that runs between Ilkley and Leeds.

◆ Just after you reach an area surrounded by a metal fence, turn right up a broad path with woods and disused concrete structures along its right-hand edge.

On gloomy days this area makes me think it would be good as a setting for a movie. Perhaps a dystopian post stock market crash retelling of Robin Hood. Whereas on a sunny day it's rather nice.

6: Under the Tracks

◆ Continue along this track - which is often muddy with large puddles - until you reach a large metal pipe that disappears underground. Turn right just before the pipe to enter the woods between some gate-less gateposts.

◆ Stay on this broad track through the woods ignoring all side paths. Keeping Guiseley Beck to your left, keep going until you pass under another railway bridge.

Q3: The train line on the bridge here runs between?

- a) Ilkley and Bradford
- b) Leeds and Bradford
- c) Leeds and Carlisle
- d) A rock and a hard place

◆ Soon after the bridge there is a metal gate to the right, pass through a gap between it and a wall and enter a field. Cross the field via any muddy track and pass through a line of unusual low bollards.

Q4: How many low bollards are there?

- a) 4
- b) 6
- c) 9
- d) I tried counting, but I ran out of fingers

◆ Continue through this second field keeping close to the fence on the right-hand side. Exit the field onto Coach Road and turn immediately right to cross a bridge over the railway.

◆ Pass through the metal barrier at the far side of the bridge and go almost directly ahead to pass through a second metal barrier and onto Yeadon Cycleway.

Q5: Fact or Fiction? The cycleway was once the Yeadon branch of the Midland Railway that closed in 1964. In order to fit under the low bridges the trains were half-height and standing wasn't possible.

6: Under the Tracks

- ◆ Stay on the cycleway, passing through barriers on either side of Milner's Road.
- ◆ Keep going ahead under three low bridges and onto a metal gap barrier that brings you to the Engine Fields. Proceed ahead to exit at the barrier next to the kissing gate and you are back at the start of the walk.

Well that's it folks, the end of the last walk, which means it's time for cake, and if you have now completed all of the walks, I think you deserve one with a cherry on top.

End Notes

So there it is. My sanity saving pastime is complete. In a way I am almost sad that it is. It really has been an excellent distraction, and along the way

I have found new places and learned new skills. I hope you have found something within it that was of value to you. If you did, share it with your friends. If you didn't, then share it with your enemies. And if you think you can do better, then do better, and when you have, if you let me know, I'll cast a judgemental eye across it.

I also want to say a special thank-you to anyone who is actually reading this final page. I don't imagine many people bother to read all the way to the end. If I were you I'd treat myself to a slab of home made vanilla flapjack, made with the best Madagascan vanilla pod money can buy. But that's just me.

You can check for and download new versions here:

<http://walks.torpidvole.co.uk>

This is version 1.2