

13.6.04

GREAT OSWALDTWISTLE WALK

THE ROUTE FOR 21 MILES

From St. Marys parish centre Lock St. Oswaldtwistle GR 742277

Go up the street to the town hall and then turn **L** up Lord street pass the end of two streets and on the next junction turn **R** passing St. Paul's church on your left to reach The Heys Pub. Go down the left-hand side of this, passing a road, then turn **L** up Heron Way. (NOTE THAT THE 11 MILERS LEAVE AT THIS POINT). Once the tarmac has ended continue on the dirt track to reach a junction with another track. **R** then after about 40 yards **L** through a stile into a field. Head up the field bearing right to keep the fence on your left. Go over stile, cross a track to go over stile. Keeping the hedge on your left follow this, through a stile in a hedge ahead to a stile onto a track. **L** along track, passing houses on right, to a tarmac road. **R** up the hill to the footpath sign. **L** up the small steps to go through stile on the left. Keep the hedge on your right to go through a gap to stile. **R** through this, keep the fence on your left to stile onto track. **L**, through farmyard. **L** over stile by gate then **L** with barn on your left to go over stile next to telegraph pole, into field. Down the field to the brook. **R** and follow brook upstream (ignore footpath sign at the bridge) to go over stile in fence. Follow the path that bears away from the brook and uphill to a house. With the front of the house on your left, head through a gap between two large bushes. Continue to meet a fence on your right, over the small plank bridge to gate/stile in the corner. Through the stile and head towards the house. Through small gate (**do not turn L with the 15 milers but**) continue ahead with fence on your left. Over stile, cross on wood bridge and over stile next to gate. Head up the field to go between farm buildings, through two gates and onto the road. **L C.P.3 GR 752252**

Pass The Coach and Horses. At the farm gate **R**, crossing the road and through gate. Keep wall on your right to go over stile next to gate and pond. Continue ahead with wall on your right to go over stile. Fence on your left and then wall on your right to go over stile onto moor land. Bear **L** (about 45 degrees from the wall. Magnetic bearing 140 degrees) to reach stile and gate in fence. (**Note the 15 milers cross at this point**)

Do not go over stile but **L** to follow track with wall on your right. When they bear right follow it to go through gate. Follow the wall as it goes away from the track (do not go to the farm). to go through gate. Cross the track to go over stile ahead. Keep the fence on the left and go over stile next to gate. Keep the fence on your right to pass a house and onto track. Follow track over 2 cattle grids then **L** over stile onto path next to trees. across to go over stile. Keep wall and fence on your right. Over stone stile, fence on your right, continue over another stone stile and then a stone and wood stile next to each other. Keep wall on your right and over stile and go right downhill to go around a building on your left to a wall. **L** with wall on your right, through gate and along path and over stile. Pass the shed and keep

fence on your right. Ahead to go over stile and straight across the field to meet fence on your right. Keep on your right to fence ahead. Over and through stiles cross field and over stile to road. **R** down the road to junction. Cross road and **L** then **R** with factory on your left **C.P. 5 GR 780225**

Continue on the tarmac, ignore turning to right, to pass houses on your left. Through gate onto track and after 10 yards take the path on your **L** next to the stream. Keep stream on your left and go through 2 kissing gates and onto path to wooden bridge. Over bridge and take the **L** hand path. Continue ahead to go through kissing gate, over viaduct, through kissing gate and then take right hand path to go down steps. Continue ahead on track as if the wall was not at the bottom of the steps until you reach a road. **R** along road with river on your right, ignore the right turning over the river to continue ahead to road junction. **R** along the road passing the Bridge End pub and continue ahead ignoring the road on the right to reach road junction at The White Horse. Cross the road and go up the road by the side of the pub. After about 500 yards **L** along Dowry Head driveway and just before the cattle grid **R** onto path. Ignore all gates and stiles to either side and continue to you reach a gate. Through the gate onto Holcombe moor. Bear right on path with wall on your right. Eventually you reach a footpath post at a junction of paths and where the wall turns sharp right. Take the open track downhill going across 2 streams and reaching a ladder stile. Over this and along path to the left of the "bushes". Pass ruins to reach stile in fence next to wall. Over stile keeping wall on your left over 2 more stiles to house and onto a track. **L** along the track. Follow track over stile next to gate. Continue along track, passing a house and along concrete S-bend. After the next house ahead to **C.P.6 G.R. 771204**

Go over stile next to gate and then bear **L** across field to kissing gate. Through this and then **L** along track, to go through kissing gate next to gate. Keep wall then trees on your left to go through gate. Cross the field to and go over stile in fence **R** between fences and then **L** over stile in fence. Ahead with wall on right to go over 2 styles in fences and then **R** through kissing gate. Across to go over fence and then bear left to white markers to go over stile. Eventually when wall turns right over a brook keep the wall on your right. This will eventually take another sharp right but do not follow it but carry on the path to pass ruins on your right then wall, through gate way with wall still on your right. **CROSS THE GASS PIPELINE** keep wall on your right then through gate way and now wall on your left. Then through another gate way, wall on your right. Pass ruins, leave wall that turns right, and continue on right hand path, over three flattened walls and some ruins with a tree. Keep to the right hand path away from the 5 trees to reach stile in wall. Over this and follow track that bears left to reach track crossing the path. Take the right hand **PATH** to wooden post about 60 yards away. Continue on path, passing gully on your left and between wall and fence. Bare left on the path with new fence on your right. Go downhill over 2 stiles to path junction. Take sharp **L** onto stone slabs then rubble down hill. **L** at path and go either around or under the old track banking. Keep on this track, above the reservoirs on your right. Eventually you go through a kissing gate. Continue ahead ignore paths to your right and left to go down steps, over wooden bridge and up steps to go through kissing gate onto

path. R at path junction and L to go over the bridge. Up the steps and L to go through trees to go over another footbridge up the path to turn R by sign post no.6 and along the path to another R. W. post. L to wall, keep on right to gate post. R to fence. Keep fence and forest on your right At the stone gate posts bear right ignoring stile in fence on your left and with forest on your right, to go over stile next to gate. R with fence on your right through gap to ruins. Keep these on your right to reach track. L along the old road until you reach the ruins with 3 windows on your right. L for 20 yards with wall on your left. R across field to post, ahead to another post next to wall. R on track over gully then L with gully which fades out, on your left. Ahead on track and after it bends right then L at post. Up the field and over the stile to the road. Cross the road and over the stile, with trees on your right continue ahead to reach stile. Over this L with wall / fence on your left to reach stile next to gate. **C.P 5**

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R to the road, cross, then over stile. Keep the wall on your right to go over stile in fence, then keep the wall on your left, through gap in broken wall then down to go over stile to road. R on road for about 150 yards L over stile next to gate. R along track to some ruins. DO NOT FOLLOW THE TRACK LEFT but continue passing the ruins on your left. Then head for the trees on the far hillside. (On the first small valley go down to the tree on your left. Keep the trees and fence on your left. On the next small valley go over stone slab over the brook and bare right up to stile in fence. Over this and then up through the trees) to reach track. R along track to go over a stile. L along track to reach the road at Belthorn. Continue down the road to **C.P.8 GR 716248** The Dog Inn.

Continue down the road and R at the footpath sign through a white steel gate, through the farmyard and two more steel gates. After 20 yards R over stile on a stone wall. L with wall on left through stile onto the road. L along the pavement. Where this ends R crossing the road to stile. Through this. Keep the wall on your left to go through gap in the fence and two gaps in walls. Immediately after the second gap L Keep wall on left to go through gate. Continue along track (fence on right), to go through gate onto fenced track. Under power lines, through gate into farmyard. With farmhouse on your left, R, in front of a garage to go through stile into a field. (NOTE. If following this on a map please keep to this description, to the road, as the field boundaries have changed). Keep wall on your left to go over stile in wall ahead. Bare right to stile in corner of field next to the m-way bridge. Over this to road. L crossing the bridge. (NOTE the next section may not be shown on the map). R through kissing gate, along gravel path, passing man made ponds. Pass the industrial units on your left, (You are now back on a footpath on the map), then look for footpath on your right. R to go over small brook, on stones, and up fenced path to reach dirt road.

Continue ahead to reach road. **C.P.9 GR 714272**

R along the road and over the m-way. Immediately L at footpath sign down the steps and through gate. R passing buildings on your right and onto fenced track. Once path changes into rubble track ignore all paths to your left and right passing through small steel gate (works on right) through wooden gate onto road. L at junction to main road. Cross the road R then L (Ward Avenue). To the end then R along path with trees on left and houses on the right to a street. L down the street when houses finish on your right turn R down the road onto path with railings on your right and playing fields both sides, to the road. Cross this onto track and then R down path to path junction. R with wall on your left to pass kissing gate on your left and go over the brook. Keep the brook on your left as track forks take the left up hill to the road. cross the road and up lord street, take your first left and back to the club.