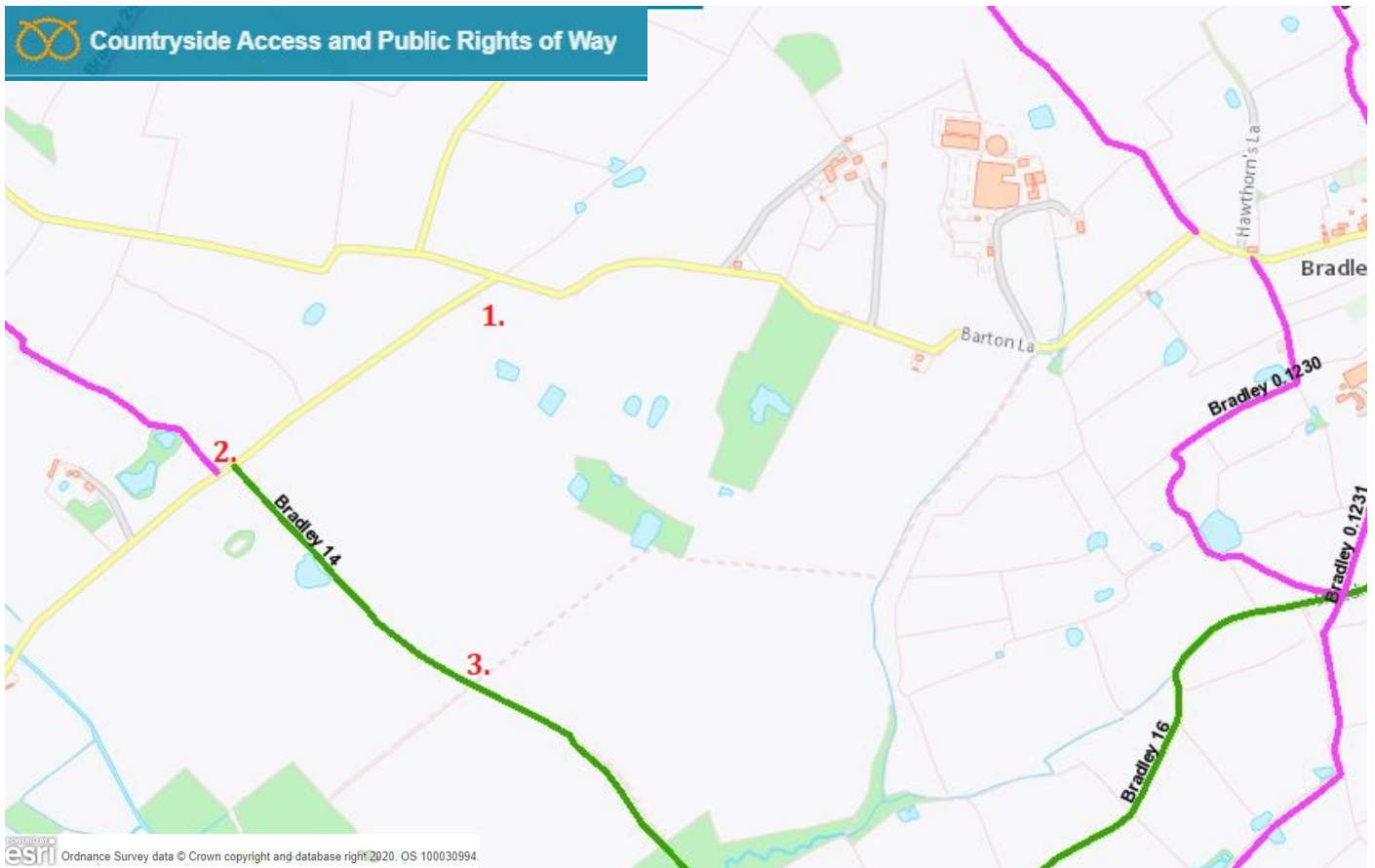


Walk 5

1. Staffs County Council map of area relating to this walk.



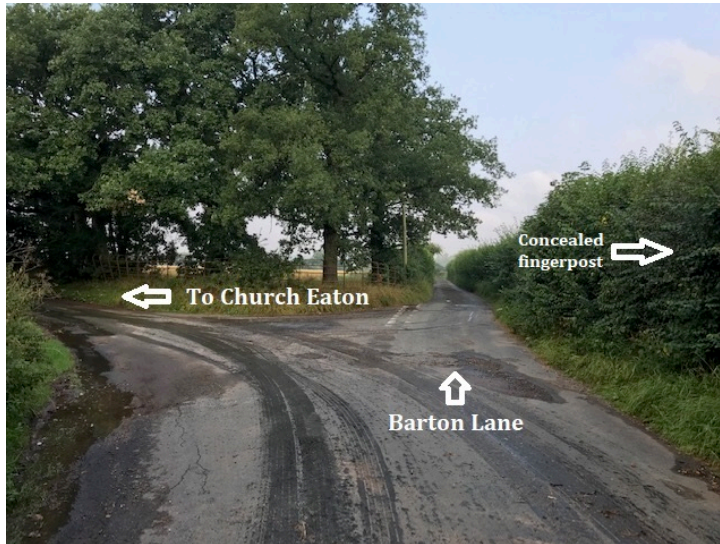
2. The relevant Google Earth image on which is superimposed the outline of this walk.



This walk incorporates part of Walk 1. It is mainly on the flat except for an upward slope at the top of Barton Lane. There are no stiles and most of it lies either on the road or along a trackway, the majority of which has a hard surface. It is about $2^{1/2}$ miles long and takes roughly 1 hour.

Note: Walkers should be aware of traffic down Barton Lane, which can be quite busy at times with both cars and farm vehicles. It is also lies on a bus route.

Like Walk 1, this walk begins at the top of Barton Lane – opposite to the Red Lion pub. It then follows Barton Lane until it reaches a turn off to the left towards Church Eaton, as shown in photograph no.1 (below, taken on or about 13/08/20):



1.

There is a fingerpost pointing to Church Eaton but, unfortunately, it was obscured by foliage. In addition, there is no visible road sign for Church Eaton Road.

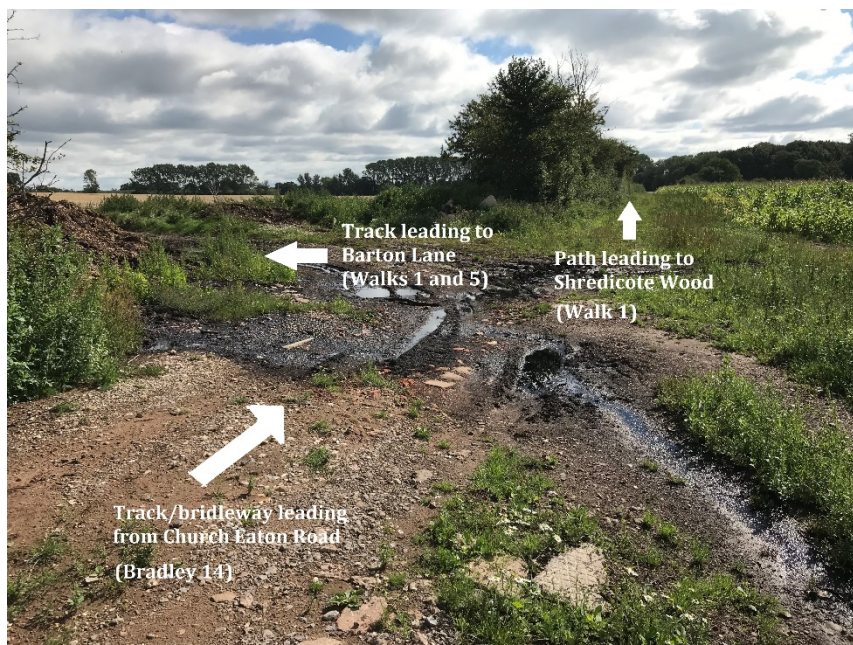
The walk continues towards Church Eaton until it reaches a (partly concealed) fingerpost signing a track or bridleway. See photograph no.2 (below, taken on or about 13/08/20):



2.

The walk then takes this left-hand turn on to the bridleway, which is marked as Bradley 14 on both the Staffs County Council map and the Google Earth image above.

The walk follows this bridleway until it comes to a junction with another track. See photograph no.3 (below, taken on or about 1/09/20). This portion of the trackway is liable to be very muddy in wet weather:



This photograph depicts the same junction as that shown in photograph no.2 in Walk 1, but it is taken from different direction. Walk 5 takes a left turn here and follows the trackway back to Barton Lane*.

When the junction with Barton Lane is reached a right turn takes the walker back to the Red Lion pub.

* For those who wish to have a slightly longer walk there is the option of leaving Walk 5 here to join Walk 1. This adjustment would add about 20 minutes to the overall time of the walk.