

Stage 6 – 50m/50k/Relay Dale to Breaston (Finish) 5.3 miles

1. Leave the **CARPENTERS ARMS E** along the footpath on the **L** of **MOOR LANE**, keeping to the **L** of the road when the footpath finishes. At the **right hand** bend continue straight ahead, cross the small ford and when the tarmac turns **L** continue straight ahead up the track. Cross the field by the path leading to the broken stile and turn **R** when you reach the farm track.

2. Follow the track using two stiles by gates. At the house (usually 2 dogs barking on the wall) turn **L** along the path around the edge of the fishing pond. Head diagonally across the field, just to the right of the single big tree aiming for the gate and stile just to the **R** of the old spoil heap (**DN**). Keep to the **L** of the field for **0.2m** until a crossing path turns right

3. Cross three stiles (second is metal) then diagonally **R** up hill to a fourth. Aim diagonally **L** on path to stile at top corner of **left hand** fence. Follow path with hedge on **R** through 2 fields, pass a children's playground. **DO NOT** go through the kissing gate by the gate straight ahead, but take the path 20 yards before it **R** through the green metal kissing gate (**DN**) that is somewhat hidden in the **right hand** hedge. Continue down to **DALE ROAD**.

4. Turn left for 20 yards, cross carefully and take tarmac path by signpost (**DN**) through metal kissing gate. Continue up hill through 3 fields to emerge on **NO MAN'S LANE**. Turn **L** down the road for 100 yards then take stile on **R** by signpost and a small dirt lay-by. Follow path through 3 fields to a stile in the hedge, emerging onto the golf course drive.

5. Follow the drive **L** for 10 yards, and then take the path going **R** across a grass/dirt area past old machinery to a hand-written footpath sign and missing stile. Follow the white posts diagonally across a grassy area to the golf course. **PLEASE LOOK OUT FOR GOLFBALLS.**

Follow the posts to a footbridge in the hedge (**DN**), and then continue straight down with the ditch and intermittent trees on your **R**. At the copse ignore path over footbridge to **R** and continue straight ahead on the wide track between trees, meeting

a footbridge after the path turns **half left (A)**. Turn **R and go** around the back of the green, to a footbridge and new wooden gate in the far corner. Follow the path uphill with the hedge on your **L**, pass **THE NOOK** house (ignoring path **L** just before it), pass through another new wooden gate and go down the rough drive (**DN sign post**) straight ahead to emerge on Derby Road.

6. Carefully cross the road, taking the cemented farm drive in front of you, slightly to the **R (DN)**. Follow this drive to the bridge over the **A52**, turning **L** immediately at the end of the bridge along a path under trees. It turns **R** then follows the **left hand** hedge over half a dozen stiles (or where they were) to emerge on a path between the hedge and a hedge/fence.

7. Carry onto the road and turn right onto **LONGMOOR LANE**. Cross to pavement and carry on to the park railings and through the gate to the **FINISH**.

And rest...Congrats you made it!