

Stage 6 – 50m/Relay Dale to Breaston (Finish) 5.4 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 middle track. Cross the field by the path leading to the stile and turn **R** when you reach the farm track.

2. Follow the track using two stiles by gates. At the farm house 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 (**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 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 uphill 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** following the marked path and further on a **DN** marker. Follow the white posts diagonally across a grassy area to the old golf course.

Follow the posts to a footbridge in the hedge (**DN**), and then continue straight down with the ditch and intermittent trees on your **R**. Cross a small bridge to continue ahead with stream on your right. Continue straight, ignore path over footbridge to **R** and continue straight ahead on the wide track between trees, meeting a footbridge Turn **R and go** around the back of the old 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. Turn right before the metal gate onto **LONGMOOR LANE road**. **Do not cross the road**, the DN signposted right along a wooded area through a series of horse fields and gates emerging onto a tarmac path past metal fencing onto an old open tarmacked carpark. Continue until get to the road with The Navigation pub in right, turn immediately left and left again onto Longmoor road. Crossing the road to right pavement and carry on to the park railings and through the gate to the **FINISH**. Marshals will be at these two points The Pub and crossing to finish for support.

And rest...Congrats you made it!