Direction	Where you <i>might</i> find clues
Section 1 starts at the phone box at the start of Tape Lane	
Walk down Tape Lane, <u>passing</u> a cul-de-sac on the left (as the lane narrows) and continue all the way to the end.	Anywhere
At the T junction at the end of Tape Lane, cross over School Road, turn right and walk along the pavement on the left hand side of School Road until you reach the car park for the Village Hall on your left (opposite Sawpit Road on your right).	All clues are clearly visible from the left hand side of the road (but not on the road) or the Village hall's car park.
Backtrack up School Road a little until you are opposite the pavement which starts on the other side of School Road. Cross over and follow this pavement down the right hand side of Sawpit Road until the pavement ends. When the pavement runs out, continue walking along the right hand side to the end of Sawpit Road.	All clues are clearly visible from the right hand side of the road (but not on the road).
At the end of Sawpit Road, carefully cross over to the far side of the main road (B3030), go through the gate and over the wooden bridge. Turn left and follow Howard's Way to the end. Follow the pavement beside the road until you reach the bend. Enter the public footpath on the right (between the two chevron signs) just as the road bends to the left.	Anywhere visible from the path.
Follow the public footpath and along the well defined path (which has quite a few right angle bends) until you reach a fork in the path, just after a gatepost.	Anywhere visible from the path
Take the right hand fork to follow the path until you reach a stile. You might see rabbits in the field. Go over the stile and follow the path along the left side of the field until you reach a gate.	Anywhere visible from the path
Section 1 ends when you reach the swing gate.	
Make your way to nearby Sandford Lane, through the car park or via the footpath to start Section 2.	
You might want to visit the <b>Dinton Pastures Activity Centre</b> for refreshments. The centre access road is diagonally opposite the car park entrance.	

<u>Please Note</u>: This section passes through a church graveyard. <u>Please</u> be considerate towards any other people who are in there for more sombre reasons - try not to get too excited if you happen to spot something while you are within the Church grounds.

Section 2 starts when you reach Sandford Lane. Furn left to walk up Sandford Lane, staying on the left hand side until you each the road on the right with "No Entry" signs. Cross over Sandford Lane and then follow this road through the "No Entry" signs and staying on the left hand side of the road until you reach	All clues are clearly visible from the left hand side of the road (but not on the road). No clues here so that you can
each the road on the right with "No Entry" signs. Cross over Sandford Lane and then follow this road through the "No	the left hand side of the road (but not on the road).
-	No clues here so that you can
Entry" signs and staying on the left hand side of the road until you reach the junction with the main road (B3030 Davis Street). Carefully cross over this main road to the island opposite (which is in the middle of Dunt Lane).	concentrate on the traffic.
Valk up Dunt Lane for a few metres until you see a gate in the hedge on our left (public footpath) before the overhead cable.	Anywhere
Go through the gate into the field (usually containing livestock along with heir many droppings!) and follow the fence on the right until you reach he first corner. Then head diagonally left towards the gate in the hedge.	<u>No</u> clues are located in this field - I'll let you concentrate on where you are stepping.
Through the gate and over a very short footbridge. Walk up the lane facing you straight ahead past the farm buildings on your right for about 100 netres until you reach a farm track on your left, indicated by a Public Footpath sign.	g Anywhere
Curn left down this track. Go through the swing gate to the left of the main gate and continue to another gate with a swing gate to the right. Go hrough the swing gate. Head up the well-defined path, aiming towards the eff end of the single story almshouses. You may also see the flagpole of the church tower above the trees. Once across the field you will reach the public footpath sign (pointing back the way you came) at the fence on the other side of the field. Go through the gate and along the short stretch of pootpath to the next gate.	
So through the gate, turn right and walk up the road for a short distance, taying on the right hand side of the road until you are directly opposite he Church entrance.	All clues are clearly visible from the right hand side of the road (but not on the road).
Cross the road to enter the Church grounds. Follow the gravel path owards the Church door and then turn left to follow the path clockwise round the outside of the building. The path branches to the right, when you are about half way around the church, but you should go straight on to valk away from the church along a grassy path. This path bends to the left after the shed on your right) and then to the right (when you reach the pench on your left). When you reach the bench you should double-back and make your way to <b>The Castle Inn</b> which is clearly visible across the oad from the churchyard.	While you are inside the Church grounds, all clues are visible from the described path. You do not need to stray from this path or walk over or between any of the graves.
Section 2 ends when you reach The Castle.	

Direction	Where you <i>might</i> find clues
Section 3 starts once you have left The Castle.	
Turn right out of the pub taking great care to watch for traffic as you pass around the end of the building. Follow the right hand side of the road around the left bend and down the hill until you reach the cross-roads. Be extra careful on this part of the route. Many people feel safer crossing the road near the 30mph signs to get better visibility of traffic coming around the bend.	No clues here so that you can concentrate on the traffic.
Turn right, at the cross-roads, into Orchard Road and walk along it. Pass the house on your left (Willowmead) and the field on your left until you reach a wide wooden gate on the left which leads into this field (public footpath).	Anywhere
Go through the swing gate to cross the field (usually containing a horse and his droppings). Head straight across the field towards the swing gate on the other side, keeping the fence on your right. Pass through the gate and follow the path which skirts around the school playing field.	Anywhere visible from the path
Turn right onto the pavement of School Road. Walk along the pavement on the right hand side until the pavement runs out.	All clues are clearly visible from the right hand side of the road (but not on the road).
Cross over School Road and continue walking along the pavement on the left hand side until you reach the end of the road (by the village pond).	All clues are clearly visible from the left hand side of the road (but not on the road).
At the T junction (with the A321) carefully cross over to the far side of the main road and turn left. Walk along the pavement on the right hand side and cross Hinton Road via the traffic island.	All clues are clearly visible from the right hand side of the road (but not on the road).
Turn right and walk down the path on the left hand side of Hinton Road as far as the <b>Green Man</b> where you may want to take a break for refreshments.	All clues are clearly visible from the left hand side of the road (but not on the road).
Return back up Hinton Road to the A321 Wards Cross. Turn right and walk a short distance along the path until you are opposite the first shop, <b>Hurst Village Stores</b> , where drinks and snacks may be purchased.	All clues are clearly visible from the right hand side of the road (but not on the road).
Continue walking in the same direction along the A321 Wards Cross, but now you will need to cover both sides of the road until you reach Tape Lane on your left - take care whenever you cross this busy Village High Street.	Clues can be found on either side of the main road (but not on it).
Continue in the same direction but now stay on the pavement on the right hand side of the road until you reach Hogmoor Lane on your right.	All clues are clearly visible from the right hand side of the road (but not on the road).
Section 3 ends when you reach the corner of Hogmoor Lane on your right.	

**Note:** This section is a loop, approximately a mile long, which finishes at the other side of the staggered cross-roads (on the corner of Tape Lane).

Direction	Where you <i>might</i> find clues
Section 4 starts as you turn right up Hogmoor Lane.	
Walk up Hogmoor Lane until you reach a public footpath on the left just before the road bends sharply to the left. Follow footpath keeping the hedge on your right which runs parallel to the road. At the end of the hedge, do not follow the path around to the left, but rejoin Hogmoor Lane and turn left. Continue approximately 100m until you reach a grassy lane (a continuation of Hogmoor Lane) as Poplar Lane bends off to the right.	Anywhere
Go straight on up this grassy lane (Hogmoor Lane) until you reach a signed public footpath over a narrow wooden footbridge on your left.	Anywhere
Cross the footbridge and the stile into a field (containing some horses and ponies along with their droppings) and turn right to follow the path keeping the hedge and fence on your right. When you reach the corner of the field cross a slightly awkward stile into the next field and continue following the path with the hedges/trees on your right until you reach the corner of the field.	Anywhere visible from the path
Join the main road (A321 / Broadwater Lane). Turn left and walk along the pavement on the left hand side of the road until you are opposite the entrance to <b>Elephant &amp; Castle</b> . It is probably time for a refreshment break (take care crossing this busy road) – after which you should return to the footpath side of the A321.	All clues are clearly visible from the left hand side of the road.
Continue along the left hand side of the A321 you reach a narrow, unnamed road which doubles back on the right.	All clues are clearly visible from the left hand side of the road.
Take care crossing the A321 and turn sharp right to walk down this short, narrow road to its end.	Anywhere
Turn left at the end of the road and walk along the narrow pavement on the left hand side of the road (B3030) until you reach a road on your left (Whistley Green).	All clues are clearly visible from the left hand side of the road (but not on the road).
Turn left and walk up Whistley Green to its end.	Anywhere
Turn right and walk along the pavement on the right hand side of the main A321 passing Hogmoor Lane on your left until you reach Tape Lane on your right.	All clues are clearly visible from the right hand side of the road (but not on the road).
Section 4 (and the Treasure hunt) finishes when you reach the corner of Tape Lane.	