



GREAT STAUGHTON WALKS ST NEOTS

WALKS KEY



Green walks are accessible for push chairs and wheelchairs. Unless found in the Short Walks section, walks last approximately 60 minutes.



Moderate walks last 30 to 60 minutes over 2 to 3 miles. Mixture of pathways and grass tracks. May include stiles or kissing gates. Not suitable for wheelchairs or buggies.



Moderate walks with the option of a shorter easier route if desired. Mixture of pathways and grass tracks. May include stiles or kissing gates. Not suitable for wheelchairs or buggies.



Advanced walks last 60 to 90 minutes over 3 to 4 miles. Mixture of pathways and grass tracks. May include stiles or kissing gates. Not suitable for new walkers, wheelchairs or buggies.



Advanced walks with the option of a short/moderate route if desired. Mixture of pathways and grass tracks. May include stiles or kissing gates. Not suitable for wheelchairs or buggies.

The Dillington Stroll

Meeting Point: Great Staughton Village Hall Car Park, Great Staughton, PE19 5DG

Time: 60 minutes

Grade: Orange

Significant hazards to be aware of: Mud, Road/Street Crossings, Light Traffic

	Route Instructions	Hazard
1.	Turn right out of car park onto Green Lane and proceed to the zebra crossing	Road/Street Crossings
2.	Cross the road, turn right then left into Green Close and continue to the path at the end of Green Close emerging at Beachampsted Road. Turn right and cross to the LHS	
3.	Proceed to and into Moory Croft Close. Within yards cross into the cul de sac opposite, keep to the LHS and turn left onto a path between a fence and a chalet bungalow	
4.	Go through the hedge gap and follow the Public Footpath ahead, cross wooden footbridge and turn left. Follow the path round the field to a wooden bridge in the far corner	Mud
5.	Cross the bridge, turn left and follow the path round this field until reaching the end of a garden fence on the LHS, turn left and cross the grass onto Cage Lane. Turn right.	
6.	Follow Cage Lane in an approximate semi-circle for around three quarters of a mile till reaching a Public Footpath signpost on the RHS ***There is no footpath on Cage Lane but there are grass verges on both sides	Light Traffic
7.	Take the path to and cross the wooden bridge on the LHS then almost immediately turn right and cross another small footbridge to the next field. Follow the path to the corner of the field, turn right into the trees and cross the wooden bridge Note the "Private" and "Permissive" signs. The path crosses a private garden, in doing so please keep strictly to the LHS of the garden alongside the stream.	Mud
8.	Go through the gate at the end of the garden (rear leader to make sure the gate is securely closed behind us), follow the path to and through the pair of gates to the road, The Green	

9.	On reaching The Green turn left, proceed on the footpath to the car park/The Snooty Tavern ***The Junction of The Green, Green Lane and Kimbolton Road can be busy – cross with care	Road Crossing
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Great Staughton Meadows

Meeting Point: Great Staughton Village Hall, The Green, Great Staughton PE19 5DG

Time: 60 mins

Grade: Orange

Significant hazards to be aware of: Mud, Livestock, Road/Street Crossings

	Route Instructions	Hazard	
1.	Leave the car park via the Public Footpath at the rear left	The whole of this section of the walk is on grass & Public Footpaths so Mud can be a potential hazard	
2.	Follow the path directly ahead to the top of field keeping the trees on the LHS and bear right, continuing to follow the path with the tree line on the LHS		
3.	Proceed to and through the opening in the tree line and follow the path with the Rive Kym and the tree line on the LHS		
4.	Go through the first break in this tree line and follow the path for 50 yards or so before turning left across a small wooden bridge		
5.	Proceed diagonally across the field towards this bridge		Livestock at times
6.	Cross the bridge and immediately turn right. At the opening into the next field turn left and proceed to the end of the hedge on the left		
7.	Turn left at the end of the hedge and head for the church in the distance		
8.	On reaching a pair of large metal gates go through the small gate on left into the field. Rear leader to ensure the gate is securely closed behind us, particularly when livestock present		
9.	Cross the meadow to the far-right corner. Follow the footpath marked to the left of the barred gate, on to another barred gate then down the track to the road towards the church	Road Crossings	
10.	Cross the road onto the footpath, turn left and cross the bridge then re-cross the road onto the footpath on Causeway towards the village		
11.	Turn left in Causeway Close, take the Public Footpath on RHS corner, turn right immediately to the road ahead, cross at the zebra crossing and turn left		
12.	Proceed to and turn right into Beachampstead Road. Cross the road, and immediately before Lye Close, turn left onto a tarmac path between the houses		

13.	Go through the small gate ahead and cross the footbridge in the hedge gap. Stay on the LHS of the field, bear left at the corner to a grass path into the trees. Note "Private" and "Permissive" signs. The path crosses a private garden, in doing so please keep strictly to the LHS of the garden alongside the stream. Cross the footbridge into the garden	Mud
14.	Go through the gate at the end of the garden (rear leader to ensure the gate is securely fastened behind us), follow the path to and through the pair of gates to the road, The Green	
15.	On reaching The Green, turn left, proceed on the footpath to the car park/The Snooty Tavern. ***The Junction of The Green, Green Lane and Kimbolton Road can be busy – cross with care	Road Crossing

Kymside Saunter – Great Staughton

Meeting Point: Great Staughton Village Hall, The Green, Great Staughton, PE19 5DG

Time: 60 mins

Grade: Orange

Significant hazards to be aware of: Road/Street Crossings, Mud

	Route Instructions	Hazard
1.	Leave car park via the Public Footpath with the tree line on the LHS	
2.	The path splits shortly after passing the first tree line. Take the path to the left and proceed directly ahead on the RHS of the field till reaching the road, Causeway	Mud
3.	Turn left onto Causeway and proceed past the school. Cross the end of Causeway Close then cross Causeway to the old schoolhouse. Turn left, follow the footpath, and turn right onto the shingle footpath opposite the Sundial	Road Crossings
4.	On reaching the entrance to Long acre Farm take the grass track immediately to the right. Pass through the kissing gate and follow the grass path to and through the next gate	The whole of this part of the walk is on grass & public footpaths, so can be muddy in bad weather
5.	Take the grass path directly ahead then pass through the next gate and follow the path with the stream on the RHS	
6.	Continue to the bridge, cross the stream, and turn left. Follow the path with the stream on the LHS till reaching a small 'clearing' just beyond the field corner. Take the path bearing left, still with the stream on the LHS.	
7.	Follow the winding path through the field, crossing a small stream into the next field and till reaching the corner of the field. Follow the path as it turns right and then turn left some 25 yards ahead, into the trees and through to The Highway	
8.	Turn left and cross the bridge then cross The Highway towards Victoria Cottage. Turn left and proceed to and turn right into Cage Lane	Road Crossing
9.	Follow Cage Lane to the Public Footpath sign on LHS. Turn left onto the path and proceed to a wooden bridge on the LHS	No footpath in latter part of lane

10.	Cross the bridge and follow the path directly ahead towards the houses opposite. Take the footpath left between the houses into Moory Croft Close. Turn right on reaching the close then left onto Beachampsted Road	Street Crossings
11.	Follow Beachampsted Road through to The Green. Turn right and proceed to the car park/The Snooty Tavern ***The junction of The Green, Kimbolton Road and Green Lane can be busy- cross with care	Road Crossing

The Offord's Walk

Meeting Point: The Offord Shoe, 90 High Street, Offord Darcy PE19 5RH

Time: 50 – 60 minutes

Grade: Orange

Significant hazards to be aware of: Mud, Road Crossings

	Route Instructions	Hazard	
1.	Leave the car park via gate at left rear, turn left, proceed to and through gate on left onto Meadow Lane. Bear right onto High Street and proceed to road crossing point.	Mud	
2.	Cross High Street and turn right. Cross Graveley Road and bear right onto High Street.		
3.	Follow High Street to and cross Pippin Close. Immediately turn left onto the Public Footpath. Continue to end of the footpath and turn left onto Bramley Drive. Cross the road, turn left and proceed to the first section of Apple Close.		
4.	Proceed to the cul de sac and take the tarmac on the right down to the second section of Apple Close. Bear left and follow the road to and turn left onto Bramley Drive.		
5.	Proceed to and cross Graveley Road, turn left and proceed to High Street. Turn right then cross High Street at the road crossing point.		
6.	Turn right and follow High Street to the roundabout. Cross into Park Way.		
7.	Follow Park Way to and turn left onto New Road then proceed down to High Street.		
8.	Continue along High Street until reaching a grey/black wooden building at a traffic calming point. Cross the road, turn left and proceed to and turn right onto Station Lane.		Road Crossings
9.	Cross Station Lane, turn right and proceed to the railway crossing. Do not cross. Go through the gate on the left and follow the signed Public Footpath.		
10.	Follow the track through to the Church. Pass the Church and follow the gravel path out of the Church grounds and up to High Street.		

11.	Turn right onto High Street and proceed past the village hall to and through the gate on the right onto the Public Footpath.	
12.	Follow the Footpath, go through the next gate into the field and turn left.	Mud
13.	Proceed to and cross the wooden bridge into Millennium Green.	
14.	Take the track to the right towards the first children's play area then bear left and follow the track towards and past the 2nd play area.	
15.	Continue to follow the path around the Green back to the wooden gate on the right at the rear of The Horseshoe. Go through the gate then left through the fence into the car park.	