



Walk Description

Title: Fineshade Woods - Kings Cliffe

Map: OS Explorer 224

Distance: 9 Miles

Ascent: 560ft

Start: Fineshade Woods Car Park - Top Lodge – Fineshade - Corby - NN17 3BB –
MapRef SP 97821 98351 (Car Parking Charge)

- 1) Exit from the car park and turn RIGHT – Walk a few metres to the access road and turn RIGHT on to the access road – Walk over the disused railway and turn LEFT at a waymarked footpath – Cross straight across the field towards some woods – Walk through the woods into a rough pasture field with **Fineshade Abbey** on your right – Continue in the same direction to a fence – Bear left with the fence on your right and at the corner of the field bear RIGHT into another rough pasture field – Keep a fence on your left and walk to the corner of the field – Enter into the next field and look for a stile on your left – Cross over into the field to a track follow the track downhill to a bridge over a brook. (¾ Mile)
- 2) Do not cross the bridge but continue to a gate – Go through the gate and bear right to the corner of the woods in front of you – On reaching the woods turn slightly left and walk up hill towards a corner of a hedge and a stile in a fence – Cross into the next field and keeping close to the hedge on the right of the field walk around the edge (**The OS Map shows the path crossing the field but the path on the ground goes around the field**) - At a large gap in the hedge turn RIGHT and enter into a rough pasture field – Bear left in a 10 o'clock direction across the field heading for the far left hand corner – On reaching a hedge turn LEFT and walk past a gap on the right and the end of a hedge – Turn RIGHT and walk with the hedge on your right – Walk through an arable then a rough pasture field – Go through a hedge into a pasture field – Head slightly left and walk across the field to a road - Continue on the road passing **Blatherwycke Farm** on the left and walk into **Blatherwycke**. (1¾ Miles)
- 3) The road bears to the left and passes some cottages on the right – Cross over the bridge and pass the access road to the (demolished) *Bratherwycke Hall* on the left - Continue on the road to where it bears right – Turn LEFT on to an access track (Waymarked footpath) - Ignore a track on the right and continue on the track to a cross roads – Cross over and walk with a woods on your left until you reach **Blatherwycke Lake** on the left – Follow the track to some trees here bear right and continue on the track to a footpath on the left – Turn LEFT and go through the hedge – Turn immediately RIGHT and with the hedge on your right walk to where the hedge turns right – Head straight across the arable field to Alders Farm. (3½ Miles) **Please note: From point 3 the path on the ground often deviates from the line shown on the OS Map.**
- 4) On reaching a farm track continue straight on – Ignore the farms access road to the left and walk past the farm buildings on the right – Pass between a fence on the left and a building on the right – Go on towards an arable field – Keep close to the fence on your left and walk to **Willow Brook** on your left. Turn RIGHT and walk with **Willow Brook** on the left for ½ mile – Look for a bridge over the brook on the LEFT – Cross over at follow the path across the pasture field in a 2 o'clock direction to a stile over a fence – Walk alongside a hedge on your left – On reaching the corner of the field bear LEFT through a gap and walk across the next field with the hedge on

your right – Walk past some allotments on the left to a road. Cross over and walk on the road into **Kings Cliffe** and a T junction – Turn RIGHT and walk past **Kings Cliffe Village Hall** on the left – Continue on the road until it changes into a footpath – Follow the path to the church and a road. (4¾ Miles)

- 5) Turn LEFT and walk to a cross roads – Turn LEFT into **West Street** and walk through **Kings Cliffe** to a junction with **Wood Road** – Turn LEFT then RIGHT into **Wood Lane** – Walk past some houses on the right – The road turns into a track and crosses a disused railway – The track bears left and passes a building on the right – Turn RIGHT on to a track (bridleway) and enter **Hollow Wood** – Walk past a house on the right and continue on through the woods until you join a hardened track – Turn RIGHT on to the track and walk to a clearing where the track bears left – Continue straight on to a grass track which after a few metres bear right with the woods on the right and a hedge on the left – Walk to a T junction with a farm track. (6½ Miles)
- 6) Turn LEFT and follow the track which bears right in the corner of the field – Walk with a hedge on the left to a gap at MapRef TL 00044 99387 – Cross over the field to the edge of the woods turn LEFT and walk to a gap in the trees on the RIGHT – (**Again the line of the path on the ground differs from the line on the OS Map**) Walk on the grass track through the woods to a hardened track – Turn LEFT and follow the track for ½ mile – Look for a bridleway crossing at MapRef SP 99341 99326 – Turn RIGHT and walk for 250 metres to a path on the LEFT at MapRef SP 99262 99576 – Now follow the path for ¼ mile where a hardened track joins from the left - Follow the hardened track straight on and walk through the woods ignoring any side tracks for 1¼ Miles back to **Top Lodge** and the start.

Click here to [Download GPX File](#) – Please Note when the file loads it opens a copy of the code - Please click on the “Download” symbol in the top right hand corner to download the file – You are given the choice of saving the file or opening it – Click on Save and it will save the file to your Downloads Folder.

