3 Woods Trail

Distance: 2.7 miles Takes approximately 1 hour 10 minutes

Directions

1	Park at the cemetery car park at Sewall Drive
2	Walk out of the car park and turn left and cross the road. You will see the signpost for the start of the bridleway.
3	Follow the bridleway past the allotments and then take the road that goes off to your left.
4	As you walk along the road, the fish farm will be on the left-hand side.
5	Follow the road up to the farm buildings and follow the main path around the left-hand side of the buildings. Go past the farm buildings and carry on up the hill along the bridleway.
6	At the bridleway sign, just past the farm buildings, go straight on.
7	Go straight on at the next bridleway sign situated at the top of the incline.
8	As you carry on, you will pass Upper Barn Copse on your left-hand side

9	When you get to the "T junction", follow the path around to your right.
10	You will see the entrance to Crowdhill Copse on your right. Go through the kissing gate and follow the path.
11	When you get to the gate go straight across the path and through the gate on the other side. Continue to follow the path until you reach a T-juction where there is a bench with 3 birds on it.
12	Turn right and follow the path round to the right and up the hill.
13	Keep following the path. Keep right and then keep left at the bird bench. Continue on and keep right when you come to the bend.
14	This will take you onto the main path through Stoke Park Woods. Follow this path until you can see the entrance gate.
15	Take the path on your right just before you reach the entrance gate to Stoke Park Woods. This path can be very muddy.
15a	Mud Free Alternative! Go out of the woods through the gate and take the first right, Rogers Road. Follow Rogers Road to the end, then turn right and take the first right, Sewall Drive. The first turning on the right will take you back up to the car park.
16	Follow the path until you see the entrance gate on your left-hand side. Go through the gate and follow the path back to the car park.

