

# Cleobury Country Walks

## Guidance Notes on stiles

### **Dog Friendly walks (Dogs must ALWAYS be on a lead near sheep)**

Walk 1	All variants no stiles
*Walk 3	3 stiles can be reduced to 1
Walk 4 long route.	3 stiles all dog friendly
Walk 4 short route	1 stile dog can get through
Walk 6 short route	2 stiles can get dog through
Walk 8 both routes	1 stile dg can get through
*Walk 10 Route A	Can be reduced to 1 stile, small dog friendly
*Walk 14 short route	Can be reduced to 3 stiles, all dog friendly
Walk 16 short route	1 stile fairly easy to get over for dogs
Walk 17 short(from GC)	4 stiles all ok for small dog
Walk 18 short route	3 stiles all dog friendly or avoidable
Walk 21 short(from GC)	2 stiles dog friendly, others avoidable using road route
Walk 22 short route	2 stiles easy for dog to get through
Walk 23	4 stiles, 2 avoidable and 1 easy for dogs
Walk 24 short route	3 stiles, 2 easy for dogs

### **Walks 3, 6 long route & 17 short route from Cleobury**

All have just one difficult stile (walk 6 crosses it twice). Unfortunately the landowner will not allow us to put in a dog gate.

### **Walks suitable for the less agile (less than 4 stiles)**

Walk 1 all variants	No stiles
*Walk 3	Can be reduced to 1 stile
Walk 4 short route	1 stile at most possibly none as gate to side usually opens
Walk 6 short route	2 stiles
Walk 8 both versions	1 stile at most possibly none as gate to side usually opens
*Walk 14 short route	Can be reduced to 3 stiles.
Walk 16 short route	1 stile
Walk 17 short (from CM)	2 stiles only
*Walk 18 short route	Can be reduced to no stiles
Walk 22 short route	2 stiles, one can be avoided by using gate
Walk 23	Can be reduced to 2 stiles
Walk 24 short route	3 stiles

*Walks marked with \* see suggestions for reducing number of stiles below.*

### **Walk 3 Mawley Hall tour 3stiles can be reduced to 1,**

- There are now no stiles between start & point 2 or point 9 to finish
- 2 stiles at point 3 can be avoided by walking along lane from point 2 to point 3.
- Stile at point 8 cannot be avoided. Will need to lift dog over.

### **Walk 4 Papermills Round**

**Short route** *Most of route, stiles replaced with gates*

- Stile at point 5, gate usually open or gap for dog

**Long route:** *3 stiles*

- Stile at point 5, gate usually open or gap for dog
- 2 stiles between point 6 & 8 both with dog gates

### **Walk 10 – Neen Sollars Walkabout Route A only 5 stiles can be reduced to 1 with gap for dog.**

- Stile after point 13 nearby gate can usually be used
- Next stile, gate can usually be opened
- Next two stiles can be avoided by taking ‘unofficial route’. Instead of going across field to next stile, turn right and through gate ahead. Turn left along field edge to stile on your left and back on route.
- Last stile at point 14 has gap for small dog

**Walk 14 A walk in three parishes short route** 7 stiles, can be reduced to 3, 2 with dog gate, 1 with gap.

- Stile at point 2 can be avoided by staying on tarmac path to road and right along road
- 3 stiles between point 3 & 4 can be reduced to one by using alternative footpath to lane (shown on map).  
Stile here has gap at side for dog.
- Next Stile can be avoided by continuing along lane to crossroads then right
- Last two stiles have dog gates

**Walk 17 A Round of Golf short route from Cleobury** 2 stile, 1 with gap.

- Stile after point 3 is now a gate
- Stile at point 8 does not have dog gate. Dog will need to be lifted over
- Stile just before point 9 has gap at side
- All stiles to end replaced with gates

**Walk 18 Rea Valley Amble**

*Short Route: 3 stiles (all dog friendly) can be reduced to none*

*Long route: 5 stile, 2 not dog friendly*

On short route, 3 stiles between point 3 and point 8, all with dog gates or gap. Can be avoided by continuing along main track to lane then right along lane to point 8.

- On long route, stiles at point 4 and 5 cannot be avoided.
- Stile at point 6 can be avoided by going to right of hedge 100mtrs before stile

**Walk 23 Three Coppices** 4 stiles, can be reduced to 2.

- Two stiles at maxfields can be avoided by using gate into field (not Right of way)