

WALK THIRTEEN

MILLENNIUM WALK 2000



Start at the Aston Cantlow Village hall, and with your back to the Guild Hall, and facing the King's Head, walk to your right along the village street. Pass the Club on your right (the old Sun Inn), the Old Forge and Cantella Farm on your left and turn left up Chapel lane. Numbers 12 and 14 now occupy the site of the old Chapel. Walk up to the end of Chapel lane and walk straight on into a field. Keep the fence on your left to reach a stile. Cross this stile, go over the old railway track, cross another stile and on entering a large meadow follow the footpath half right. Keeping the hedge on your right walk the whole length of this field, go over a stile, go through the next field to eventually reach the road by Little Alne Bridge.

Turn right up the road and at the T-junction take note of the site of Aston Cantlow Halt on your right. Keep walking straight on along Salter's Lane (the old salt way from Droitwich) for 500 yards to a left hand bend. Here take the stile on the right and, keeping the hedge on your right, go over another stile, through a second field, over a plank bridge and into a third field. Still with the hedge on your right, go through this field, over another plank bridge and through a gap in the hedge in front of you. Turn immediately left and walk up to the corner of the field. Don't go through the gap ahead, but turn right and walk along the grassy path with the hedge and ditch on your left.

Walk through three fields, crossing a track on the way, and turn left over a bridge and stile in the far corner. Walk through two more large fields with the hedge/fence this time on your right to reach a stile leading out onto a road. Turn right along the road, passing Old Green and Teapot Hall on your right, and at the road junction take the road to the left. In a quarter of a mile pass Mill Cottage on your left and then enter the Millennium Avenue on your right. Go through the Avenue and eventually reach the Church, passing the Old School House on the way. Follow the path through the Churchyard, go through the gate and thus back to the start.