




Mapledurham Loop

DIFFICULTY RATING: **HIGH** Variety of terrain and very hilly in places.

Go on the hunt for 'flying creatures' on this walk. How many on the next page can you spot?

ROUTE	MAP
<ol style="list-style-type: none">1. Start in Wood Lane & head to Kidmore Lane. Turn right down Hazelmoor Lane & after about $\frac{1}{2}$ mile, take the path left into Coldnorton Wood. Take the central path & follow until you reach the road.2. Cross the road (Wood Lane) & follow the footpath diagonally right across the farmer's field. Turn left onto the main road & then take the first road on your left. (Red arrow)3. Cross the Reading Road & take the footpath directly in front of you. Take the next footpath which branches left. This will take you across two fields & then a bridleway up into woodland. Continue to follow until you reach the lane. (Yellow arrow)4. Cross the lane & follow the lane directly in front of you. Follow the signs towards Mapledurham. The lane will eventually branch right & lead you into the village centre.5. When you reach the village on your right, continue to follow the straight track in front of you with the red telephone box on your right.6. After 400m take the footpath on your left, across the field & into the woods. (Blue arrow)7. Follow the main footpath through the woods; across a field & you will then meet a lane. Follow the lane forwards until it changes into a track & then a footpath. You will have the golf course on your left.8. When you reach the path junction; turn left & then right. You will now have Caversham Heath Golf Club Clubhouse on your right. Continue to follow the path until you reach the lane. Turn left onto the lane & then right across the field. You are now at the green arrow.9. Cross the Reading Road & head down Rokeby Drive which is directly in front of you. At the end of the road, turn left then a quick right down Dyson's Wood Lane. Follow the lane as it branches right and turns into an unmade track. The track will then bend left, follow this for about $\frac{1}{2}$ mile until it takes you to a road.	 <p>9.59mi Mapledurham Loop</p> <p>https://footpathapp.com/routes/mapledurham-loop/7922B50A-483E-45AF-82AC-D6872B100865?s=137714</p>



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10. Turn right onto the road and follow it as it bends left. Continue to follow the left bend for about 500m. The road bends to the right BUT take the path into the field on your left. (It's tricky to find!)
11. Follow the path along the edge of the field for about 200m until you get to the broken-down wire fence on your right. Turn right over the wire fence, go through the two kissing gates and then follow the path diagonally left across the field.
12. When you reach the road (Kennylands Road) turn left. Walk along the edge of the road for about 100m then turn right onto the lane. On your left take the gate back into the Millennium field.
13. Follow Kennylands Road back into the village centre.

How many of these flying creatures can you spot on this walk?



Hoverfly



Wasp



Honey bee



Bumble bee



Lacewing



Crane fly



Soldier fly



Woodwasp