<u>Tiny Treks - Lyme Park</u>

Start: Lyme Park, Disley, Stockport, Cheshire SK12 2NR

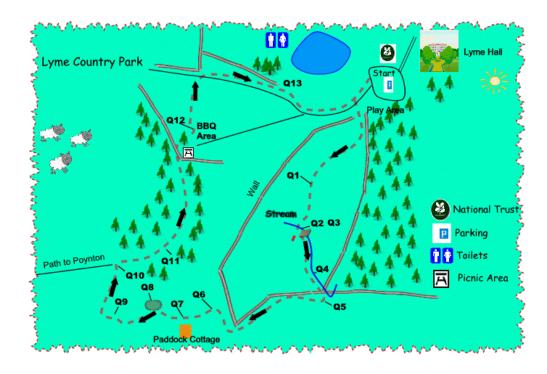
Facilities: Toilets, Parking (National Trust), information centre, refreshments Café, Shop,

Adventure play area. Lyme Hall to visit with events through the year.

Walk: Approx 1.5miles or 3Km (1.5hrs)

Walk instructions

- 1. From the car park looking at the lake walk to the left then left to a gate/stile that is to the right of the adventure play area.
- 2. Through the stile/gate turn right up hill. The track runs across a field between two small hillocks. The path is well defined and climbs steadily (Q1).
- 3. On reaching a stream with a small newly planted wood cross a small grassed bridge (Q2) and turn left along the stream side (Q3).
- 4. Reaching the corner (Q4) of the field climb over the stile and take the path to the right down the steps.
- 5. Danger steep drop on other side of the wall. Make children aware.
- 6. Follow the narrow path that runs along the side of the wall (Q5).
- 7. Up the hill and through the gate to Paddock Cottage. (Q6, Q7)
- 8. The path descends along rhododendron bushes (Q8, Q9) to a wooded valley.
- 9. Meeting the main path turn right (Q10) and continue through the gate at the end.
- 10. Cross the small car park and take a grassed path to the left in front of the BBQ area (Q11). You will the reach a tarmac path where you turn right.
- 11. Follow this downhill back to the car park



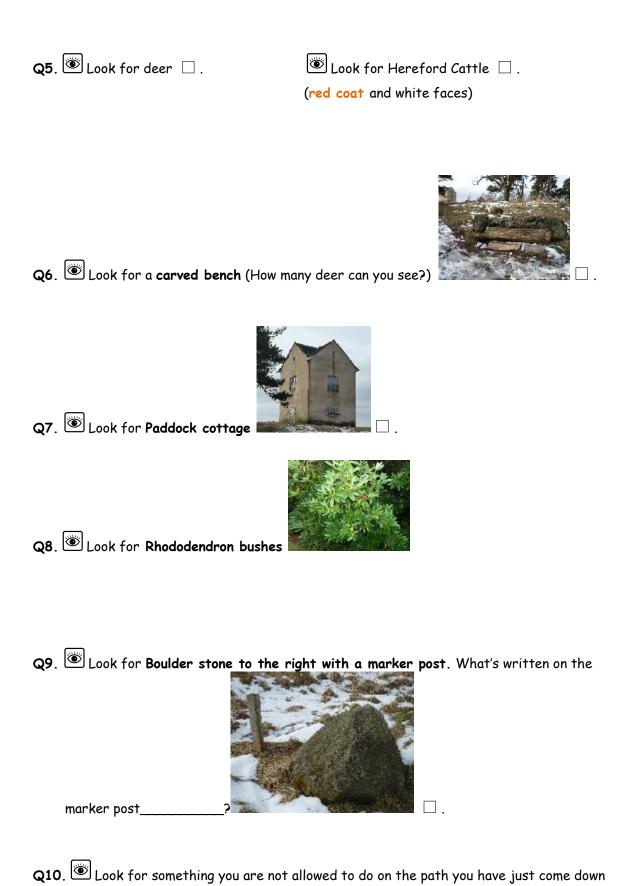
Activity Sheet / Walk Diary (Take a pencil with you to complete on your way)

We went on our walk on (date)..... with......

Look For Signposted $\stackrel{\bullet}{\Longrightarrow}$ tick here \square



- Q1. Look for "The Cage"
- Q2. Look for where the grass tracked bridge crosses a stream
- Q3. Look for a marker post near (Q2). What letter is written on it?
- Q4. Look for another marker post <u>up stream</u>. What is written on it? _____



Q11. Dook for a Squirrel Carved bench

Q12. Look for a type of cooking you are allowed to do in an area near the small car park.

The car park is at the end of the wooded path through a gate.

Q13. Look for Lyme Hall



Some information about Lyme Park