

## SANDBACH FOOTPATH GROUP

Warmingham lanes.

Alternatives: No stile, 2 stiles, or 4 stiles.

4.5 miles, about 2 hours (option D = 4 miles)

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*This makes a good winter walk after rain, when many field paths are very muddy. Take care on the lanes and walk on the outside of bends so you can see traffic and they can see you, or use a verge if available. Wear something bright.*

**Start from the Plant Lane canal car park.** To find this, follow Middlewich Road from Sandbach to Elworth, through traffic lights, over the main line railway bridge and then left into Moss Lane just before The Fox pub. Follow Moss Lane for about 1km (0.5 mile) over the canal and the car park is on the left by the canal (it is an awkward turn, so it may be better to pass it, turn round and enter, avoiding the pot holes).

**1.** From the Plant Lane car park, walk over the canal bridge and stay on Moss Lane, ignoring turnings on the right. Moss Lane bends left and then as it bends right, look for a farm gate and go through a pedestrian gate to its left.

**2. At this point, you can either go:**

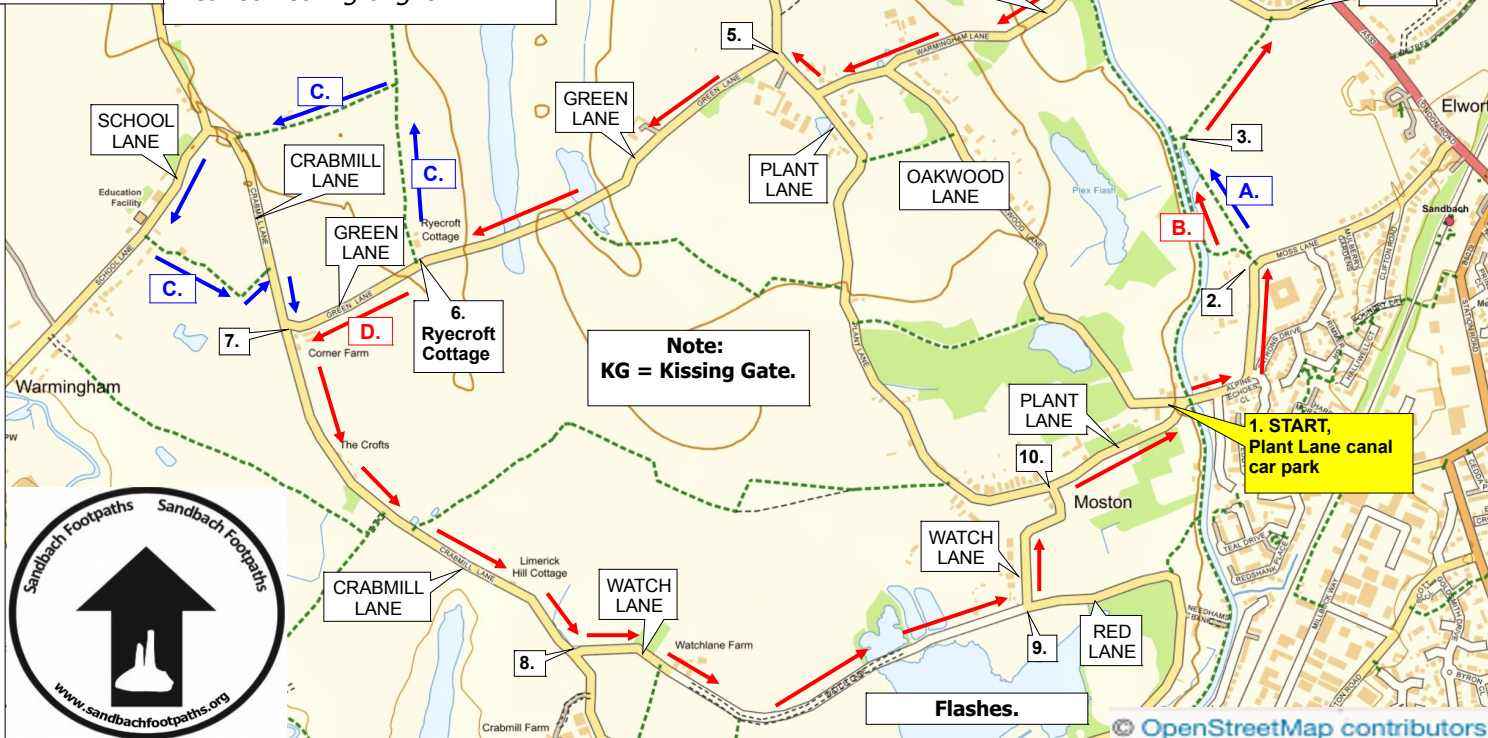
**A. (Two stiles)** Over a **stile** and left to keep the field boundary about 50m to the left and then over another **stile** to continue in the same direction with the boundary on the right to a corner with a plank bridge and through a **KG**.

**OR B. (No stile)** Continue along the ginnel through a gate to arrive at the canal and then keep the canal on the left. Look for a suitable path to the right; the first one before a pool can be muddy, but the second, under trees should be better. Go to the right, away from the canal, to a plank bridge and through a **KG**.

**3.** From the **KG**, keep the boundary to the right, via another plank bridge and a **KG**, then a final **KG** to emerge on Mill Lane where you go left.

**4.** After about 400m, go over the canal bridge and then immediately left onto Warmingham Lane. After another 400m, ignore Oakwood Lane on the left (this would lead back to the car park) and continue to a T-junction with Plant Lane and go right.

**5.** After about 100m go left onto Green Lane. Continue on Green Lane, but after 500m ignore a footpath on the left and continue for another 300m, via a dip down to flashes, to stop just past Ryecroft Cottage.



**6. At Ryecroft Cottage you can either go:**

**C. (Two maybe three stiles)** Over the **stile** to follow a track, through a gate and about 400m after Ryecroft, go left on an obvious track. Then through a farm gate (sometimes it is locked, so use the home made **stile** to climb over it) and finally over a **stile** (can be very muddy after rain) to emerge onto Crabmill Lane and turn right. After about 50m go left onto School Lane and after a further 200m (just after the School) go left on a footpath, through a broken gate then a gap in the fence and follow the boundary on the left. After about 200m, go through a gate, and then go left, keeping the boundary to the left, to a final gate before emerging onto Crabmill Lane, where you turn right and after about 100m, arrive at Green lane on the left.

**OR D. (No stile, 0.5 mile less than C.)** Continue straight after Ryecroft for about 300m to the end of Green Lane and turn left onto Crabmill Lane.

**7.** From the junction of Green Lane and Crabmill Lane, continue on Crabmill Lane for about 900m, ignoring footpaths to the left and right to arrive at Watch Lane on the left.

**8.** Follow Watch Lane, first as a road, then a track, then a footpath (ignoring two footpaths to the right) to arrive at Watch Lane Flash Nature Reserve and Fishery car park. Watch Lane becomes a road again and at a junction, go left to continue on Watch Lane, ignoring Red Lane to the right.

**9.** Watch Lane bends right and then left to a junction with Plant Lane where you go right.

**10.** Follow Plant Lane back to the car park starting point.