

Alkrington Wood and Nut Bank Common

Legend

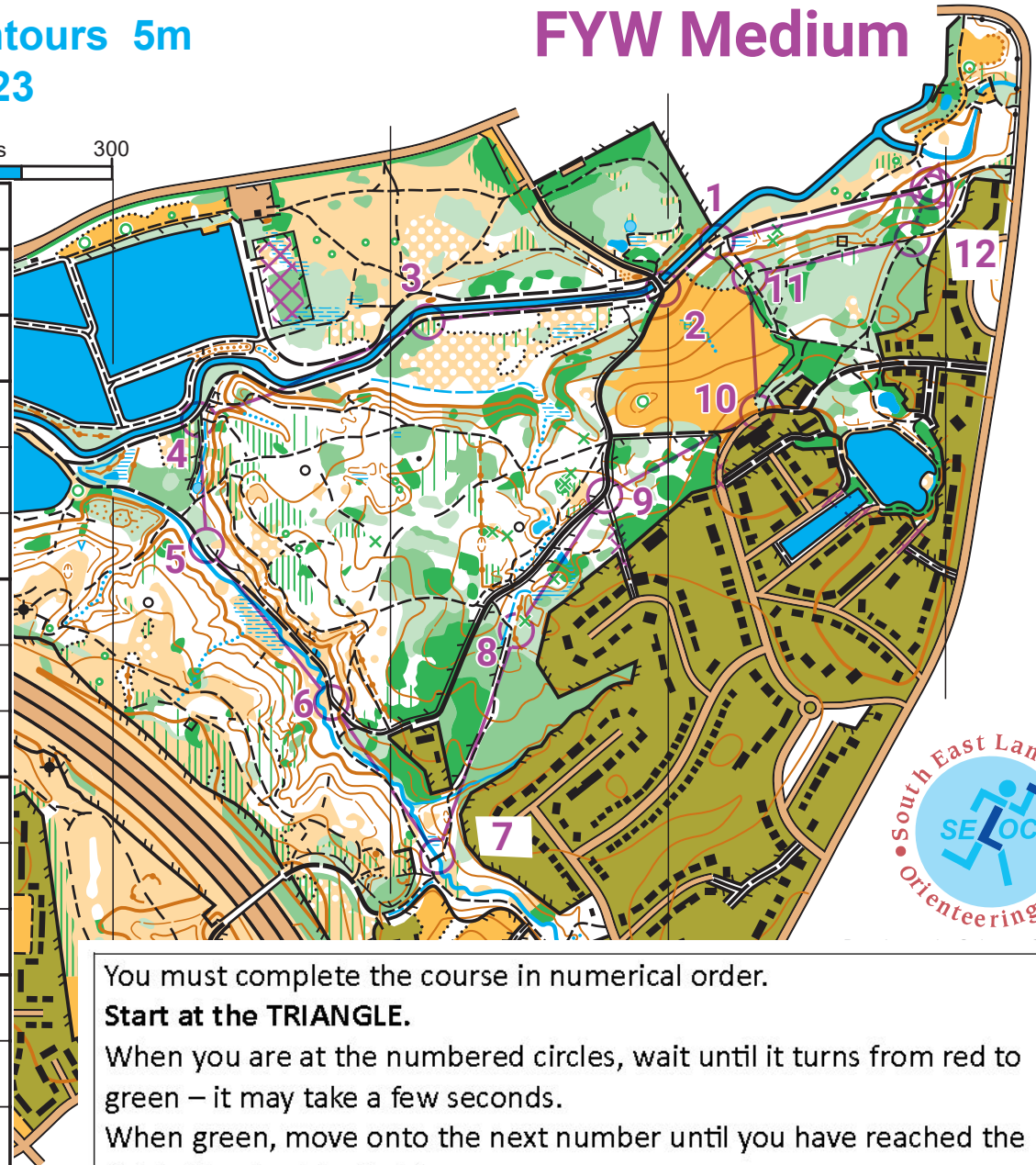
Scale 1:7,500 Contours 5m
Magnetic North 2023

FYW Medium

- open ground
- rough open ground
- scattered trees
- forest: run
- forest: slow run
- forest: walk
- forest: fight
- undergrowth, slow run
- undergrowth, walk
- gardens (no entry)
- motorway
- major road
- road
- track
- large path
- path
- indistinct path
- fence, gate
- high fence
- wall
- building, ruin
- electricity pylon
- contour with tag on down slope
- index contour
- form line
- low earthwall
- knolls, hills
- depressions
- erosion gullies
- pit
- broken ground
- water, bridge
- stream, footbridge
- marsh
- linear marsh, ditch
- prominent tree, large, small
- rootstock
- man made hide, car wreck
- distinct vegetation boundary

FYW Alkrington		
FYW Medium	2.4 km	45 m
		Start: Bridge, S. End
1	58	Crossing Point
2	38	Bridge, S. End
3	60	Path bend
4	36	W. Fence, N. End
5	63	Fence, N. End
6	45	Path Junction
7	47	Bridge
8	46	Earth Wall
9	59	Road/Path Junction
10	65	Road, N. Side
11	55	Path crossing
12	70	Path Junction
Follow Tapes 60 m to Finish		

0 metres 300



You must complete the course in numerical order.
Start at the TRIANGLE.
 When you are at the numbered circles, wait until it turns from red to green – it may take a few seconds.
 When green, move onto the next number until you have reached the finish (the double circle).
 When this turns green your course is complete