

Half Mammothon 2025 Route Description

[Loop1. Discovery Centre to Discovery Centre via Norton Camp 10.21km](#)

- 1 Start at the Mammoth Tusks. Go ahead for 30 metres only and turn left, following the path leading past the community garden to a gate leading into a lane. As the lane splits in 100m, keep ahead and continue for 200m to a metal footbridge.
- 2 After the bridge, head ½ right across the field looking for a wooden footbridge in the trees. Cross the footbridge and continue ahead, climbing the steep bank in front of you.
- 3 At the top of the bank, bear right to follow the field edge with the fence on your right to reach a kissing gate in the field corner.
- 4 At the gate, do not go through it, instead turn left to stay in this field and continue for 200m to the field corner and a gate and stile.
- 5 Go over the stile and onto the track. Follow the track for 250m to reach a lane via a gate. At the lane, turn right and continue for 250m and then take the footpath on the left just after the house with a tall garden wall. This is signposted “Three Woods Walk”.
- 6 Climb on this path to reach a fork and fingerpost in 250m. Here fork left, following the “Three Woods Walk” arrow.
- 7 Stay on this path for 1km in total, following the wood edge for 500m before bearing right into the wood and climbing.
- 8 At the first footpath marker, continue ahead and then at the second, fork left on a fainter path (slight downhill).
- 9 Stay on this path for 400m, going over the fallen tree, until you see a fingerpost on the left of the path. Here turn right on the narrow path which climbs gently through the trees. **Careful not to miss this.**
- 10 As you emerge from the wood, turn left and follow the field edge, turning right at the corner. When you reach the next corner, leave the hedge and head diagonally left down the field, aiming for a stile in the hedge to the left of the large oak tree.
- 11 Go over the stile and head straight down the field, aiming for the gateway left of the barn.
- 12 Go through the gate and turn right onto the lane. Continue for 120 metres and look for the fingerpost on the right and **self-clip checkpoint Norton Lane (SO 458 815)**
- 13 Follow the fingerpost arrow up the path (may be wet) and, in 200 metres, go through the gate which leads onto a track. Here bear right and stay on the track for 1200 metres in total, as it turns sharp right, then left, to arrive at a gate. Go through the gate (may be open) to reach a house and the **checkpoint The Pheasantry (SO 448 818)**
- 14 After the CP and turn left, keeping the house to your left and continue into a grassy path which climbs gently into a wood for 200m to a T junction.
- 15 At the T junction turn left following the three woods walk arrow, over the old wall and stile and continue ahead on the path along the ridge line.
- 16 When you reach a stile and broken fence, cross the fence line and continue along the top of the ridge, now with the fence on your left.

- 17 Continue along this path for 400m until it bends right and begins to descend, continue for a further 350m, passing the marker post with the "50" arrow and continue to descend to reach a track.
- 18 At the track, turn left, and go around a right-hand bend in 400m to the **self-clip checkpoint (SO 443 806) on the left-hand side.**
- 19 Continue on this track for a further 300m as it continues to drop closer to the road.
- 20 Before the road, look for a finger post on your right signposted "Three Woods Walk Shortcut". **DO NOT MISS THIS, OR YOU WILL HAVE AN UNPLEASANT AND DANGEROUS SCHLEP UP THE A49 TO GET BACK.** Follow this path on the right which is almost a double-back, for 40m only, to reach a higher track. Here turn left (un-signposted) and continue for 50m to a fork and a hidden fingerpost. Here fork left, following the "Three Woods Walk" arrow and continue on this track for 1100m, following the edge of the wood.
- 21 In 1100m, you reach a fingerpost on your right and a stile on your left. Go over the stile leading out of the wood and head down the field with the hedge on your right to join a lane.
- 22 At the lane turn right and continue for 400m to reach a stile and gate on your left (un-signposted). **CAREFUL NOT TO MISS THIS.** If you get to the house with the white garden wall (mentioned in paragraph 5) you have come too far, so you need to turn back.
- 23 Go over the stile and follow the path diagonally left down the field to reach a stile in the fence. Go over the stile and turn right (ignoring the footpath arrow) to keep the fence on your right and the river on your left.
- 24 Drop down to river level, keeping the electric fence to your right and continue with the river on your left (there is no visible path here) for 500m and look for a metal kissing gate in the field corner. Head up to the gate, go through it and continue on the enclosed path to reach another kissing gate.
- 25 Go through this second kissing gate and keep ahead, retracing your steps down the bank to the wooden footbridge, across the field to the white footbridge leading into the lane. Cross the river and retrace your steps back to the **Midpoint CP at the Mammoth tusks (SO 435 824).**

[Loop 2. Discovery Centre to Discovery Centre via Flounders Folly 12.5 km](#)

1. Turn around and retrace your steps to the white footbridge.
2. Cross the bridge then keep ahead, to go between the two telegraph poles. After these, look ahead for a metal gate in the far hedge.
3. Go through the gate and follow around the field edge to reach a stile into a road. Cross the road **TAKE CARE HERE** and go through the kissing gate on the opposite side. Continue ahead following the path through two fields, climbing all the way through the wooded area to the ridge line.
4. At the marker on the ridge line, turn left and continue for 100m to a second marker. Here bear half right, following the path (indistinct at first) down to a gate and stile in the field corner.
5. Go over the stile and turn right along the lane. Ignore the turning on the left and then at the fork, bear left, direction Lower Dinchope. When you get to the grassy triangle, bear right and immediately cross the lane and go up the drive into Meadowbank Farm (Hills and Dales Hike marker)

6. Go through the gate and bear slight right across the field to the far hedge. Here turn right and climb with the hedge on your left to enter the woods. Here turn left and follow the path along the woodland edge for 250 metres. Ignore the first path on your right but look for the second in a further 30 metres (blue Flounders Folly marker). Stay on this path for 1km in total, following the blue markers, as it climbs and zigzags all the way to the ridgeline path. Note, the path drops slightly before the final steps up to the ridge.
7. At the ridge path, turn left **CAREFUL OF THE MISSING PLANK ON THE WOODEN BOARDWALK** and continue for 300m to reach the **checkpoint at Flounders' Folly (SO 460 849)**
8. Exit the tower heading NW via a gate. Do not take footpath on the left heading steeply downhill, instead continue ahead on the well-marked path leading gently downhill. Go round the hairpin and continue down to reach a gravel area and a track. Continue on the track to get to a barrier. Go round this to get to the **Checkpoint at Moorwood (SO 456 853)**
9. At the lane, continue ahead, bear left at the grassy triangle (no through road), then in 200m, as the lane bears right, bear left into a track heading through the gate. Follow this track for 300m to a T junction at Wenlock Edge.
10. Here turn left and follow the path which initially follows the ridge line but soon begins to drop. Stay on it all the way downhill (400m in total) until it becomes a muddy sunken track and emerges to join a lane.
11. At the lane, turn left and then in 100m, at the T-junction, cross and bear right to cross the river on the footbridge. Continue on the lane for 150m and then turn left into the lane and the village of Strefford.
12. Continue through the village until the lane becomes a track. As the track bears right, keep ahead and go through the small metal gate. Follow this path through two fields to reach a gate on your left to a footbridge across Quinny Brook.
13. Cross the bridge and continue ahead for 40m, looking for a small footbridge in the hedge on your right. Cross this and continue ahead (river on your right) through two more fields until you see two houses on your left. Go across the driveway and continue ahead through the wood. Exit the wood via a stile and continue through the field, bearing slight left, to a gate leading into another wooded area. Follow the well-marked path through the wood then, as you exit the wood, keep right with the river and hedge to your right. Continue in this field for 300m until you reach a kissing gate by the river. Go through this to reach a metal footbridge. **DO NOT CROSS THE RIVER HERE**, instead bear diagonally left to cross the field to reach a lane via a gate.
14. At the lane, turn right and keep ahead through the village of Halford for 600m to reach a T junction. Here cross the road, turn right, and in 50 metres, before the river crossing, go through the gate on your left into the field.
15. Continue ahead with the river on your right for 400m to reach your old friend the white footbridge. Go over the bridge and retrace your steps to the **finish at the mammoth tusks (SO 435 824)**

