







Normanby Park

2 - 3.5 miles. 1hr - 1hr 30 mins.

Start - Normanby Hall Car Park, DN15 9HU

- 1 Leave the car park along an estate road into a large courtyard, here is a café on the left and stables on the right. Go through this courtyard in the same direction and into parkland. Turn right onto a wide gravel estate road, walking with a walled garden on your right. Ahead are large wrought iron gates with a smaller gate on the right.
- 2 Go through this gate to see a road junction with a mini-roundabout. If you are doing the 2 ¼ miles or 3 ½ mile walks turn left here, crossing the road with the footpath on the other side. If you are doing the 2 ½ mile walk, cross the road heading into Normanby rejoining the other walkers at point 6.
- 3 When you reach the first fingerpost on your right, turn right on a good track with a hedge on the right for much of the way.
- 4 When reaching a T junction, turn right on another good wide track which bends to the right and approaches Little Normanby Farm, an estate farm with stables.
- 5 Take the track which goes round to the left and winds its way to the Burton/Normanby Road.
- 6 Cross the road carefully here to the footpath on the other side. If you are doing the 2 ¼ mile walk, turn right here and walk through Normanby to the mini-roundabout and rejoin the outward route. Turn left here for the longer walk following the footpath to the outskirts of Burton.
- 7 Look for Wiltshire Avenue on the right and follow it for about 50 yards looking for a fingerpost on the right.
- 8 Turn down this signed path, passing a bowling green on the left (watch out for the skinny bowler). The path is straight crossing a small bridge near a copse.
- 9 On reaching the road turn right. There is no roadside path here so take care! Just after a sharp bend the car park is on your left.

-  Countryside Footpath
-  Urban Footpath
-  Car Park
-  Public Conveniences
-  Viewpoint
-  Point of Interest