

SCUNTHORPE: CENTRAL PARK WALK

2.4 MILES APPROX

START At the Central Park car park on the A18 Kingsway, Scunthorpe. DN17 1AJ

THE WALK

- 1. Leave the side of the car park, near the entrance along a tarmac path between bushes; this path soon merges with another coming from behind you on your right from the pedestrian crossing.
- 2. At the first four-way junction of paths, take the second on the left; it later merges with the first one on the left.
- 3. At a T-junction near mature trees, turn sharp left, pass firstly the playground on your right, later a long hedgeline and across an area of young planting to the mature Brumby Woods.
- 4. Enter the mature woodland; take the first wide path on the right, which rises slightly.
- 5. Turn left along a wide path, (straight on leads to a metal bar gate into a lane) the path winds round to the left descending to wide crosspaths.
- 6. Turn right here approaching a road. This is Brumby Wood Lane
- 7. Turn right at this road ascending slightly along the pavement.
- 8. Turn right into Brumby Hall Gardens to view the Hall and return resuming the same direction along Brumby Wood Lane.
- 9. Bear right at the junction of Ashby Road and follow the path through the Festival Gardens.
- 10. Cross the access road, passing in front of Pittwood House and cross the next access road.
- 11. Continue parallel to Ashby Road almost to the junction with the Kingsway.
- 12. Turn right, cross a path crosspaths heading towards a fountain, pass the fountain on either side.
- 13. Leave this area from opposite to where you entered and then take the first path on the left rejoining the outward route.

The area is basically level with slight slopes encountered between points 3 and 8. In the area of Brumby Woods, wide woodland paths may become muddy after rain. All other paths and pavements are surfaced.

TIME Allow between 1 hour and 1-½ hours at a leisurely pace.

REFRESHMENTS

Nutshell café in central park restricted opening times

TOILETS Central park when open

MAPS OS Explorer 280 Isle of Axholme