

Dunstall Church was funded and planned by the famous Arkwright family who were previous residents of Dunstall hall.







## Countryside Code

Be safe – plan ahead and follow any signs. Leave gates and property as you find them. Respect the working life of the countryside.

Protect plants and animals and take your litter home.

Keep dogs under close control. Consider other people.







Walk: 2

**Circular Walks Around Barton Under Needwood** 



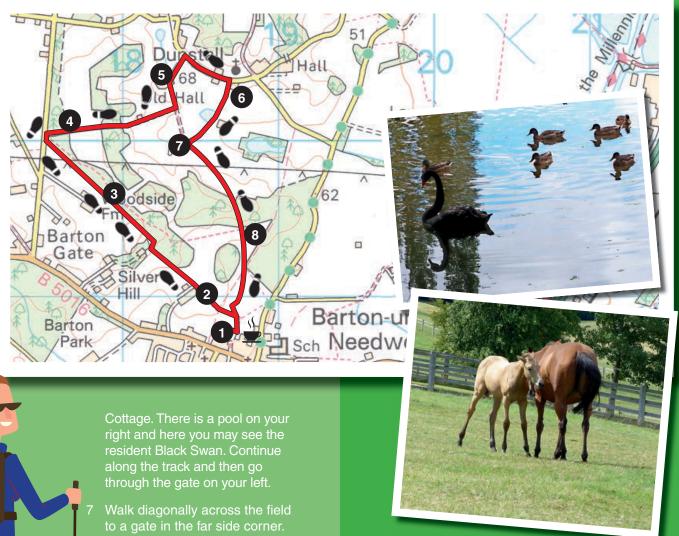
DUNSTALL CIRCULAR WALK

Short Circular Walk Distance: 5.5km

> Grade: Easy Time: 1.5 to 2 hours



- Start in Barton Village Hall car park, Crowberry Lane, DE13 8AF. Turn left past the Methodist Church and walk up the track, through a gate and continue to a stile. Turn left, climb over another stile and keeping the hedge on you left walk until you reach a gate leading out on to a track.
- 2 Go through the gate and turn right and follow the track to a stile. The large house on the left is called The Knoll. After a few metres you will reach another stile. Climb over the stile and follow the track up the slope and after a turn to the right and one to the left you reach the top of the slope. From here on the horizon to your left you can see Cannock Chase.
- 3 Continue along the path until you see a stile on your right. Do not take this stile but turn left into a wood. Follow the path through wood. On leaving the wood turn left along the path past a pylon on your right. You will eventually reach the entrance to another wood on you left opposite a stile on your right.
- 4 Go through the wood until you reach a track. You have now reached a place called Mosey Mere. Turn right and follow the track, through a gate and down a slope between trees until you reach another gate leading to open fields. After passing cottages on your left you can see in the distance ahead of you Dunstall Church. Follow the track round to the left and down the slope passing Old Hall on your left.
- 5 Turn right onto the Old Hall drive until you meet the road. Turn right and follow the road past two cottages on your left and a house on your right.
- 6 After a few metres go through a gate on your right and walk down a track leading to Sawmill



to a gate in the far side corner.

Sharp eyes are required here
as the path can be quite faint at times. After passing through the gate climb up the slope and then walk down to a gate leading to open fields.

8 Now walk towards a signpost and straight up towards the village. After passing through another gate you arrive at the first stile you crossed and the track back to the car park in the village, where refreshments are available.