

# Step Out at SWFC

## The Wednesday Walk on Thursdays



### Walk 104 – Grenoside – 2.6 miles

A (mainly) road walk around Grenoside, but we can't resist a short detour into the woods! Fairly level (as anywhere round here), there are a couple of shortcuts for anybody getting tired. Park in the Community Centre car park.

Anticlockwise:

From the car park, cross the main road and find Vicarage Road (opposite the bus shelter). Follow round to find a jinnel on the right between '41' and 'Forty Three'. At the back of the houses turn left, to come out on Cross House Road. Turn right, cross over and take the track on the left; bear right past the alpacas to return to Cross House Road and turn left.

Go straight on along Stephen Drive and Middle Lane and on to the Easy Going Trail. As you enter the woods bear right and come out between the houses onto Main Street. Turn right then left onto Greno Gate and follow into the woods. Take the first path on the right and follow it downhill to arrive on Norfolk Hill. Cross Penistone Road onto Whitley Lane then go along Nether Avenue. Turn right on Cinder Hill Lane and left onto Grenfolds Road, and follow along to Wheel Lane.

Turn right and cross Penistone Road, then straight up Salt Box Lane. Turn right before the surgery into Greno Crescent and follow round to Blacksmith Lane. Here you have a choice. If the weather has been wet, you may choose to turn left then right, into the park, and follow the paths back up to the carpark; otherwise you can turn right and walk down to enter the park near Penistone Road; then walk across the grass heading just right of the nursery, which will bring you into the car park from the other end.

Risks:

- Penistone Road, crossed twice near junctions. Use the traffic islands and take care!
- A few steps but NO STILES (at least, there's none marked on the map!)
- There shouldn't be much mud but watch out for it. Dog dirt is likely (as always).
- paths through the woods may be slippery so boots are recommended. If you cross the grass, mind you don't slip.

