

RIDGES AND FURROWS

PART 3

WELLINGORE TO WADDINGTON



Moderate Terrain

6 Miles
Linear
3 hours

220625



Access Notes

1. The walk has only a few steady gradients with nothing too steep.
2. It follows a mixture of field-edge paths (which can be muddy), roadside pavements, enclosed paths (which can become overgrown at times) and farm tracks.
3. Whilst most of the land is arable, you will cross three pastures that may be holding cattle.
4. You will need to negotiate several kissing gates and simple gates plus one stile (that has a gap suitable for medium-large dogs).
5. OS Map Explorer 272.
6. Please remember the Countryside Code.

A linear walk of just over 6 miles (10km) from Wellingore to Waddington, forming the third part of the Ridges and Furrows Trail in Lincolnshire.

The route follows a stretch of the Viking Way along Lincoln Edge, providing outstanding views across the local area, and visits charming villages along the way, including Navenby, Coleby and Harmston.

ABOUT: Ridges and Furrows is a 30 mile (48km) arts and heritage trail, launched in 2018 and linking the National Centre of Craft and Design in Sleaford with the Millennium Green in North Hykeham via the Lincoln Edge. With beautiful countryside, panoramic views, traditional villages, bustling towns and contemporary art venues, there's plenty to see and do. This guide is published through a collaboration between iFootpath and North Kesteven District Council.

LOGISTICS: As a linear walk, you will need to make arrangements for your return journey. If you are walking the whole 30-mile trail in one go, it is possible to catch a train from Hykeham rail station (near the trail end) back to Sleaford rail station. There is some accommodation along the route, including The Joiners Arms in Welbourn (14 miles along), The Marquis of Granby in Wellingore (16 miles along), The Bell in Coleby (20 miles along) and The Horse and Jockey in Waddington (22 miles along). For individual trail parts, there are some useful bus routes, although connections and regularity do vary, so check the details carefully if you intend to rely on public transport. Check details via Traveline on 0871 2002233 or at www.lincolnshire.gov.uk/busrailtravel. It may be better to use two cars, leaving one car at the end of the trail part ready for the return journey.

FACILITIES: Refreshments on this part of the trail are available in the two pubs in Wellingore at the start of the trail or the many pubs and cafes in Navenby (1 mile into the walk), and there are also pubs in Coleby (3 miles into the walk) and Waddington (at the end of the walk).

Getting there

The walk starts in Wellingore, on the main A607 road at its crossroads with West Street and High Street. If you are coming by public transport, there are bus stops on the A607 directly alongside this crossroads. For information on bus transport, call Traveline on 0871 2002233 or visit www.lincolnshire.gov.uk/busrailtravel. If you are coming by car, it is easiest to park in the Memorial Hall car park, accessed via West Street.

Approximate post code **LN5 0BD**.

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Walk Sections



Start to Navenby High Street



From the A607 in the centre of Wellingore, follow the side road called West Street (signed to the Memorial Hall). Cross over the first side road (Home Court) and take the second side road on your right, Memorial Hall Drive. As you reach Memorial Hall ahead, turn left along the tarmac drive and then keep straight ahead across the grass, passing a children's playground on your right.

Go ahead through the hedge gap and continue directly ahead, following the left-hand edge of a crop field. At the far side, go through the gap ahead and turn immediately right to join a stretch of Lincoln Edge, with a hedgerow on your right and fenced pastures plus beautiful views to your left. Part way along you will reach a small gate ahead, pass through this and continue along Lincoln Edge with more fenced pastures on your left. At the end of the path, go through the wooden kissing gate to reach a fingerpost sitting in front of woodland.

Turn right here and follow the path with woodland on your left and then a crop field on your left. Stay along the edge of this crop field as it bends left and then right and pass through the gap alongside a field gate to reach the end of a residential road. Keep ahead along this road to reach the T-junction with the main A607, Navenby High Street. Turn left along the pavement and follow it past a few shops on your left and the Lion and Royal pub on your right.



Navenby High Street to Boothby Graffoe



Continue along the High Street and, as you draw level with The Cottage Tea Rooms on your right, turn left into Church Lane. Before you reach the church, swap over to the right-hand pavement.

Follow this as it leads you towards the church gate. Do NOT enter the churchyard, instead turn right onto Cat Walk immediately beforehand. Follow this path between stone walls and at the far end you will emerge to a residential road.

Turn left for about 50 metres to reach a fingerpost on the right (immediately after the last driveway on the right). Turn right here, heading up the steps and following the enclosed path with a stone wall on your left. Stay with the narrow, enclosed path (which can be overgrown at times – but it isn't for long) winding ahead and you will emerge to the edge of a crop field. Keep straight ahead along the field edge path, with a hedgerow running on your right.

Stay with this path as it leads you past a long stretch of woodland on your right, passing through a gate-side gap along the way. NOTE: Some stretches of this path can become quite boggy at times, but you should be able to divert into the edge of the woodland to avoid the worst. At the end of the woodland, follow the path as it swings right (past a pond on your right) to become a track. Pass through the gap alongside metal gates, keep ahead along the access drive and you will emerge to the corner of Main Street in Boothby Graffoe.



Boothby Graffoe to Coleby Green



Cross over to the far pavement and turn left along this. Keep ahead on the main village road, ignoring Castle Lane on the left. Where the main roads bends right, keep ahead onto the lane signed as a No Through Road. Follow this access lane as it bends left then right, passing between the estate walls of Boothby Graffoe Hall.

At the end of the lane you will reach a field gate ahead with a footpath fingerpost. Pass through the pedestrian gate to enter the grass field and walk diagonally left, exiting via the kissing gate in the far corner. Turn immediately right to re-join the Lincoln Edge, with open crop fields sloping down to your left.

At the end of the crop fields you will reach a kissing gate ahead. Pass through this to enter a pasture (which may be holding cattle) and walk straight ahead, staying close to the fence on your right. At the far side, pass through the next kissing gate, keep ahead through the woodland belt and then continue ahead on the path with fenced pastures to your left.

At the end of the pastures, keep ahead on the enclosed path with a beautiful stone wall on your right. When this stone wall ends, turn right onto the side path, keep ahead along the gravel drive and you will emerge to the village road. Turn left along the road to reach a road junction, with the pretty old Wesleyan Chapel on your right (this dates from 1903 and was converted to a house in 1997). Cross over and continue ahead on the road, passing the village green on your left.

3 → 4

Coleby Green to Harmston Village



At the end of the village green, you will reach a T-junction with The Tempest Arms just to your left. Turn right and follow the village road climbing gently. At the next road junction (with All Saints Church to your left – and The Bell pub just out of sight behind this), follow the main road as it bends right to become Rectory Lane. Pass the village school on your right and continue until you reach a small green on your left, with a Parish Council noticeboard and a fingerpost. There is a metal engraved plaque here, which depicts the history of the village.

Turn left here, following the edge of the green with a stone wall running on your left. You will come to a junction with a tarmac driveway, with an impressive stone arch on your left. This was one of the original entrances for Coleby Hall. The hall was built in 1628 and this arch was added in 1762. The imitation ruined Roman arch is said to be based on Newport Arch in Lincoln.

Go straight ahead on the grass footpath, with crop fields and the grounds of the hall behind the trees on your left. At the end of the trees on your left, follow the footpath as it dog-legs left and then immediately right, to continue with a hedgerow on your right and a crop field on your left.

Continue for the length of two fields, to reach the end of the hedgerow with a crop field ahead. Turn right here, following the grass track to emerge to a junction with the A607 road. Turn left along the pavement and continue to the junction with traffic lights. Turn left and follow the pavement as it leads you past the boundary and speed limit signs, at the edge of Harmston village.

4 → 5

Harmston Village to End



Continue to reach the first side road on your left, Harmston Park Avenue. Turn right at this point, crossing over the main road to reach a kissing gate and fingerpost. Go through the kissing gate to enter the grass pasture (which may be holding cattle) and go straight ahead to reach the kissing gate at the far side. Pass through this and walk slightly right across this second pasture. You will emerge via a stile (with dog gap) onto Vicarage Lane in Harmston.

Cross over and go straight ahead onto the track between hedgerows, signed as a public footpath. Continue ahead to join the path leading you along the right-hand edge of a crop field. Part way along this field, stay with the footpath passing through a kissing gate ahead and continuing as an enclosed path (between a fence on your right and a hedgerow on your left). This section can become overgrown, but it isn't very long.

Pass through the next kissing gate and continue on the now open path, with a crop field on your left. As you reach the end of this first crop field, cross over the farm track and keep ahead, passing a bench and trig point on your right and continuing with a second crop field on your left. Pass through the staggered barrier ahead and continue on the path with a hedgerow on your left and noticing the remains of the windmill tower on your right.

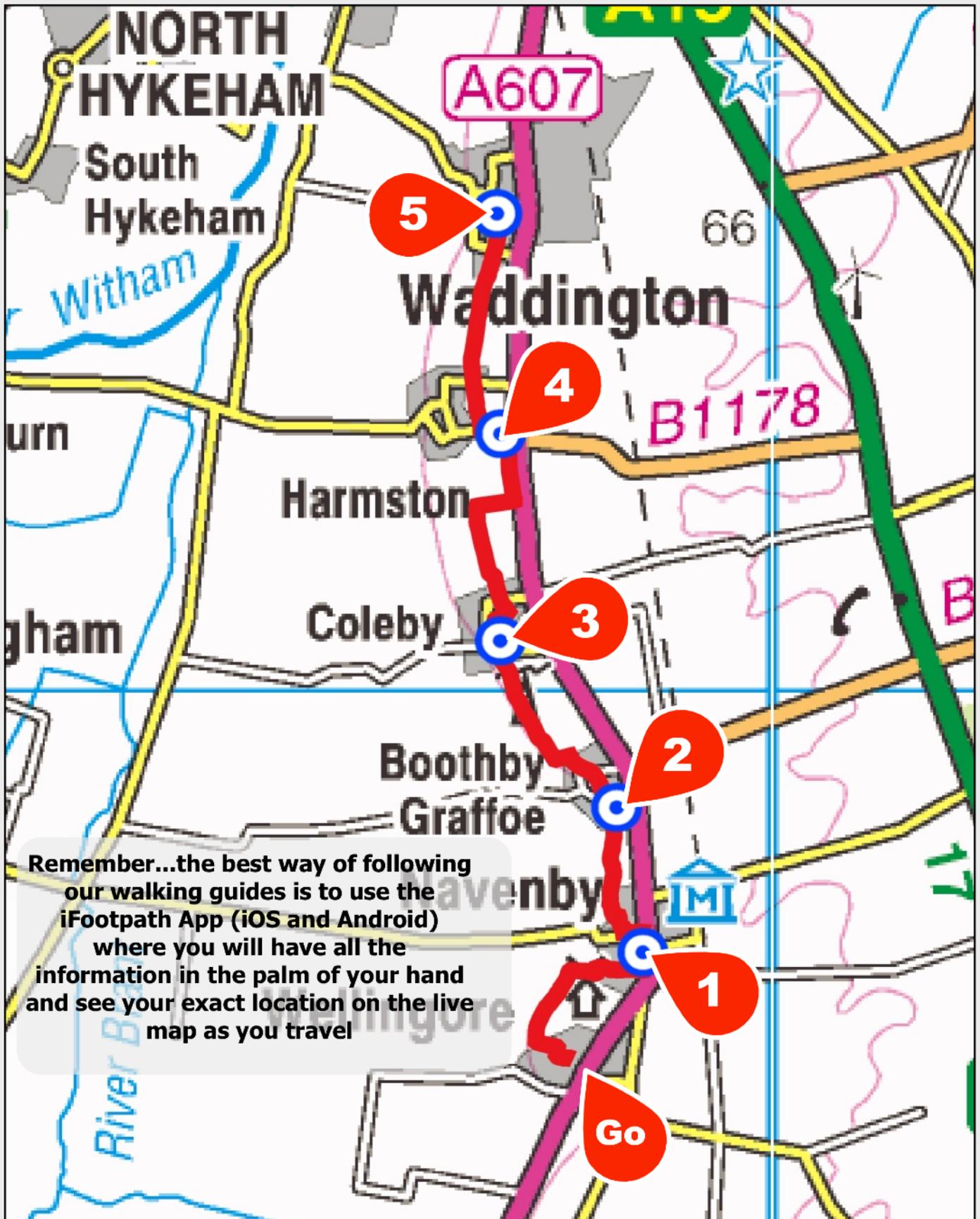
You will emerge via a kissing gate to reach the end of a residential road at the edge of Waddington. Bear left to follow the signed footpath, with a hedgerow running on your left and houses on your right. Unsurprisingly, this residential road is called Millers Road. Keep ahead to reach a crossroads and go straight ahead into the High Street. Follow Waddington High Street ahead, passing a playground on your left and the community hub on your right. A little further along, you will reach St Michael's Church on your right, where this stretch of the Ridges and Furrows Trail ends.

Disclaimer

This walking route was walked and checked at the time of writing. We have taken care to make sure all our walks are safe for walkers of a reasonable level of experience and fitness. However, like all outdoor activities, walking carries a degree of risk and we accept no responsibility for any loss or damage to personal effects, personal accident, injury or public liability whilst following this walk. We cannot be held responsible for any inaccuracies that result from changes to the routes that occur over time. Please let us know of any changes to the routes so that we can correct the information.

Walking Safety

For your safety and comfort we recommend that you take the following with you on your walk: bottled water, snacks, a waterproof jacket, waterproof/sturdy boots, a woolly hat and fleece (in winter and cold weather), a fully-charged mobile phone, a whistle, a compass and an Ordnance Survey map of the area. Check the weather forecast before you leave, carry appropriate clothing and do not set out in fog or mist as these conditions can seriously affect your ability to navigate the route. Take particular care on cliff/mountain paths where steep drops can present a particular hazard. Some routes include sections along roads – take care to avoid any traffic at these points. Around farmland take care with children and dogs, particularly around machinery and livestock. If you are walking on the coast make sure you check the tide times before you set out.



Remember...the best way of following our walking guides is to use the iFootpath App (iOS and Android) where you will have all the information in the palm of your hand and see your exact location on the live map as you travel

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