



## TWENTY QUESTIONS MYSTERY WALK

A walk with a difference. It's based on a walk created by Maureen Jagger of Wyke and will take you about 2½ hours and is approx 5½ miles long and could be muddy. There's no map, but we hope the instructions are clear and many of you will know the area well in any case. **But are you able to answer the twenty questions?** Take along a map just in case you do get lost but no cheating and working out the route before hand! There is an opportunity for a picnic stop half way round.

**START** from the big flywheel on New Works Road BD12 0UD. (1) Cross the road and head towards the stone building (2) Carefully cross Huddersfield Road and Woodside Road using the traffic island and go down the partly unmade road, with a wooden fence to the left and houses to the right. Head straight forward, through a gap by a gate. Walk straight up the greenway with some water on your right. When you arrive at the gate at the top of the field turn left.

At the first junction down this lane go along a path to your left; follow this path with fields on either side of you. This takes you round the back of some houses, past a car breakers yard and eventually dropping down (3) to go past some old cottages on the right and some semis on your left (4) keep on along this unmade road. Eventually there is a metalled road in front of you (5) {do the clue before the next directions}. At this junction turn right and go straight down the metalled road past a group of houses, a bungalow, a farm and a large old house (6).

When you come to a breeze block building on your left, turn left through a gap next to the gate (7) and head straight forward, then turn right and head down a prominent embankment towards the woods. Enter the woods (8), and follow the path straight ahead, down a couple of steps to a surfaced track. Follow this main path as it turns right through the woods and you eventually come to a metal fence (9)

At the fence turn left, and down the steps in between a stone wall and a fence. (10) Cross the bridge and after 20 yards go ahead through a stile and up through a couple of fields, finally crossing diagonally towards a house with a conservatory on the back. Turn left and go down the track at the side of this house and out onto a main road.

Cross the road, go left and walk a short way down another road with a war memorial on your left. Bear left with the children's play ground on your left and head towards a row of terraced houses. Go ahead through a gate where there are seats for you to picnic on (11).

After picnicking follow the path along the right hand edge of the sports field and down some steps onto the road. Cross the road, turn left and in a few yards follow the footpath sign on your right through a small gate and over a stile. With the hedge to your right go up to a stile into a wood. Follow the path through the wood for a short way and at the fence turn right through a couple of fields towards houses. You come out near main road which you should cross and turn left.

Go past the pub on your right (12), then take the second turning right (13) down into the woods, skirting the back of some houses along a sometimes muddy path which takes you back to the bridge. Cross over the bridge (14) and immediately down the steps on your left and follow the path till you come to wooden steps on your right. (15) Go up them. At the top bear left and follow the main path straight through the woods (16) passing an impressive tree with spreading braches and under some pylon wires. Keep on the path, now surfaced until you reach a field. Leave the woods. (17)

Head straight forward towards a housing estate. Do not go through the gate but turn right along the edge of a sparse wood. Soon there is wall on your left. Straight forward, then over a stile by a pylon and head across the field to a stile by farm buildings. Enter the lane and go right and almost immediate left past more farm buildings (18) on your right and cottages on your left.

After about 100yds you will see the gate on your left that you came through earlier. Retrace your steps (19) and through the gap by the gate (20) back to the starting point.

### Questions

1. Where did the wheel come from?
2. A man's name. Did he get an arrow in his eye?
3. What are the colours of the "cage" to your left?
4. Which house and gate?
5. Is it high or is it low?
6. What are the letters in the circle?
7. What don't you feed?
8. A pig might live in one of these if you miss out an L
9. What's the proper name for the bridge you are about to cross?
10. Who made parkin pigs and sold ginger beer?
11. What do they call the Barkers?
12. What colour and what was it?
13. Which lane is unsuitable for vehicles?
14. What a good name for the edge of the trees!
15. How many 98, 99 or 100?
16. What's inside the hollow tree?
17. Exit the woods via a \_\_\_\_\_
18. How many white posts on the right?
19. On the left a swear word!
20. Nearly finished – soon you will be able to \_\_\_\_\_ your \_\_\_\_\_!

**Good Luck and enjoy your walk.**

If you would like to email your answers to [info@judywoods.org.uk](mailto:info@judywoods.org.uk) we'll let you know if you were right or not.

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