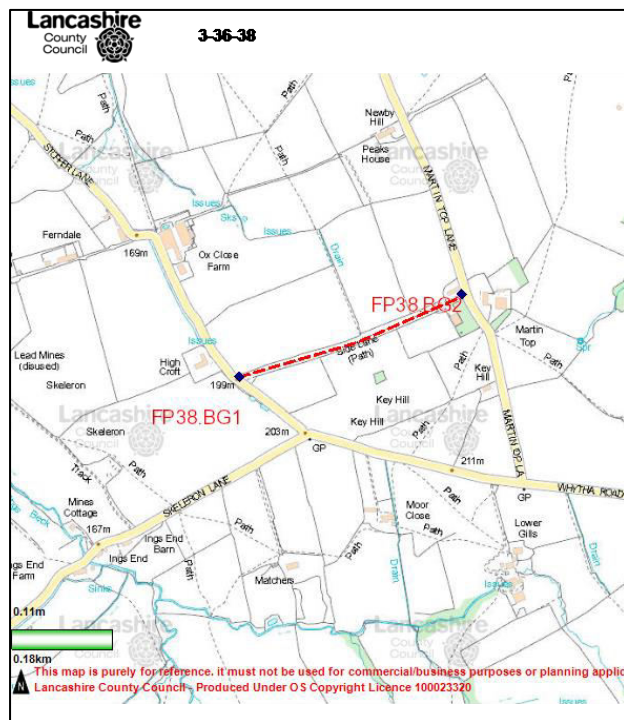


Path No [Council-Parish- Path No]	PARISH	START	FINISH
<b>3-36-FP38</b>	<b>Rimington Ribbles Valley</b>	<b>Bridle Gate off Stopper (Oxclose) Lane between Highclere &amp; junction with Wytha Lane</b>	<b>Bridle Gate off Martin Top Lane at Martin Top Cottage</b>
START MAP REF	SD 8190 4506	FINISH MAP REF	SD 8222 4518

Date: 29 June 2015

Surveyed by: Richard Sherras (+Billy &amp; Bertie)

Revision No 0

**+++IMPORTANT NOTICE+++**

The line of the footpath(s) on the maps & directions in the text are intended only as an indication of the route. They should not be taken as showing the exact position of the legal right of way of the Path on the Local Authority Definitive Map.

Features (stiles, footbridges, etc) may have been moved off the exact definitive path location by the landowner (farmer, occupier, etc) for operational efficiency, to avoid natural hazards eg land erosion or simply for user convenience. Relocation by owners can be deemed as implicit permission to deviate from the definitive path without trespassing but this does not establish a change to a legal right of way.

**Disclaimer:** This document has been produced on an unpaid voluntary basis for the information of parish residents & visitors. It shows pictures & description of routes as at the survey/revision date on this report changes may have occurred since that date. The author has no responsibility for the paths and no liability is taken for any inaccuracies in this document, nor for subsequent changes to or damage or injury when using a path or any other matter. The document can be used freely for non-commercial purposes provided due respect is maintained for map copyright & that an acknowledgement of the author is included.

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Feature Number [Key at Foot of Page]	Feature & Map Ref	Path Description & Photo(s)
38.BG1	Bridle Gate  SD 8190 4506	Original Bridle Gate has been stolen. Path is overgrown.  
38.BG2	Bridle Gate  SD 8222 4518	If starting from Martin Top take track through to bridle gate.  

FG=Field gate,  
BB=Bridlewaybridge,  
BG=Bridlewaygate,  
CG=Cattle grid,

F=Ford/Ditch crossing,  
FB=Footbridge  
HR=Hand rail  
KG=Kissing gate

LS=Ladder stile  
S=Stile  
SP=Stepping stones  
WG=Wicket/Pedestrian gate