

Sandwell valley POR debrief

Sandwell valley map is quite hard to follow as there is a lot of information in a small space due to the country park been in a very urban area .

The map also contains no bridle paths as all paths are multi user paths , many of them are not even on the map !

The start point from the map room led out through the car park , we put a start sign on the path into the woods as it was hard to tell where to enter the woods from the map as it had a large blue P over the top

Map room – CP2

On taking the path through the woods you should of stopped on this path until it dropped down to a field boundary (1st grid was here for level 2a) . the path turned left and followed the field boundary until reaching a wooden bridge over a small stream , here you turned left before the bridge and followed the stream along a path , the first 'flag' ticket was on this path . at the T junction you turned right over a large earth bank over the stream following this path up towards the M5 , turning left to ride parallel with the motorway , (just before CP2 was the 2nd grid for 2a) following the path into CP2

CP2-CP3

On leaving the CP the route took you over the motorway bridge with a right turn the other side onto a defined path parallel with the motorway , you followed this path round to the left and over a small bridge , turning left and staying on a small path that met up with a track at the top , left onto the track then a slight left onto a grassy path that had a muddy part half way , (2a 3rd grid was at the end of this path) at the top of this path you then turned left down an old lane , as the lane flattened out you should of taken a turning to your right on a tarmac path , over a small stream then turning left into the first manned ticket , staying on this path back over the stream then a right turn back towards the motorway bridge , straight over the bridge then staying on this path riding past part of swan pool on your left , as you started travelling slightly uphill there was a right turn to take , you followed this old lane round to the right when the 2nd 'flag ticket was (further down this path was the 4th grid for 2a) , over a small old railway bridge then a left turn onto a concrete path running parallel with the motorway , at the top of this path you turned left onto 'tree avenue' , this wide path led you straight along and past the priory ruins on your left (just past these was the 5th 2a grid) and the sand well on your right , Sandwell hall used to be on top of the priory ruins , its gatehouse can still be seen at the motorway island junction 1 M5 . as a pair of pylons came into sight there was a dink off to the left around them then a right turn onto a track which had the 2nd manned ticket at the end . left turn over the road and straight down on a tarmac path . at the end of this path you turned left onto a grassy path uphill , at the top there was a slight left onto concrete path then a slight right into a WW2 gun emplacement which was CP3

CP3-CP4

After leaving the CP you turned over a concrete path and into a field following the field boundry along one side then turning right and following it along until reaching the far corner of the field where you went through a small gap then down a quite steep hill until reaching a tarmac track (

silvercroft) where you turned left and found another 'flag' ticket . you carried on up this lane until reaching a field boundary on your left and right , turning right into the field then right along the field boundary was another 'flag' ticket , you followed the field boundary round to the left , through another boundary then turning left at the next one , straight on then a right turn through the field boundary to a gateway on your right , you turned left at this point across the fields , through two field boundaries then a sharp turn uphill to the corner of the field , another sharp turn right took you through a gap in the trees and to a new path , turning left here and following the path uphill round the edge of the field , the 5th 'flag' ticket was here . at the top of the hill you took the right hand path until reaching a driveway to a golf club , turning right onto the driveway and straight down it into CP4

CP4-CP5

On leaving the CP you were to take the new path to the side of the judges car , this was been marked as a ticket leaving the CP , you followed this path through the trees to a T junction then turned left onto the path between the golf courses , this path followed downhill until crossing a small wooden bridge then you turned left to follow the river all the way round to a large concrete bridge , over the bridge then turn left to ride along a dyke between the river tame and forge mill lake , under the railway bridge at the end of the dyke , carry on a short while then take the main path off to the right which followed the railway line , behind a club then down onto a small driveway , right over the railway bridge then following the tarmac path around the corner , looking out for 2 paths on your right , staying on the tarmac path took you onto the RSPB car park , you should of turned off onto the first path , have a close look at your maps as all paths are on them ,as is the RSPB building , this was the entrance to CP5 (a split CP) , your time was taken at this point and you were sent down the track to the holding area and 'out' part of CP5

Cp5-FINISH

The level 2a had bearings from this CP to the finish , level 2 set off following a rough planation not on the map , curving round it until dropping down onto a hard path where you turned right and followed this path back round to the dyke , back along it and back over the concrete bridge , a left turn after the bridge onto another clear path , at the T junction you took the right hand path that led straight onto the finish



Sandwell valley POR map showing checkpoints , manned tickets , flag tickets (purple dots) and 2a grids (green dots)