

Approximate distance: 2.5 miles
Time: about 1¼ hours (plus times at waypoints)

Start: Coxwold Village Hall, Byland Road, Coxwold. Postcode: YO61 4BB
Starting at: SE 535 772
Distance: Approximately 1.4 miles
Grade: Easy
Walk time: About an hour but allow time for button-searching at each waypoint!
Parking: Village Hall car park. A donation of £2 would be welcome

This short walk around the Village includes a series of waypoints where buttons are hidden (not very well) – see how many you can spot! Each waypoint (**A**, **B**, **C** etc) below has some information to help you find the button. Most waypoints have just one button, a few points have more than one.

The walk starts at the Village Hall and finishes at the Coxwold tearooms, where you can refresh yourself from a range of delicious teas, coffees and cakes.

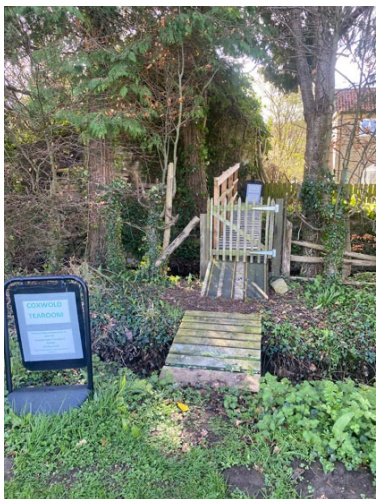
Directions

Letters refer to waypoints on the map.

1. From the back of the Village Hall go across the field to the beck, where there is a platform **A** on the bank. You can find the first button here. Now go back over the field right behind the houses to the Tennis Club gate. You should "notice" the second button here.
2. Walk around the outside of the tennis courts to the Pavilion. There are some benches and a little table outside the Pavilion – can you see more buttons? There are two around the Pavilion.



"Notice" a button at **B**



3. Now cross the field towards a notice at a small bridge over the beck. **C**

There's another button here somewhere....

← Find button at **C**

4. Retrace your steps back to the Village Hall

Look at the Honesty Box – buttons are advertised by three boards... **D**



The Village Hall, Honesty Box and the 1926 Foundation Stone



5. When you've found the buttons at the Hall, cross the road and go up a grassy back lane – a bit muddy in the wet but nothing a good pair of wellies can't get through.

At the bend in the lane look for a dog poo bin (nice!)

6. There's a button around here somewhere... **E**
7. Now follow the path up to the pub (stop for refreshment?), turn right up Main Street and follow the road to Shandy Hall. Investigate its notice board and see how the front is kept so dry... **F**
8. Return from Shandy Hall, cross the road and walk up to the rear gate of the Church. Go into the churchyard and wander down to the bottom of the yard to find where you're not allowed to burn old plastic – and find your next button **G**



Shandy Hall

Shandy Hall is a Grade I listed building dating from the mid-15th century. Inhabited by various families for over 600 years, it is now a lived-in museum and literary house that celebrates the life and works of Laurence Sterne.

Sterne lived in Shandy Hall from 1760 to 1768 as perpetual curate of Coxwold, while making frequent journeys to London to promote his writings and enjoy city life.



Shandy Hall and its noticeboard

9. The Church is 15th Century and is a wonder of historical interest. Are the paths slippery today? Just check the notices, and collect another button (or two) at **H**. Go inside the Church and leave some nice comments in the Visitor Book as a token of your visit today.
10. Look around the font and look at the oak and beech pedestal, which may have a vase of flowers on it – it will certainly have **I** the "indoors" button of this walk.
11. After looking around the Church (did you notice the "Mouseman" lectern and other furniture?), walk down the path to the Lych gate. There are THREE buttons here – how are the gates hung? And look high – no, higher, no, higher still! Under an arm...
12. Then look at the noticeboard, how is it supported? All these will give you the three **J** buttons.
13. Now walk down the hill and stop half-way down, opposite the pub.





The Lych Gate, Church noticeboard, and another board too!

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14. Look at the noticeboard opposite the pub – if you want your next button **(K)** you can't miss it!
 15. Walk to the bottom of the hill and look at the white railings. Don't go "off the rails", or you'll miss your next button **(L)**
 16. Turn right, along Husthwaite Road (away from the crossroads). After the houses you'll see an entry to a secret footpath, and "notice" two more buttons **(M)**.
 17. Go up to the footpath and immediately turn left along it. It's a permissive path created to avoid the blind sharp bend in the road. Follow it until it along the edge of the field until descends to the road. Here it meets the rack of the old railway between the main line and Malton. The line closed in 1964 but there's more info on a couple of noticeboards, and two more buttons **(N)** too!
 18. Now retrace your steps back to the crossroads. Tired yet? – don't worry, only one more waypoint, then perhaps some cake!

19. Proceed to the phone box – refurbished into a mini-information point for Coxwold. A few maps, some guidance for other walks, and leaflets for other activities in the area.
20. And you can find more buttons – I found two today. 📞 !
21. Now you’ve found all your buttons – congratulations! (Even if you haven’t found all of them, well done!). Cross the road, walk down the hill to the [Coxwold Tea Rooms](#) and enjoy a well-earned cup of tea and a cake!



The Phone Box – Coxwold's mini-information office!