

1. If not already on your phone, **DOWNLOAD** 'SATSYMPH QR' from the App Store (iPhone) or Google Play (Android)
2. Push 'SCAN QR' **from within the app** and point your camera at this QR



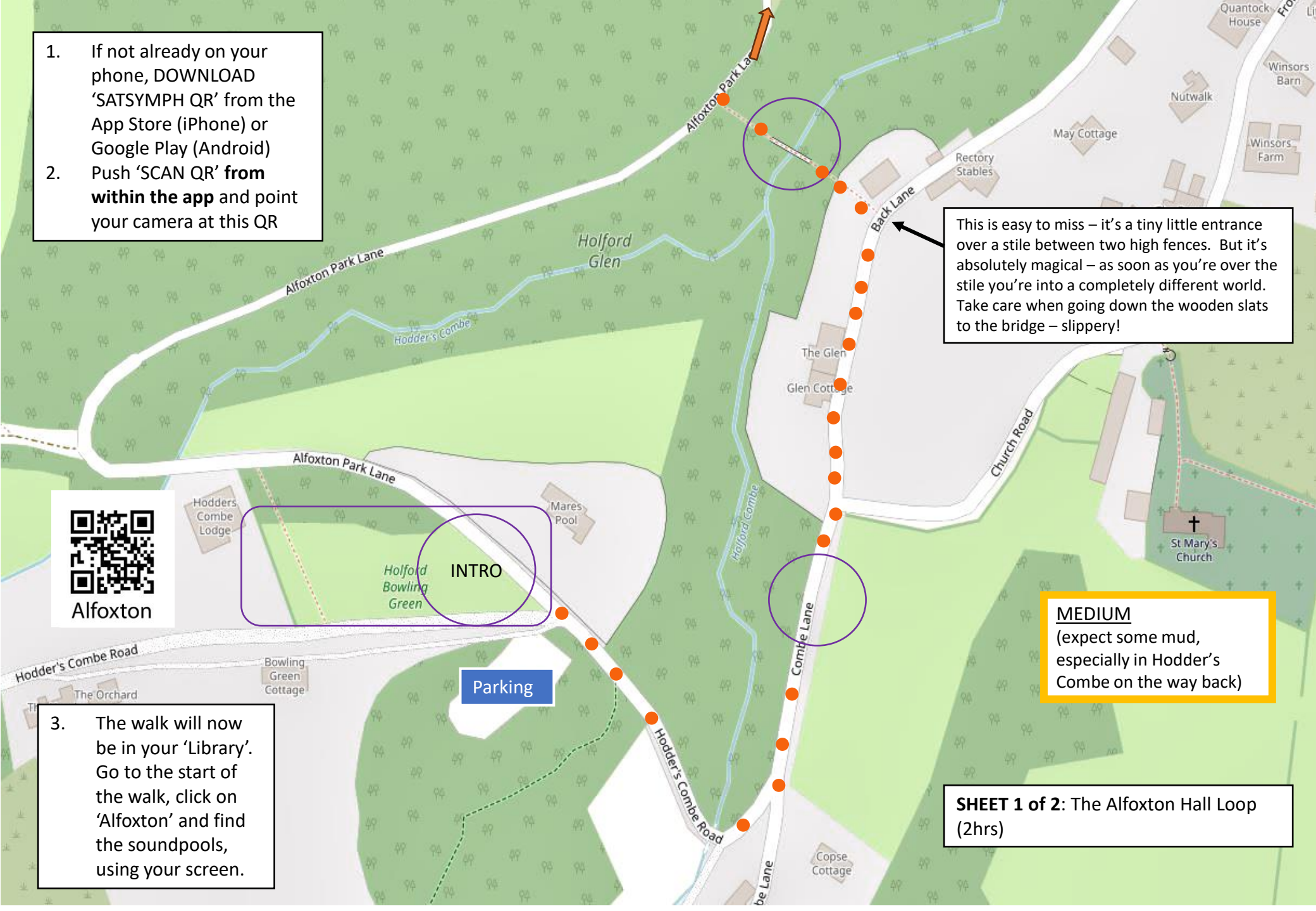
Alfoxton

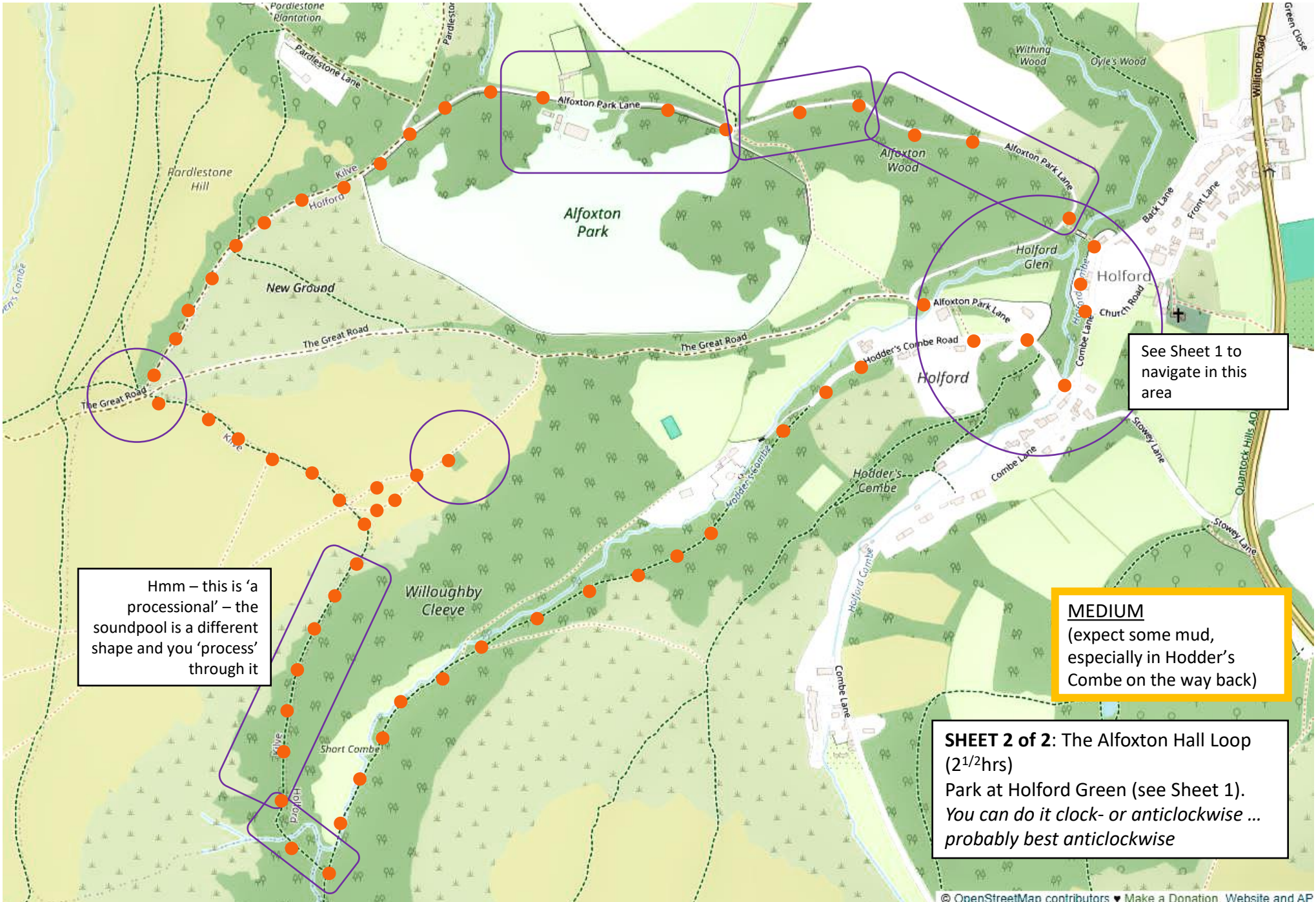
3. The walk will now be in your 'Library'. Go to the start of the walk, click on 'Alfoxton' and find the soundpools, using your screen.

This is easy to miss – it's a tiny little entrance over a stile between two high fences. But it's absolutely magical – as soon as you're over the stile you're into a completely different world. Take care when going down the wooden slats to the bridge – slippery!

**MEDIUM**  
(expect some mud, especially in Hodder's Combe on the way back)

**SHEET 1 of 2: The Alfoxton Hall Loop**  
(2hrs)





See Sheet 1 to navigate in this area

Hmm – this is ‘a processional’ – the soundpool is a different shape and you ‘process’ through it

**MEDIUM**  
(expect some mud, especially in Hodder’s Combe on the way back)

**SHEET 2 of 2: The Alfoxton Hall Loop**  
(2<sup>1</sup>/<sub>2</sub>hrs)  
Park at Holford Green (see Sheet 1).  
*You can do it clock- or anticlockwise ... probably best anticlockwise*