

**REVISED**

The Village Hall where we'll meet is highlighted in yellow.

There's plenty of parking here (honesty box based). Rendezvous 0930 Saturday. Satnav **SYS 0NZ**

Entrance to underground is circled blue - this is gated and kept locked at all times, so not much point late arrivers heading there. There's also no parking at the entrance, so apart from possibly one vehicle to act as sherpa for equipment, there's basically no vehicular access.

Intended surface radio area is circled magenta (about 170m diagonally from underground chamber).

We have permission to park a few vehicles here, but it's on muddy ground so weather conditions may affect ability to use it. **This would be a sensible point for later arrivers to make contact and find out what's going on.**

The main mine buildings are circled red (blacksmith's shop, miner's dry, engine house, compressor house, headframe etc).

On Saturday the Shropshire Mine's Trust will be holding their AGM here after lunch. We can possibly make use of the mess room on the Saturday morning or on Sunday.

It is best if we work on the basis of no parking for vehicles right by the buildings.

The field circled in broken lime green may be best suited for radio location as there's a chamber directly underneath (hence the two shafts). The farmer is being contacted to seek permission. If not, then there are other locations that could be used, just not quite as open and easy.

Most of the other buildings on the map/site are privately owned houses, so best not to go disturbing the local residents - if it looks like a house, then it is!

If something looks like a private track, it may well be so please don't go charging down it unless you've been led there or confirmed it's OK.

If people want to try longer distances and go wandering about then quite a bit of the land around there is council owned and open for the public to tromp through, but not all of it, and some of the landowners aren't always totally laid back. Check before crossing gates/fences so nobody gets upset...

