






DARLEY WHO-DUN-IT


Lily Bopeep has lost some sheep and needs your help to find them. Somebody is stealing from her flock and every night another sheep or lamb disappears. Lily has no idea of the culprit, but she has managed to narrow it down to a long list of possible suspects. Fortunately the sheep know who is doing it, and they have been able to arrange lots of clues that can be found on a very enjoyable walk round this beautiful Nidderdale village. The walk starts and ends at the Darley Playing Fields and goes down to the River Nidd, along the riverbank and back through the village to the playing field and the village shop and café. It will take about an hour and a half to complete at a gentle walking pace. It's mostly on footpaths or pavements, with just one easy step stile, and although it does involve climbing a few hills, none are too arduous and the views more than make up for the effort that is needed.

You'll find a list of suspects enclosed and the easy to follow instructions of the route will help you to enjoy the walk and find the clues. You will need a pen or pencil to mark the name of an innocent suspect whenever you solve a clue, until the only name left is the guilty party.

<p>Start at Darley Playing Fields</p> <p><i>Have a look around the side and back of the pavilion. There are 3 Clues to find here.</i></p>	<p>1. Find the sign that tells us who 'operates' here, so he can be eliminated from the list of suspects. Just put a cross beside his name on the list.</p>	<p>2. This knightly suspect supported the Community Initiative for Darley Shop, Post Office and Café. He's far too good a fellow to get involved in sheep stealing, so cross him off the list.</p>
<p>3. Darley Playing Field was an Effort to Build in 1973. Her name appears here, so you can Reap the benefit and eliminate her as a suspect.</p>	<p><i>Then leave the Playing Fields and set off down Station Road, past the children's playground.</i></p>	<p>4. In the Children's Playground, the number of swings helps you to track down another innocent suspect.</p>
<p><i>At the bottom of Station Road, where the road turns right (private) go through the small opening to the left of the 'Private Road No Access' sign.</i></p>		<p>5. Find this sign and take the 3rd letter of each line under the flying bird. It will help you to discard one of the suspects.</p>
<p><i>Go down the narrow track to reach the bank of the River Nidd. Remember to keep looking for clues.</i></p>	<p>6. The stone on the left on the way down to the river proclaims the initials of another innocent villager.</p>	<p><i>At the bottom of the path you find two stone stiles. Inspect both stiles for clue 7, then cross the left hand stile and set off along the riverside path.</i></p>
<p>7. Above what you keep dogs on, there's something you cannot use. Now you know another who is not the villain.</p>	<p><i>Enjoy the river on your right and the extensive views everywhere. When the path swings left, make your way carefully down the slope or steps to the narrow footbridge over Darley Beck.</i></p>	

<p><i>Cross the footbridge and keep a look out for clue number 8. Then go through a wooden gate and continue along the riverside path. There are some clues across the river and some on this side of the water.</i></p>	<p>8. Look who angles here. The lady who is hiding in this notice obviously didn't do it.</p> 	<p>9. Look over the river where lots of holiday homes abound. Their colour will help you to eliminate another suspect from your investigations.</p>
<p>10. About 100 metres further on you should look across the river and up the hill to spot a familiar red object where you might like to make a call. Now you can report another innocent subject.</p>	<p>11. Another angling sign. At least we know that this military man is a red herring.</p>	<p><i>The path passes a short drystone wall in the field on the left and just past the wall there is a gate on the left.</i></p>
<p>12. There is a way across the river here that a villain could use to escape, but not with sheep. It's an innocent suspect who shares their initials with this precarious route over the water.</p>	<p><i>Go through the gate and under the disused railway bridge that once carried the branch line from Harrogate to Pateley through Darley. Remember to keep searching for clues as you go.</i></p>	<p>13. The top of the old railway bridge has been fenced off on both sides for safety. The total number of poles holding up the fences points the way to the name of another who didn't steal the sheep.</p>
<p><i>Go through the wooden gate into a large field.</i></p>	<p><i>Follow the line of the wall, keeping it on your right. Head towards the top right hand corner of the field, but first there is another clue to find.</i></p>	<p>14. A metal drain cover has been embossed with the initials of one who provides water for the sheep to drink, not to steal them.</p>
<p><i>Go through the gate at the field corner and, keeping the wire fence and Darley Beck on your left, make your way to another metal gate.</i></p>	<p>15. Up on the hillside to your right you can see a house with six prominent features. They tell us who this lawman is, by leaving 'him' out and omitting the sound of a 'knee'.</p>	<p><i>Immediately after the next gate, there is a narrow gap in the wall on the left which you can squeeze through (there is also a wide gateway next to the squeeze, but this is sometimes shut and less fun!).</i></p>
<p><i>Now cross the footbridge over the Beck and look back at the bridge for your next clue. When you have found the clue, make your way straight across the field to reach another metal gate. This field sometimes has a herd of cows in residence (very placid and harmless, but watch where you are putting your feet!).</i></p>	<p>16. Two Darley Walks are signposted on the bridge. If you put the two numbers together (the top number first) you will be doing well in Las Vegas. The game's the thing that identifies our next false alarm.</p>	<p><i>If it's been wet then that field can be a bit boggy and a small detour to the right gives you the best chance to avoid the mud. Now go through the gate and make your way up to the top of the next field. It's quite a climb, so you might like to pause and admire the view. At the top of the field there are two gates and a clue.</i></p>

<p>17. Count the horizontal bars on the big gate and multiply that by the number of horizontal bars on the small gate. Add the number of vertical struts in the middle of the big gate and the number of wooden posts. The answer will prove another suspect innocent.</p>	<p><i>Now through the small gate and on a short way to a similar gate that gives access to a fenced path. At the top of path there is one last gate, which gives access to Green Lane and more clues and then opens onto Stocks Green.</i></p>	<p>18. This path is made for walking, but the notice includes evidence for another elimination. In the line that starts with P, take the 2nd, 3rd, and 6th letters. Then you want the 1st, 2nd and 5th letters of the next line. And then just do what his name suggests.</p>	
<p>19. Take notice of which tree is mentioned by this canine. That gives you another name to cross off.</p>			<p>20. Find what this cyclist on Stocks Green was celebrating in 2014. He has a long way to go, but he certainly didn't take any sheep with him. L'Escargot oui, sheep non.</p>
<p>21. If 'S' is where Friends Meet and 'X' marks the spot of Murder Most Foul then 'R' tells us another name to eliminate.</p>	<p><i>When you have solved clue 21 you are ready to turn right along Main Street, going slightly uphill, to the junction with Walker Lane.</i></p>	<p><i>At the junction you can spot a couple of clues. Then carefully cross Main Street to the grass verge and flower box on the corner of Walker Lane.</i></p>	
<p>22. An easy one to spot just before you cross the road. He certainly can't be guilty, even if he did a runner.</p>	<p>23. A look across the road should also reveal the name of another innocent party.</p>	<p>24. The box on the grass verge is In Bloom, and was handcrafted by this compassionate and reliable woman.</p>	
<p><i>Set off up Walker Lane, looking out for traffic, because although the Lane is very quiet, it does not have a footpath.</i></p>	<p>25. Look up as you pass the gates to Walker Barn and spot another innocent suspect on top.</p>	<p>26. Start off up the lane & search on the left for a yellow and black sign. 'H' is obvious, but the first and third letters are in code. A=1 and Z=26 tells you all you need to know to decode the initials and return a verdict of not guilty.</p>	
<p><i>Now you can relax for a few minutes, enjoy the spectacular Nidderdale scenery and concentrate on making your way up Walker Lane to the highest point of the trail, at the junction with Sheepcote Lane.</i></p>	<p><i>It's downhill all the way from here, so turn left down Sheepcote Lane and start looking for clues again. There are lots to spot, all the way down to the bottom where the Lane meets Main Street.</i></p>	<p>27. It's been here since 1841 and has been proclaiming the name of an innocent lady ever since.</p>	
<p>28. She got really pumped up at this station and named it after her own initials. At least she was too busy to steal sheep.</p>	<p>29. This is alarming. If you have a problem then contact control and speak to this chap, whose initials are given here.</p>	<p>30. This man's too busy worrying about asbestos to be our culprit.</p>	

<p>31. He supplied the gates at Green Acres. He's another suspect to rule out.</p>	<p>32. A bird above the Barn at Spring Field matches another name to cross off our list</p>	<p>33. Behind lamppost number 2 you can see the entrance. The third letter of each word over the door gives us the initials of another name to eliminate.</p>
<p>34. Can you view a farm? Thought not, but it's going to help remove another suspect.</p>	<p><i>Turn left at the bottom of Sheepcote Lane, and when it is safe to do so, cross over Main Street and continue in the same direction.</i></p>	<p>35. This sign flashes when it's time for school. The code from clue 26 gives us the letters to identify another innocent bystander.</p>
<p><i>Cross Nidd Orchard, and pass Low Green, to the junction with Station Road, by which time you should only have three clues to find.</i></p>	<p>36. On the first day of Christmas you might find her in these cottages. She certainly couldn't have stolen the sheep.</p>	<p>37. You can't take sheep on a bus, which is why this suspect has good reason to look happy</p>
<p><i>Turn right onto Station Road, cross Valley Road and look for another clue.</i></p>	<p>38. The name after the www for Fibre Broadband has the same number of letters as this likely sounding but innocent suspect.</p>	<p><i>Now it's on to the finish at Darley Playing Fields, and the last couple of clues.</i></p>
	<p>39. These two need special care and attention. They point to another person you can ignore if you go beneath 'very slow' and then take the 2nd, 3rd, 4th, 5th and 11th letters that you find. The last word reveals her second name, set neatly outside 'estri'.</p>	<p>40. Just past the previous sign you will find a life saver. This makes it clear, in capitals, who is the last to be eliminated from your enquiries.</p>

CONGRATULATIONS – You should by now have eliminated all but one of the likely suspects, leaving just the culprit to face justice. However, if you have had a problem with any of the clues or just want to check that you got the right man, or woman, then you can email or text the clue number or your accusation of guilt to quiz@sportnidderdale.org or 07740 951046 for another clue that should help you to solve the puzzle.

We hope that you have enjoyed this puzzle trail and your walk through beautiful Darley. Now it might be time to visit Darley Shop, where you might be lucky enough to find it open for hot and cold drinks, sandwiches, cakes and ice cream, which you can enjoy inside or on the veranda taking in the magnificent views.

And if you want to show your appreciation, then a donation to the Darley Playing Fields Association, the voluntary charity that owns and runs the playing field and children's playground, can be made in the shop.

These are the Suspects. Put a mark in the box by their name when you know they are innocent.

THE SUSPECTS		Fiona Fourseats		Bart Oncroft	
Alf Abbett		Earl Irvin Glasshouses		Count Ourde France	
Allan H. Allen		Dame Lucille Gold		Mrs A. Partridge	
T.R. Aveline		Ivor Greenwall		Hilda Pedans	
Harvey Birstwith		Freddie Harcourt-Brown		Constable C. Pots	
Black Jack Bridge		Harry Hartlington		Baarbara Prospect	
Cynthia Contrary		Walker House		Rambo Shepherd	
Anna-Eliza Dephib		Fr. Ingilbeck		Stacey Starr	
Lee Don		Lord Kingfisher		Barney Stoneballs	
Private Fish		Cy C. Lester		Lt. Charlie Sycamore	
Miss F. L. Y. Fisher		Rev. Mona Liza		Woody Tenpoles	
Tel E. Fonebocks		Sir George Martin		Dr Crimple Valley	
Nurse Caring Forlife		Lady Primula Method		Deta Von Xanadu	
Ida Fortywinks		Ronan O'Casey Connell		Joy S. Youwill	

The Culprit is :