Pentrich Rising - instructions for Giltbrook soundwalk

Start point	QR code	Visual identifier
1.IKEA car park (Eastern end), ad- jacent to the round- about on the B6010		
2. On the concrete road to the right of the wind turbine and the sewage works.		
3. On Smithhurst Road facing Smith- hurst Meadows lo- cal nature reserve		

To mark the bicentenary of the ill-fated Pentrich revolt sound artist Andrew Brown has composed three soundwalks, each a creative response to the events of June 1817. Fellow artists collaborating on the project include Leigh Toro, Agnes Williams, Benedik Williams, Alasdair Thurston-Ambrose and Harry Freestone

Follow the Giltbrook map for orientation and for detailed information on the Pentrich revolt. Use a QR reader (such as Zapper) on a (fully charged) smartphone or other device played through in- or on-ear headphones (not over-ear, as it is imperative that you are able to hear the sounds around you)

Exercise particular care when walking on roads as wearing headphones and listening to the soundtrack can be highly disorienting. Sounds have been designed to be experienced in sync with locations along the route, to be walked at a steady medium to brisk pace.

Participants undertake the walk on the understanding that the artists are not held liable for any injury or damage howsoever caused and that participants in the soundwalks do so entirely at their own risk.

For further information refer to http://artwalking.org/Forthcoming%20Walks.html

The walk is around 3 miles and takes an hour to complete. It will involve stiles, muddy paths and other obstacles, and thus only feasible for people with full mobility. Wear clothing and footwear appropriate for the weather conditions. Several of the paths are overgrown so long trousers are recommended. Remain silent throughout

Check headphones are in the correct ears and set the volume of your device to maximum, adjusting it as necessary should it become uncomfortable. There will be extended periods of silence on the recording so don't assume your device is not working.

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