

COLLISION + CONFLICT

SCAN THE QR
CODE TO DOWNLOAD
AND ACCESS
COLLISION + CONFLICT
SOUND WALK



FAQs

Collision + Conflict is a geolocated sound walk through the Northumbrian landscape available from Friday 26 March – October 2021.

Using ECHOES: an interactive GPS-triggered sound app, the collision and conflict of the landscape will unfold through music, sound, storytelling and spoken word. You will follow our plotted sound walk, triggering artistic responses connected to specific locations on the route; these sound responses make up an immersive geolocative experience that you can enjoy through your headphones.

Collision + Conflict is produced by Green Croft Arts, a not-for-profit organisation that enables rural communities to access and enjoy arts, cultural and wellbeing activities. The project is made possible thanks to our funding partners; Arts Council England, The Sill and Northumberland National Park.

Collision + Conflict route

The 2-2.5hr circular walk starts at Walltown Country Park; you then take in the preserved section of the wall at Turret 45A with magnificent views westward, travelling downhill to Thirlwall Castle and across the Tipalt Burn, then walk along the pronounced ditch towards Green Croft On The Wall before returning to Greenhead and up to Carvoran Roman Fort, The Roman Army Museum and back to Walltown Country Park. You are encouraged to take in the walk at your own speed, stop along the way to enjoy the rural landscape and dress appropriately for the British weather and walking.

Collision + Conflict commissioned artists

In December 2020, Green Croft arts commissioned 14 artists who had strong links to Northumberland, Cumbria and nationalities that reflected the past diversity of the communities that built, manned and lived along Hadrian's Wall. The 9 commissions are creative responses in song, music, sound, story, spoken word and prose which explore the historical, archeological and environmental conflicts and those that affect contemporary rural communities today. As people walk through the landscape these artistic responses unfold as part of an immersive geolocative experience linking the artistic responses to a specific location along the walk.

You can find out about each artist and about their piece by following the link:
www.greencroftonthewall.com/c-c-the-artists

What do I need in order to be ready to experience Collision + Conflict?

You need:

1. To download the ECHOES app and to download the Collision + Conflict walk – for instructions see below.
2. Fully charged digital device – phone or tablet.
3. Working headphones to connect to your digital device. If they are chargeable (i.e. air pods or wireless), we recommend charging them fully.
4. Clothes that are appropriate for the variable nature of the English weather across March – October 2021.
5. Sturdy, flat boots that are appropriate for walking in the countryside.
6. Water; we recommend bringing water to keep hydrated.

Accessibility

There are various accessibility provisions in place so Collision + Conflict is as accessible as it can be. We welcome feedback and suggestions to improve accessibility, as we are constantly learning, so please do get in touch with us with any comments or questions:

info@greencroftonthewall.com

We have provision in place to enable people with physical disabilities, visual impairments, deaf and hearing impairments and neurodiversity. You can find out more by following the link:

www.greencroftonthewall.com/c-c-access

Is Collision + Conflict COVID safe?

Collision + Conflict first launches to audiences geographically nearby **Gilsland** from Friday 26 March and then wider as lockdown eases. You should follow up to date Government guidelines when experiencing Collision + Conflict (e.g. From 29 March – rule of 6 applies outdoors and two households can mix).

Is Collision + Conflict free?

Collision + Conflict is free to experience but please consider donating if you have enjoyed listening to support Green Croft Arts as a not-for-profit organisation that enables rural communities to access and enjoy arts, cultural and wellbeing activities. You can donate by following this link:

www.greencroftonthewall.com/support-us

Or by following this QR code:



How do I access Collision + Conflict?

Collision & Conflict is accessed via ECHOES app on your digital handheld device. (Phone or Tablet)

We recommend you download ECHOES from home/at a location with Wifi **BEFORE** embarking on your visited to avoid using all your data. You can do the following in the landscape but it will require use of your data.

Downloading at home/location with Wifi using QR code:

1. Open the camera on your phone and point your camera at the QR code:



2. You will be directed to open a link in your phone web browser. Click on the link.
3. You will be taken to the Collision + Conflict page on the Echoes website. Scroll down the page.
4. Click on either Google Play or Apple App Store to download the Echoes App to your phone.
5. Download the Echoes App and click open.
6. Your phone will ask you to allow Echoes to use your location. Click 'Allow' while using the app.
7. You will be asked if you would like to receive notifications from Echoes. Make your preferred choice.
8. Open your camera and scan the QR code again to be taken to Collision + Conflict Walk.
9. Click 'Download Walk'.
10. *You are now ready to go on your walk.*

Downloading at home/location with Wifi using direct link if your device doesn't scan QR codes:

1. Download ECHOES by following this link: <http://onelink.to/echoesxyz>
2. Click on either Google Play or Apple App Store to download the Echoes App to your phone.
3. Download the Echoes App and click open.
4. Your phone will ask you to allow Echoes to use your location. Click 'Allow' while using the app.
5. You will be asked if you would like to receive notifications from Echoes. Make your preferred choice.
6. Type Collision + Conflict into the search bar function.
7. Open the Collision + Conflict walk listing in ECHOES.
8. Click 'Download Walk'.
9. *You are now ready to go on your walk.*

Using Collision + Conflict in the landscape:

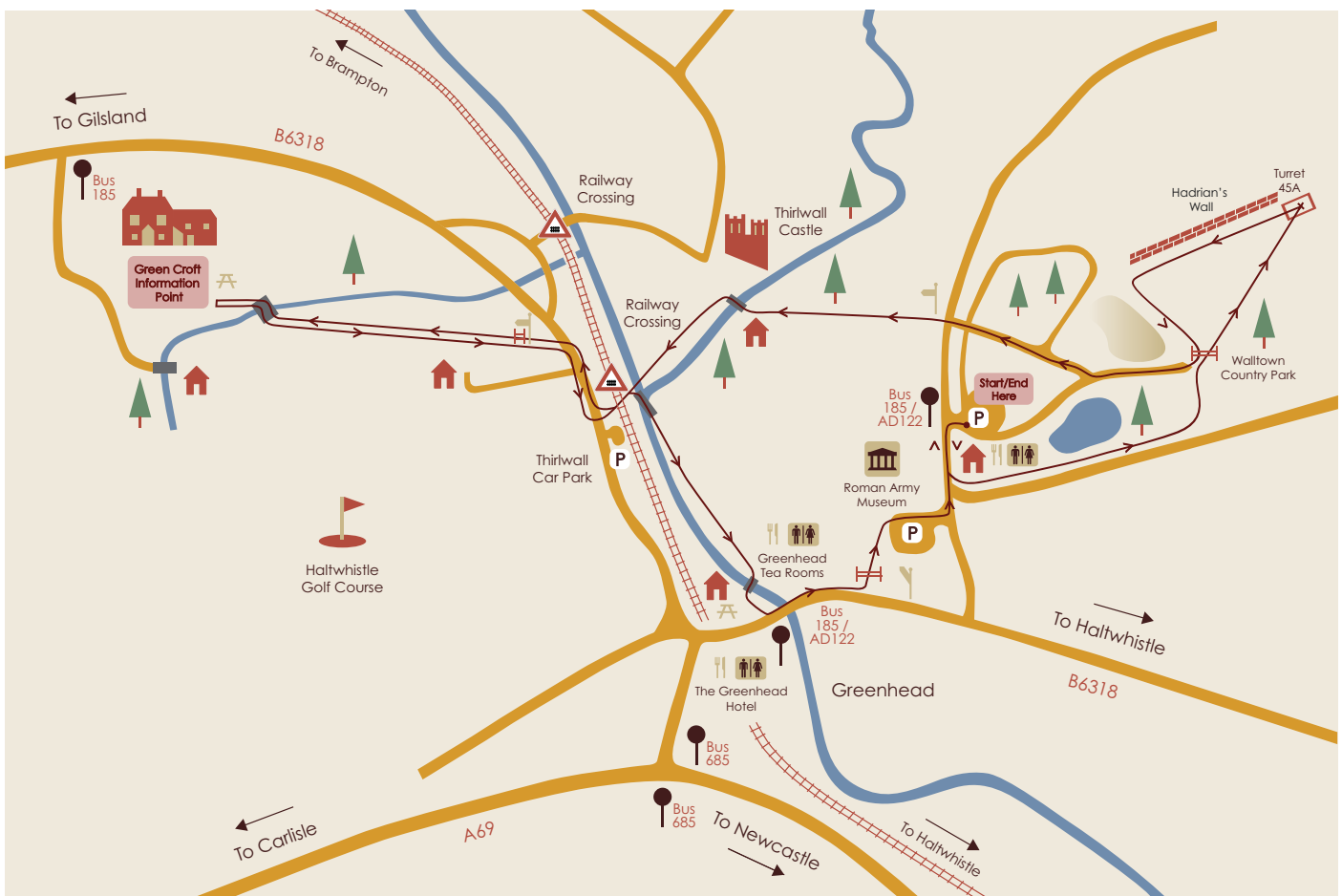
1. At the start location, open Echoes app on your digital device.
2. Click on the 3 lines in the top left-hand corner of the screen.
3. Click downloaded walks.
4. Click Collision + Conflict.
5. Click START.
6. Put your headphones on and begin your walk following the route on the map. Look for the way markers to guide you.
7. As you pass through the echo positioned in the landscape, the audio will begin to play automatically.

Where is the starting point of Collision + Conflict?

You can start Collision & Conflict at any point in the route – but we advise starting at **Walltown Country Park**.

Is there a Collision + Conflict map so I can see where the walk goes in the landscape?

Yes – see map below.



Travel options to the local area:

By Car:

From the A1, travel west along the A69. At the Junction near Greenhead (west of Haltwhistle), turn right, drive through Greenhead and up the hill for 1 mile on the B6318 until you reach the T-junction signposting 'Walltown Quarry' and 'The Roman Army Museum'. Drive 500m and Walltown is just beyond the Roman Army Museum.

From the M6, travel east along the A69. At the Junction near Greenhead, turn left, drive through Greenhead and up the hill for 1 mile on the B6318 until you reach the T-junction signposting 'Walltown Quarry' and 'The Roman Army Museum'. Drive 500m and Walltown is just beyond the Roman Army Museum.

By Bus:

Walltown Country Park is served by 2 buses, AD122 & 185

- Click [HERE](#) for information on AD122
- Click [HERE](#) for information on 185

The 685 Newcastle - Carlisle bus service stops on the A69 at Greenhead with a short walk to the route.

By Train:

The nearest train station is **Haltwhistle Rail Station**, just over 4 miles away. It is located on the Tyne Valley Line serving the Newcastle - Carlisle trains.

AD122 and 185 bus services pick-up and drop off at Haltwhistle station.

By Bike:

Hadrian's Cycleway route passes next to Walltown Country Park.

Click [HERE](#) for a more information on Hadrian's Cycleway.

Can you park anywhere in the locality?

The route is a circular walk and there are various car parks and on street parking though we suggest you start and end the walk at Walltown Country Park.

- **Walltown Country Park Car Park** (fees apply)
- **Thirlwall Castle Car Park**, between Greenhead and Longbyre along the B6318 (Free)
- On street car parking at Greenhead Village.

Are there toilets on the route?

Walltown Country Park toilets (including disabled) and a Changing Places facility is open day and night, throughout the year. **The New Greenhead Tea Room**, Greenhead and **The Greenhead Hotel**, Greenhead have toilets for customers.

Can you have a picnic on the route?

Yes! There are picnic tables and outdoor seating at:

- Green Croft On The Wall
- Walltown Country Park
- Greenhead Tea Room

Please be respectful of the countryside and use appropriate bins or take your picnic rubbish home with you.

Are there places to purchase food and drink on the route?

On the route

- **The New Greenhead Tea Room**, Greenhead
- **The Greenhead Hotel**, Greenhead
- **Walltown Country Park** visitors centre

Close by

- **The Samson Inn**, Gilsland
- **House of Meg**, Gilsland
- **Blenkinsopp Castle Inn**, Greenhead

Please check before visiting as eateries have various opening times or may be closed or only offering takeaway as per government guidelines.

What happens if my phone/device runs out of charge when experiencing Collision + Conflict?

We advise you make sure you have a fully charged device before travelling.

When we can open, there will be power sockets at Green Croft Information Point if you need to recharge your phone halfway through the walk.

Please bring your own power cable and plug to charge.

What if I have any unanswered questions or feedback on Collision + Conflict?

You can drop us an email via:
info@greencroftonthewall.com

You can also find us on social media –
Facebook: @GreenCroftOnTheWall and
Instagram @greencroftonthewall and you can use the hashtag #CollisionAndConflict across all social media channels.