



# Self-Guided Walks

## A circular walk to the north of Hawkhurst Moor

Welcome to the High Weald National Landscape, an unspoilt medieval landscape. Amid the remnants of ancient routeways we will be passing a site from the industrial age when ironworks were a feature of this landscape. We also make use of a section of the Sussex Border Path. This walk can be accessed by local bus services.

<b>Distance and duration</b>	A 6½ mile walk, taking about 3½ hours.
<b>Level</b>	Moderate
<b>Start point / Post code</b>	On the northern edge of the green, near the post box. TN18 4NW
<b>OS map reference</b> <b>What-3-Words</b>	Explorer 136, TQ756297 <a href="https://what3words.com/decisions.renamed.compose">https://what3words.com/decisions.renamed.compose</a>
<b>Other information</b>	Roadside parking, please do not obstruct residents. <a href="#">Click here</a> to download a GPX file of the route

### I-Spy - Something to look out for in the landscape



## Two

The walk was kindly provided by Rita Prior.

These directions proceed in an ant-clockwise direction around the route.

On the north side of the green, by the one-time primary school buildings, face west and turn right down the twitten alongside 'Old Moor House'.

At the road turn right and take the footpath on the left, going through an old metal kissing gate.

Proceed along this track for just short of  $\frac{1}{2}$  mile. There is a side path on the left with a metal gate, do not venture along this. Nearer the end there is a marked footpath on the right, ignore this and carry on ahead.

Open ground appears ahead, the path doglegs right and there is a gate allowing access to the grounds of 'Marlborough House' school, go through the gate.

Bear slightly left heading for the left side of the clump of trees and the clock on the side of the building.

Walk along the track to the entrance to the school from the road.

Cross the road (A268) and continue along the road straight ahead and at the junction turn right.

Take the next turning on the left across the top of a triangular patch of land.

At the next junction proceed straight across onto 'Sopers Lane', and keep going for a little over  $\frac{1}{2}$  miles.

Lookout for a possible sighting of Alpacas near the large wooden barn half way along, they are curious creatures and always willing to pose for a photograph.

Upon approaching the first house on the left look for an entry way on the right. The footpath is accessed over a stile in the far right corner, this can be overgrown in summer months so may not be immediately visible.

Go straight ahead up the field with the trees to the right.

Look out for an opening in the hedge to the left and bear left across the field to go through it.

Carry straight on across the next field and through the gate into the field beyond.

Keeping the fence to the right at the top of the field go over a stile in the fence.

Go through the adjacent gap and then bear right diagonally across the field to the far corner.

Go into the trees and down a gully and in the field turn left and continue along the edge of the field exiting onto a track.

Turn right and then almost immediately left; and then left again; do not go into the field.

This next stretch, some  $\frac{3}{4}$  mile in length, is notorious for mud. Even in summer months it can be wet, during the winter it is best described as arduous!

Towards the end of this stretch take particular note of the way in which the terrain drops away on the right.

Shortly after this there is a fork in the path, take the left hand one.

Ahead there is a large pond with a vast number of Mallard Ducks in residence. This pond is all that remains of the iron-working industry that was prevalent in this part of the world in the 15<sup>th</sup> and 16<sup>th</sup> centuries. The embankment to the right would have been the dam and sluices would have let water through into the deep gully pointed out earlier. The water would have been used to power forges and hammers located in that gully.

### Three

Facing the pond, turn left and proceed up the slope and join on of the main rides through Bedgebury Forest.

Turn left along the ride.

Continue on past the ride on the right, and look out for a bench in a clearing to the left. This is an ideal spot for a refreshment break.

Continue on along the ride in the same direction for about a minute and look for a turning on the left which is a slightly more grassed over ride. Part way along this ride bears sharply to the right.

At the next junction bear left.

Where the rides fork, take the left hand one and then take the next turning on the left.

Walk through the trees and pass through a wooden kissing gate at the end.

Continue along this restricted path until it opens out and then carry on straight ahead. The track bears around to the right and makes a T-junction with a concrete track.

Turn left and follow the concrete all the way uphill into the 'farmyard'.

Turn right and go through the gate.

Turn left at the house and follow the road right out to the junction with the A268.

Cross the road and continue along Delmonden Lane for just over  $\frac{1}{4}$  mile and look for a small triangular patch of land, take the rough track ahead.

Just beyond the large white weather-boarded house on the right look for a gate on the right marked 'private' with a small gate on its right marked 'footpath only' and go through here.

After a short while turn onto a path to the left and go over a bridge and up some steps.

Follow the path round to the left and then continue straight ahead through a gap in the hedge and straight up through the field.

Emerge onto a track and go straight over and through a gap in the hedge.

Go diagonally to the right across this next field to the far corner.

Go through the wooden kissing gate and continue ahead with the hedge on the right.

At the end of the hedge, follow the path across the field to the treeline beyond. This path is generally well used, but if for any reason it is not discernible head for the gap in the trees to the left of the trees.

Go through the gate and out to the road. Take care here with traffic, there is a steep bank and a fast road.

Turn left along the road and then immediately right onto a footpath on the junction.

Continue straight on through the orchard.

At the point where a hedge crosses the path slip to the right and continue in the same direction on a parallel path.

At a large Oak tree, bear slightly right and once more continue in the same general direction.

In the far corner of orchard field the path continues into the woodland, once again maintaining direction.

At this point the used path deviates from the official line of the right of way, as the latter is obviously no longer accessible, the directions used here refer to what is available on the ground.

The path goes through a gap in the treeline into the adjacent field and proceeds along the top edge of the field.

At the far end turn right and continue on into the next field looking for gap in the hedge on the left.

Go through the gap and turn right and continue to the bottom of the field.

Exit the field through a wooden kissing gate onto a made up track.

Follow the track and at the cottage on the left turn right up the road.

Follow the road to a T-junction and then turn left.

Take the next turning on the right and return to the green at Hawkhurst Moor

#### At all times please follow the Countryside Code



##### **Respect everyone**

- be considerate to those living in, working in and enjoying the countryside
- leave gates and property as you find them
- do not block access to gateways or driveways when parking
- be nice, say hello, share the space
- follow local signs and keep to marked paths unless wider access is available

##### **Protect the environment**

- take your litter home – leave no trace of your visit
- do not light fires and only have barbeques where signs say you can
- always keep dogs under control and in sight
- dog poo – bag it and bin it – any public waste bin will do
- care for nature – do not cause damage or disturbance

##### **Enjoy the outdoors**

- check your route and local conditions
- plan your adventure – know what to expect and what you can do
- enjoy your visit, have fun, make a memory

