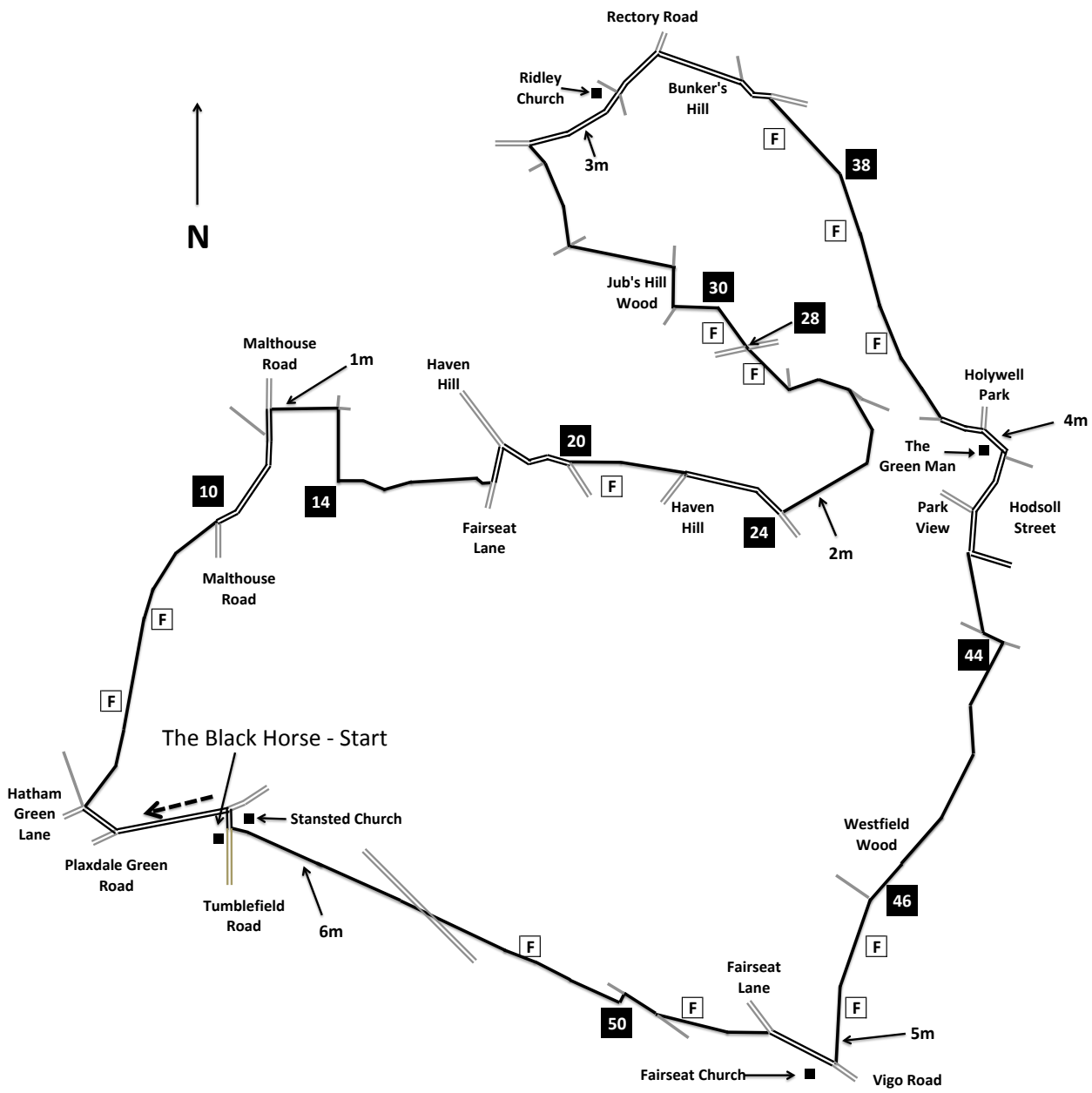


# ASH CHURCH WALKS - NO. 3



## ROADS:

- Significant roads
- Others - on route
- Others - adjoining

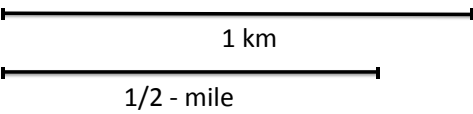
## PATHS:

- On route
- Adjoining

F Open fields (see 'Introductory Notes')

88 Direction label (as in the walk notes)

Scale (approx.):



--> Starting direction

## ASH CHURCH WALKS - No.3 (14 July 2013)

### (Stansted - Horns Lodge - Ridley - Hodsoil Street - Fairseat - Stansted)

A pleasant series of gentle ups and downs with a number of beautiful views, finishing in another fine descent to Stansted (not the same one as in Walk No.2!).

#### Roads and hindrances:

There are a few sections on roads, all generally very quiet and unlikely to cause any problems.

There are no significant hindrances, though some of the stiles need a little care.

Notes taken: October 2011 and September 2014

The start and finish is at the **Black Horse, Stansted** (TN15 7PR).

	Mins.*		OS	Miles
1		The start (and finish) is at the Black Horse in Stansted, near the bottom of Tumblefield Road. With your back to the Black Horse, turn left and go down the road.	606 621	
2	1	Turn left at the T-junction along Plaxdale Green Road. Follow this down the hill, and most of the way up the other side.		
3	5	A little before the top, turn right on to Hatham Green Lane.		
4	6	As the road swings to the left, after the entrance to Hatham Green Cottage, instead turn sharp right along a narrow footpath just to the right of the entrance to Oak Tree Farm. Go through the MKG, and ahead along the right-hand edge of a field.		
5	8	<b>[!!F!!]</b> Go through the next MKG, and slightly to the left towards another one at the far left-hand corner of the next field.		
6	10	<b>[!!F!!]</b> At this MKG, go very slightly to the right towards another one.		
7	11	... Or, rather, a pair of them. <b>[!!F!!]</b> Here go again slightly to the right to the next one.		
8	13	This final MKG is about 25 yds. below (to the right of) the trees at the top of the hill. <b>[!!F!!]</b> Go through and head down the gentle slope towards the far right-hand corner at the bottom.		
9	16	At that corner go over the stile and turn left along the road.		
10	17	<b>[Map point]</b> Pass the pumping station on the left.		
11	19	Ignore the signposted footpath joining on the left by way of a tall, new stile.	607 630	
12	20	Turn right off the road through a MKG, and go up the path on the left-hand side of the field.		
13	23	At the top turn right along the (lower) edge of the trees, along what is now the top of the same field.		1.08
14	25	<b>[Map point]</b> At the waymark turn left into the trees. (This turn-off is roughly level with a tudor-style house on the road below to the right.)	609 629	

\* "Mins." is very approximate! See 'Introductory Notes' for an explanation of how this column is used.

**[!!F!!]** : Field crossing might be unmarked. See 'Open Fields' in 'Introductory Notes' for some thoughts about dealing with this.

	Mins.*		OS	Miles
15	<b>26</b>	After following the narrow track, once in the trees, very slightly leftwards for 100 yds. or so, continue with it as it kicks a little to the right to avoid a small bank.		
16	<b>28</b>	Keep on it as it bears left and then right, at the edge of the trees, to go along the right-hand edge of a field towards houses which gradually come into view. (At first only the tops of the roofs are visible.)		
17	<b>30</b>	Go all the way to the corner, then ahead between the houses.		
18	<b>31</b>	When you reach the road turn left.		
19	<b>32</b>	Turn right at the T-junction, signposted 'Hodsoll Street', and follow the road down through the trees.		
20	<b>35</b>	<b>[Map point] !!!F!!</b> At the bottom, just before a pole on the right, look for a well-hidden stile on the left, cross it, and go up the left-hand edge of the sloping field.	615 630	
21	<b>36</b>	<b>!!!F!!</b> As you climb, a white stable-block comes into view at the top. Head in the direction of this, departing from the line of the trees on your left.		
22	<b>38</b>	<b>!!!F!!</b> Cross a stile just before the white building and walk on, keeping it on your left, toward a pair of wooden gateways at the top.		
23	<b>39</b>	Go through the right-hand one of these, and ahead to another gate. Then turn left along the road and follow it as it immediately swings to the right next to the entrance to Walnut Tree Farm.	618 630	
24	<b>42</b>	<b>[Map point]</b> A few yards after 2 Pettings Cottages, turn half-left through a MKG, to leave the road along footpath SD249. Go ahead along the left-hand edge of two fields (with a line of trees separating them).		1.93
25	<b>46</b>	Go through a MKG, and turn left along a broad woodland path.		
26	<b>48</b>	Ideally, carry on ahead, with trees to the left and a fence to the right. However, this track is liable to get very muddy: if this looks likely to be a problem, cross the stile in that fence at this point, and walk along to the right of it instead.		
27	<b>50</b>	<b>!!!F!!</b> Go through a MKG (or two if you have walked to the right of the fence, as above), and turn diagonally to the right towards a metal gate in the right-hand side of the field.		
28	<b>51</b>	<b>[Map point] !!!F!!</b> Go through this gate and another one on the other side of the concrete lane, and continue along the same diagonal line, cutting the corner of the next field, to a big metal gate not far ahead.		
29	<b>52</b>	<b>!!!F!!</b> Continue through this, still along much the same line, to the far right-hand corner of this large field.		
30	<b>54</b>	<b>[Map point]</b> Go through the gate at the corner and follow the path, with trees to the left and a fence to the right.		
31	<b>55</b>	At a T-junction of paths turn downhill to the right.	618 634	
32	<b>56</b>	Follow the main path as it swings to the left.		
33	<b>60</b>	Continue ahead at gated cross-paths, uphill within a strip of trees between the open fields on both sides.		

\* **"Mins."** is **very approximate!** See 'Introductory Notes' for an explanation of how this column is used.

**!!!F!!** : Field crossing might be unmarked. See 'Open Fields' in 'Introductory Notes' for some thoughts about dealing with this.

	Mins.*		OS	Miles
34	<b>64</b>	Turn sharp right uphill along the road.		
35	<b>68</b>	Pass Ridley Church on the left and continue ahead along the road.		3.08
36	<b>69</b>	Turn right along Bunkers Hill.		
37	<b>73</b>	<b>!!!F!!!</b> About 100 yds. after the entrance to Ridley Farm turn right through a pair of MKGs. Go diagonally across the field in the general direction of the imposing red-brick Holywell Park building in the distance. The angle is about 45 degrees to the right of the left-hand (roadside) edge of this field.		
38	<b>77</b>	<b>[Map point] !!!F!!!</b> Find a MKG in the opposite field edge. Go through and turn a little further to the right, towards gates at the bottom of the hill.	622 637	
39	<b>79</b>	<b>!!!F!!!</b> Pass through or round these and continue in the same direction, heading now somewhat to the right of the Holywell Park building, and towards a big grey barn in the middle distance. Keep a little to the left of a handful of rather forlorn-looking trees.		
40	<b>86</b>	Converge on the rusty fence up to the left, meeting it as it turns away at a corner, next to the barn. Then keep left alongside the fence and go through a gate, after which the path becomes a metalled roadway and goes on past the barn.	624 631	
41	<b>87</b>	Turn right at the angled T-junction, and continue along this road as it passes the Green Man and then goes once again a little to the right.		
42	<b>89</b>	At the next angled T-junction merge left into a slightly wider road.		
43	<b>90</b>	As the road swings left, turn right instead along the signposted byway.	625 628	
44	<b>93</b>	<b>[Map point]</b> After ignoring big gates to right and left, go through the one straight ahead (in front of buildings) and turn left straight away. Keep left, go straight ahead through a gate, then immediately right over a stile. Walk ahead along the left-hand side of a field, with a hedge and trees to your left.	625 626	4.32
45	<b>101</b>	At the end of this stretch go straight on into trees.		
46	<b>103</b>	<b>[Map point]</b> Look out for a MKG slightly to your left at the edge of an open field. <b>!!!F!!!</b> Go through it and slightly left across the field towards a small gap in the line of trees ahead; then beyond it on the same line towards a MKG; then slightly left towards a gate.		
47	<b>110</b>	Go through the MKG to the right of the gate, and on to the road at Fairseat, next to a pond. Turn right along the road and pass <b>Fairseat Church</b> on your left.	622 615	
48	<b>113</b>	As the road swings right, look for a concealed stile on your left (just before 'The Dairy Farm' opposite). <b>!!!F!!!</b> Go over the stile, and slightly right across the field towards and over another stile. Enjoy the view to the right.		5.22
49	<b>116</b>	The path goes a little to the right when it reaches a fence at the field edge.		

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**!!!F!!** : Field crossing might be unmarked. See 'Open Fields' in 'Introductory Notes' for some thoughts about dealing with this.

	Mins.*		OS	Miles
50	<b>118</b>	<b>[Map point]</b> Turn off to the left over a stile. This turning is very well hidden, and looks very unpromising, but after a few seconds opens out at a MKG. Here turn to the right and see the whole of the next stage of the walk as far as Stansted Church. <b>!!!F!!!</b> Now maintain, more or less, a straight line all the way to Stansted: start by moving down and gradually away from the right-hand field-edge, aiming to the left of the farm buildings in the middle distance.	616 617	
51	<b>123</b>	Go through a well-concealed gate in the hedge (currently next to a large metal container which looks like a permanent feature), <b>!!!F!!!</b> and carry on without changing the line. <i>However, although the right of way follows this straight line the track all the way to Stansted can raise ploughed-field issues and is not always easy to negotiate. If you choose to compromise by going along the right-hand field edges there seems little harm you can do to the margins; but first identify the gate at Direction 53 as your eventual target.</i>		
52	<b>126</b>	Cross (and ignore) the broad track which leads to the farm to the right.		
53	<b>130</b>	Go ahead over a stile next to a gate - the point you need to reach whatever steps you have taken to deal with ploughed fields - and then along the left-hand (top) field-edge.	608 620	
54	<b>132</b>	Go through a MKG into the churchyard of <b>Stansted Church</b> . Still keep along the left-hand edge.		
55	<b>133</b>	Go out through the wooden gate and turn left up the road.		
56	<b>134</b>	Almost immediately, reach the starting point at the Black Horse.	606 621	6.19

\* **"Mins."** is **very approximate!** See 'Introductory Notes' for an explanation of how this column is used.

**!!!F!!** : Field crossing might be unmarked. See 'Open Fields' in 'Introductory Notes' for some thoughts about dealing with this.

## **FOR THOSE WHO WALK WITH THEIR DOGS**

I do not venture to give advice about walking with your dog. As well as the joys, you will be well aware of the issues involved, and particularly that relationships between dogs and other countryside animals potentially involve mutual suspicion, or worse.

**But what this footnote (on the next page) does try to do, in response to requests, is to give some indication of the nature of the walk from a dog's point of view, to enable you to decide whether it is suitable.**

The percentage distances on the right should be self-explanatory.

The information in the middle column may look a bit cluttered, but I think it should enable you (if the detail is of interest) to mark up within a few minutes a print-out of the walk notes, so that you have some idea what might be round the next corner.

The risk in all this is that **things change so quickly** in the agricultural working world; and what I describe might become misleading after subsequent changes. I have done my best, but there is no guarantee that you will find the information up to date!

<b>ASH CHURCH WALKS - No.3</b>	<b>Direction numbers</b>	<b>% of walk</b>
Busy road		0
Quiet road \$\$	1-3, 9-11, 18-19, 23b, 34-36, 41-42, 47, 56	26
Open field with livestock	5-7, 22, 27-29, 38-40, 46, 48a, 50	23
Edge of field with livestock	53	1
Field (or edge) without livestock **	4, 8, 12-13, 16, 20-21, 24, 26, 37, 44, 48b-49, 51-52	34
Path (hedged, or otherwise forced)	17, 23a, 30, 33, 43, 54-55	8
Woods	14-15, 25, 31-32, 45	7

\*\* This is not a promise, just a statement of fact - that, having walked these sections perhaps two or three times, I have found no animals or any sign of them.

\$\$ Again, not a promise that there will be no traffic to worry about. Just a personal judgement of conditions as I have found them.

**STILES (8)**– Details noted in April and May 2015, but **subject to frequent change**:

The stile in Direction **9** is relatively easy with climbs both about 1 ft. There is wiring down to the ground, but it is rather feeble on the gate to the left. The one in **20** has easy gaps. In **22** the climbs are about 1 ft. and 2 ft.: it is wired down, but a little to the right is a gate with a big gap (about 1 ft.) below it.

The one in **44** is wired down: a double stile with climbs of 1 ft., 1 ft. and 2 ft.

The two in **48** will be tricky. They are both double stiles, wired down to the ground and quite high: the first is about 4ft. high in all, with highest climb about 1.5 ft.; the second a little taller with highest climb about 2 ft.

**50** (wired down) is about 3 ft. high with two climbs of about 1.5 ft. each. In **53** the climbs are about 1.5 and 2 ft.: it too is wired down, but there is a gap of about 6 ins. underneath the adjacent gate.