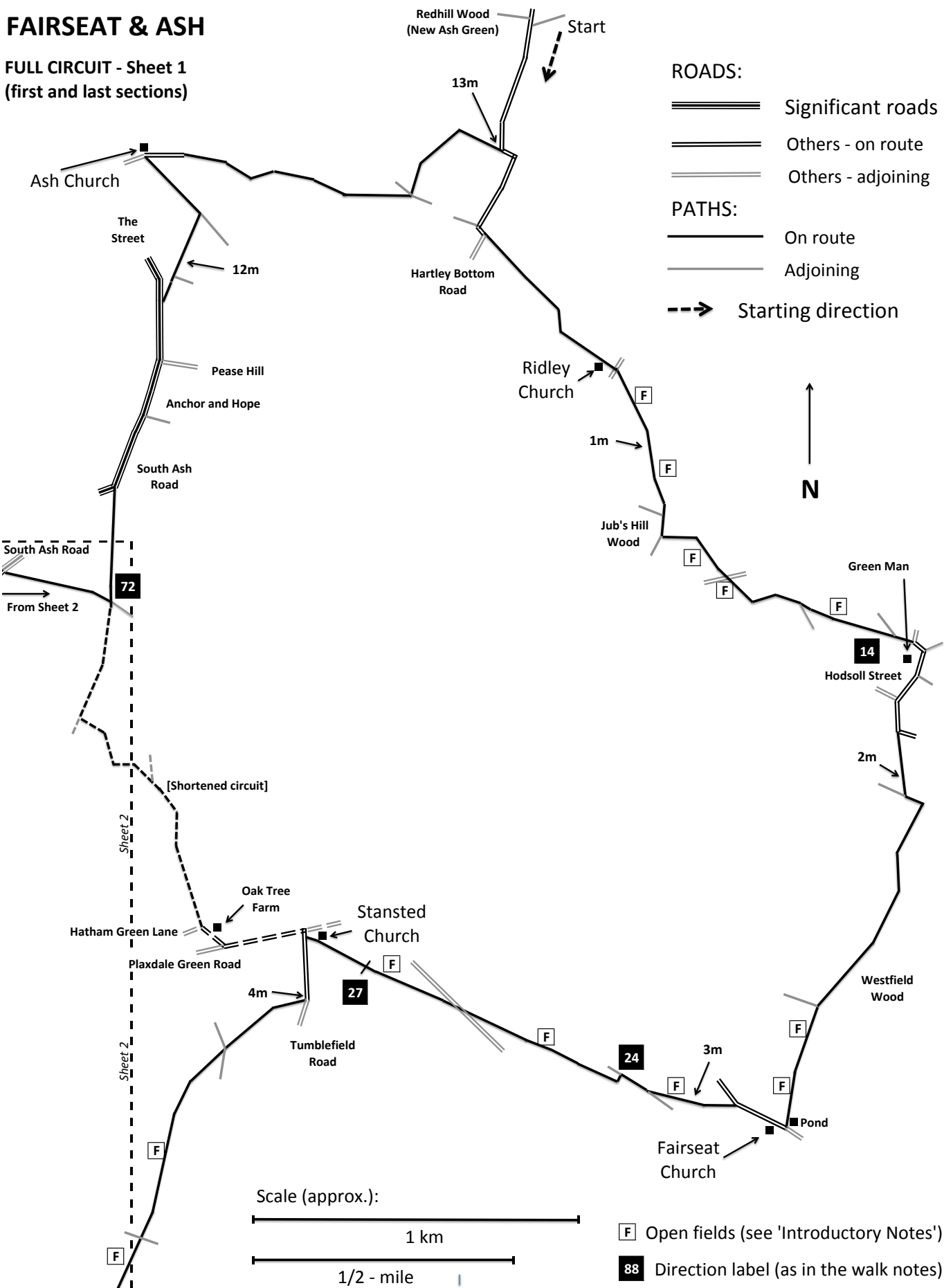
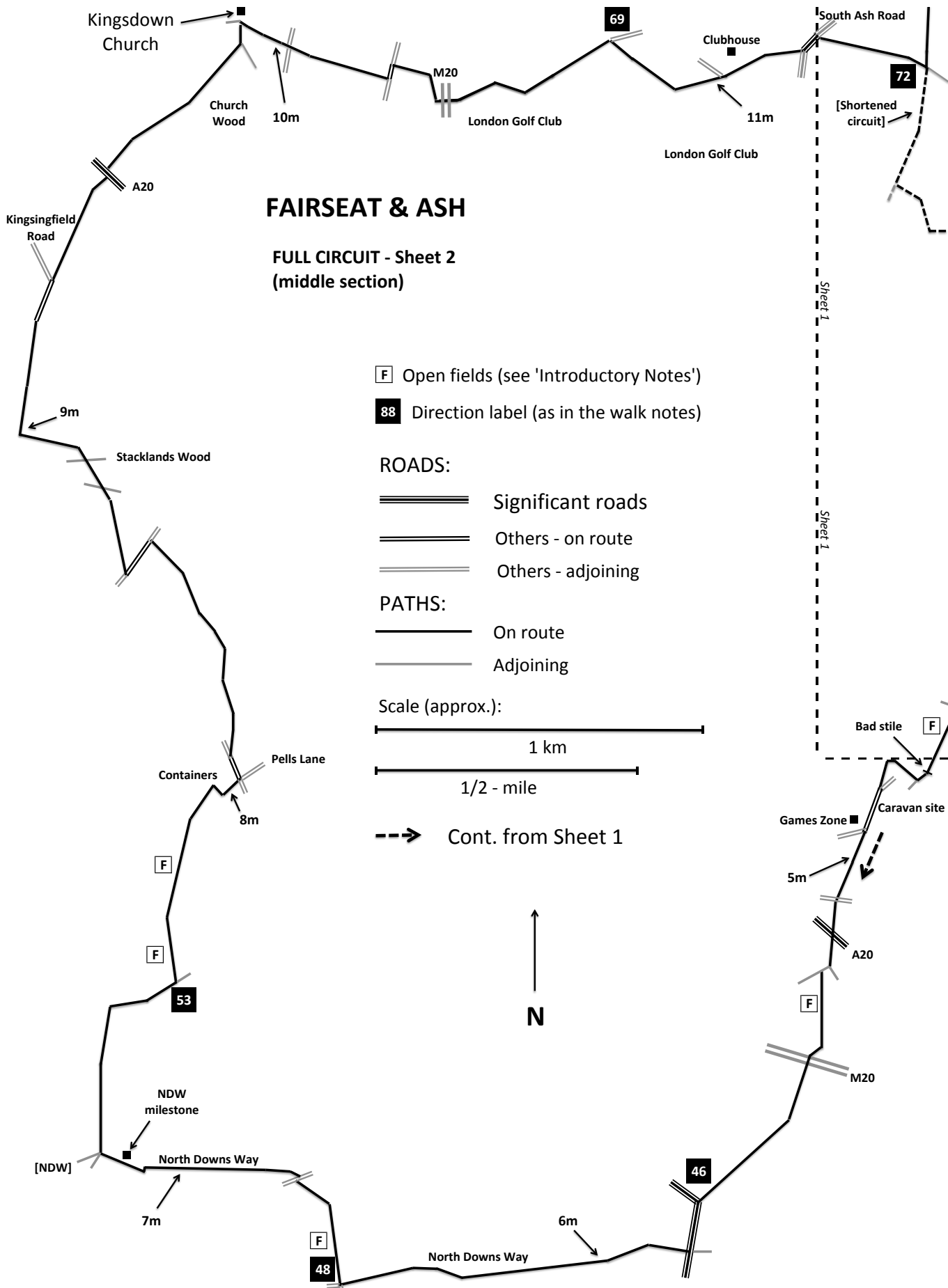


# FAIRSEAT & ASH

FULL CIRCUIT - Sheet 1  
(first and last sections)





# FAIRSEAT & ASH

## FULL CIRCUIT - Sheet 2 (middle section)

**F** Open fields (see 'Introductory Notes')

**88** Direction label (as in the walk notes)

### ROADS:

==== Significant roads

==== Others - on route

==== Others - adjoining

### PATHS:

— On route

— Adjoining

Scale (approx.):

—————  
1 km

—————  
1/2 - mile

---> Cont. from Sheet 1



Sheet 1

Sheet 1

## FAIRSEAT & ASH CIRCUIT

### Churches in the full circuit

Ridley (Direction 5 )

Fairseat (21)

Stansted (28)

Kingsdown (65)

Ash (76)

### Associated local circuits

- FA1: Ash - Ridley - Stansted - Ash
- FA2: Ash - Stansted - Kingsdown - Ash
- FA3: Kingsdown - Fairseat - Stansted - Kingsdown
- FA4: Stansted - Fairseat - Vigo - Stansted

**Full circuit:** A little longer than most at 13 miles. Much pleasant countryside, punctuated by some beautiful views. I particularly like the backward one at 48.

### Roads and hindrances:

You cross and recross the A20. Potentially busy, but good visibility both times. Not a serious problem.

The 7-minute stretch of road near the end (73-74) is borderline acceptable, I think. Here there will at most times be the tedious necessity to take account of oncoming traffic, and having to think about this will not allow much energy for enjoyment. At least it is reasonably safe, in that there is plenty of scope to stop and snuggle up to the right-hand hedge. The trouble is, you may need to do this rather more often than you would like. The shorter section of South Ash Road (70) is probably too short to matter (and I understand, for what it is worth, that there has been discussion of rerouting footpaths around here to make even this unnecessary.)

The stile at 38 is clearly not what it was, and will test ingenuity, especially when wet.

### FULL CIRCUIT

**(Hartley Bottom - ) Ridley - Fairseat - Stansted - Kingsdown - Ash ( - Hartley Bottom)**

Not quite a genuine circle! The short stretch at Direction 1 (retraced at 78) is a spur to and from the circle, serving as the link between spine sections (picking up from the spine section on the Longfield & Hartley circuit).

Notes taken: Mainly October 2011 with additions March-May 2012. Revised November 2014.

The start and finish is on Hartley Bottom Road, by the path from Redhill Wood (New Ash Green, near DA3 8QP).

	Mins.*		OS	Miles
1		<b>START OF THE SPINE SECTION</b> With the Redhill Wood path on your right, go ahead (southwards) along the road.	614 650	
2	<b>9</b>	Turn left up a footpath.	612 643	
3	<b>10</b>	Go over a stile and carry on up the left-hand side of a field.		
4	<b>12</b>	You reach a big, awkwardly fastened gate. Go through it into trees, and on along a path more or less parallel to the left-hand edge of the wood; then into the open as <b>Ridley Church</b> comes into view.	614 642	
5	<b>18</b>	Pass the church on your right, go ahead to a road and go over the stile opposite.		0.84
6		<b>[!!F!!]</b> Go across the field from the signpost. The line might not be very clear: it is more or less straight across as signposted, passing about 50 yds. to the right of the nearest telegraph pole.		
7	<b>22</b>	The path goes a little to the right when it reaches a fence at the field edge; <b>[!!F!!]</b> then slightly left towards a MKG visible across the field at the start of trees.		
8	<b>25</b>	Go through the MKG and up into the wood.	618 635	
9	<b>27</b>	Turn left at the top of a fairly steep climb. (There is a blue waymark.)	618 634	
10	<b>29</b>	<b>[!!F!!]</b> At the next gate turn about 60 degrees right across the field to a gate in the middle distance.		
11	<b>31</b>	<b>[!!F!!]</b> Go through that gate and turn slightly further right to go through two little gates either side of a concrete farm road. After the second of these go slightly further left towards a MKG in the left-hand corner of the field.		
12	<b>33</b>	Go half-left through this MKG and another immediately next to it, then go down along the right-hand edge of the field (ignoring the stile which appears before long in the fence on your right).	620 632	
13	<b>36</b>	<b>[!!F!!]</b> Cross the stile at the bottom right-hand corner of the field, and follow the line shown by the waymark (a little away from the right-hand field edge) towards two large trees in the middle distance.		
14	<b>39</b>	<b>[Map point]</b> Next to the right-hand of those trees, go through the wooden gate and slightly rightwards along a track which immediately becomes a metalled roadway. <b>END OF THE SPINE SECTION</b>		
15	<b>41</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.		
16	<b>43</b>	At the next angled T-junction merge left into a slightly wider road.		
17	<b>44</b>	As the road swings left, turn right instead along the signposted byway.	625 628	

\* ***"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
18	<b>47</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	2.04
19	<b>55</b>	At the end of this stretch go straight on into trees.		
20	<b>57</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.		
21	<b>64</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	
22	<b>67</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.		2.94
23	<b>70</b>	The path goes a little to the right when it reaches a fence at the field edge.		
24	<b>72</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	
25	<b>77</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 <b>Direction 27</b> as your eventual target.</i>		
26	<b>80</b>	Cross (and ignore) the broad track which leads to the farm to the right.		
27	<b>84</b>	<b>[Map point]</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	
28	<b>86</b>	Go through a MKG into the churchyard of <b>Stansted Church</b> . Still keep along the left-hand edge.		
29	<b>87</b>	Go out through the wooden gate and turn left up the road, past the Black Horse.		3.87
30	<b>90</b>	Turn right along a concealed path, just after 'Meadowlands'.	607 619	
31	<b>91</b>	Go over a stile and keep left along the top of the field. The next stile soon comes into view.		

\* "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
32	<b>93</b>	Go over this stile and into the wood. First follow the main path down to the right.		
33	<b>94</b>	Very soon look out for a waymark post, slightly hidden, at a crossing at the bottom. Cross the main path, following the yellow waymark straight ahead (not the red ones).	604 618	
34	<b>95</b>	Go over another stile and along the strip of rough grassland, keeping to the left as far as possible.		
35	<b>97</b>	Go past a pair of trees strangely fused together, and into a spacious open field. <b>[!!F!!]</b> The line, not really visible, is more or less straight ahead, slightly away from the trees which rise gradually to your left. At this point you are heading directly towards the radio mast.		
36	<b>100</b>	<b>[!!F!!]</b> Ignore a prominent track uphill to the left (and a less prominent one to the right). Start thinking now about rejoining the line of the woodland-edge to your left: this involves going gently up and crossing, about halfway up, the hump of the gentle hill which is ahead and to the left. You should reach a stile up in the far left-hand corner.		
37	<b>104</b>	Go over this stile. <b>[!!F!!]</b> Ahead is a large rolling field which you descend straight ahead towards the low point of a wood in the middle distance. Your target is a waymarked stile, just about visible as you start to walk down. Go all the way to it, ignoring the tempting track swinging away to the right.	601 611	
38	<b>106</b>	It is a shockingly bad stile! [See the Appendix for an unsatisfactory alternative.] Go over it as best you can into the wood, and after about 20 yds. turn right, up an unmarked track. Follow this as it winds gently uphill through the trees.		
39	<b>108</b>	Ahead are the railings of a caravan park. Go slightly right, to keep the enclosure and a pylon on your left as you go under power lines.		
40	<b>109</b>	Turn left round the far corner of the enclosure, then go ahead joining, near a water tap, the metalled road coming out of it on your left.		
41	<b>112</b>	Look for a metal gate ahead to your left, opposite the 'Games Zone'. Go through it and keep to the right along the edge of a large field, with the power lines to your left.		
42	<b>115</b>	At the end of the field, continue straight on along a short passage to a stile and a road. Cross these to the smaller rough road opposite, which comes out after a few seconds on to the A20.		
43	<b>116</b>	Cross the A20 (can be quite busy, but the sightlines are good), and continue along the footpath (signposted) opposite.		5.15
44	<b>118</b>	<b>[!!F!!]</b> At a gate, go initially right, then immediately left again, to stay with the main path.		
45	<b>122</b>	Go through a gate and cross the footbridge over the M20. Enjoy the view ahead to the left. Then follow the steep path all the way down through the trees.		

\* **"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
46	<b>130</b>	[Map point] Emerge to turn left on to the road. The emerging is not altogether easy: the footpath is to the left of the traffic barrier, but currently (November 2014) hopelessly overgrown. The least troublesome of the unsatisfactory alternatives might be to squeeze under the barrier itself.		
47	<b>132</b>	Turn right on to the North Downs Way.	593 596	5.84
48	<b>145</b>	[Map point] <b>!!!F!!!</b> Turn right, as signposted (NDW), next to a green metal gate. Then go across a field, through a MKG, and steeply up over grass to another MKG at the edge of trees. There is a fine view (behind) from here.	583 595	6.51
49	<b>152</b>	Go into the wood and walk up to the road. Turn right along it.		
50	<b>153</b>	Turn left as signposted (still NDW), and immediately swing left again with the track. Then go on, following NDW waymarks, eventually passing, on the right, a marker-stone showing NDW mileages.		
51	<b>164</b>	Soon after this turn right (finally leaving the NDW as it goes straight on), up a broad path.	576 599	7.16
52	<b>169</b>	Swing right, and pass a small building behind a hedge on your left. Go on to a waymark at the end of the hedge, pointing left across a field.  <i>(The lines of the footpaths for this five-minute period have changed slightly from those on the (pre-2011) OS map. It involves two sides of a triangle via this waymark, instead of the mapped straight line.)</i>	576 603	
53	<b>170</b>	[Map point] <b>!!!F!!!</b> At this waymark turn left as indicated, heading gently down and up towards the gap between trees.	577 603	
54	<b>174</b>	<b>!!!F!!!</b> Go through the gap (at 57750 60600, the end of the diversion) and on, very slightly leftwards (the lesser of the two waymarked leftward turns), towards a stile across the next field, at the start of trees. (The line is about 100 yds. to the left of a gap in the trees.) There is a good view towards London between trees on the left.		
55	<b>176</b>	Go over the stile and along the left-hand edge of the field to two further stiles. Then ahead and slightly to the right, among a colony of static containers; and then follow the signs, right and left, to a stile and, about 100 yds. later, a junction of minor roads.		
56	<b>181</b>	Turn left along the road.	580 610	
57	<b>182</b>	Turn right over a stile and along a signposted footpath along the right-hand edge of a field. This then goes ahead in trees over two stiles, before eventually opening out with a field to the left before reaching another road.		8.07
58	<b>191</b>	Turn left along the road.		
59	<b>193</b>	Turn right along a signposted footpath. Then (ignoring, immediately, a right turn through a wooden gateway) go ahead along the right-hand edge of a large field.		
60	<b>196</b>	Go over a stile into a wood, in which you go straight across two cross-paths, before reaching another stile.		
61	<b>198</b>	Here go slightly left, following the waymark, along the left-hand edge of a field.		

\* **"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
62	<b>200</b>	Swing left and go over a stile, and then after about 20 yds. turn right with the path, which now leads straight ahead (past buildings halfway along) and becomes a metalled byway.		8.98
63	<b>207</b>	As the road swings left, go straight on along the footpath instead.	574 625	
64	<b>212</b>	You reach the A20 at West Kingsdown. Cross the road (good sightlines), and go effectively straight ahead (in fact very briefly left, then, following a very well hidden signpost, right). The footpath cuts between houses and across roads, and then goes into woods, always following the obvious line straight ahead.		
65	<b>220</b>	In front of <u>Kingsdown Church</u> turn right.		
66	<b>223</b>	At the road turn right, then immediately left. After a MKG go ahead along a rough avenue between trees. Regardless of any alternatives which might seem more attractive, stay directly below the power lines until you reach another road.	581 632	10.01
67	<b>227</b>	Turn left along the road, and then immediately right, alongside (not into!) the entrance to Eagles Farm. This takes you over speed ramps alongside some industrial units before swinging right at the end.	584 632	
68	<b>231</b>	The path turns left under the M20, and on to London Golf Club land. Go straight on along the clear path across the course.		
69	<b>240</b>	<b>[Map point]</b> At a choice of road or track, it is probably best to use the latter. (They come together again very soon.) Keep going straight, even at the end, where you cross a golf-course road and the way ahead looks unpromising. It soon emerges (after swinging to the right of a white house) through a MKG to a road.		
70	<b>246</b>	Turn left along the road.	597 632	11.15
71	<b>247</b>	Turn right at a MKG, and go along the left-hand side of a field towards another MKG in the middle-distance.		
72	<b>252</b>	<b>[Map point]</b> Go through the MKG and turn left (ignoring the 'footpath' sign pointing to the right).	600 632	
73	<b>256</b>	Emerge on to the road again, and turn right.		
74	<b>263</b>	(After passing the Anchor and Hope and crossing Pease Hill) look for a MKG on the right just after the '30' speed-limit sign. Go through the MKG, then swing left alongside the hedge: at first the road runs parallel beyond it. Later at a junction of tracks turn left through a MKG, and go along the right-hand edge of the field to another MKG.		
75	<b>268</b>	Continue along the right-hand edge of the cricket field.		
76	<b>270</b>	Go over a lift-and-drop stile. <u>Ash Church</u> is ahead of you. Turn right along the metalled road. Go along this, and onward as it becomes a track. Keep to the main path as it goes downhill through trees after a while, swinging first right, then left.	601 645	12.24
77	<b>285</b>	After a final swing down to the right the path reaches Hartley Bottom Road, completing the circle of the walk. To return to the starting point turn left along the road.	612 646	13.00
78	<b>290</b>	You reach the starting point, by the path from Redhill Wood.	614 650	13.26

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



## APPENDIX – Alternative to the dreadful stile in Direction 38

It would be possible, as an alternative, to follow the fence up to the left, swinging right alongside the border of the trees, and then to make for the gate up ahead. Here follow the waymark half-left over the field to meet Labour-in-vain Road, at which you turn right, [over a stile with two climbs, both of 1.5 ft. and only small gaps (less than 6 ins.)]. (When I explored this the field was heavily ploughed bringing into play the issues referred to in 'Open Fields' in 'Introductory Notes'.) You would then follow the road, down and up and past the houses, until you reach a junction with a quiet road on the left and a stile on the right. This is the stile in Direction 42. Turn left, away from it, along the road (the 'smaller rough road' referred to in the directions).

Quite apart from the fact that this diversion should not be necessary, it would add 0.40 miles (10 minutes) to the distance. It is probably best to find a way over the stile in the first place!

## 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 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 (on the next page) 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>FAIRSEAT &amp; ASH - FULL CIRCUIT</b>	<b>Direction numbers</b>	<b>% of walk</b>
Busy road	73	3
Quiet road \$\$	1, 14-16, 21, 29, 46, 56, 58, 62b, 65, 67, 70, 77	14
Open field with livestock	10-11, 13, 20, 22a, 24, 35-36	9
Edge of field with livestock	3, 27, 57a, 59, 61, 71, 74b	7
Field (or edge) without livestock **	6-7, 12, 18, 22b-23, 25-26, 31, 37, 41, 44, 48, 50b, 52-55a, 63b, 74a, 75	24
Path (hedged, or otherwise forced)	2, 4b-5, 9, 17, 28, 30, 34, 40, 42-43, 47, 51, 55b, 57b, 62a, 63a, 64a, 66, 68-69, 72, 76	33
Woods	4a, 8, 19, 32-33, 38-39, 45, 49-50a, 60, 64b	10

\*\* 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 (25) – Details noted in April 2015, but **subject to frequent change**:**

The stile in Direction **3** has easy gaps. The one in **5** may prove virtually impossible: it is a double stile, quite narrow, wired down to the ground, with three climbs each of about 1 ft. (If this stile proves impossible, a slightly longer alternative would be to turn right, down along the road, and then after about 4 minutes turn sharp left along a wide track. Follow the main path down and along through various windings, and after 7 or 8 minutes rejoin the main route (just after Direction 8) by turning right, uphill.)

The stile in **13** has easy gaps.

The one in **18** is wired down: a double stile with climbs of 1 ft., 1 ft. and 2 ft.

The two in **22** 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. **24** (wired down) is about 3 ft. high with two climbs of about 1.5 ft. each. In **27** 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.

**31**: a double stile, wired down with a 6 ins. gap below; climbs about 6 ins., 6 ins., and 2 ft.

**32**: wired down with a 6 ins. gap below; two climbs, each about 1.5 ft.

**34**: a double stile, wired down with a 6 ins. gap in the gate alongside; three climbs, each about 1 ft.

**37**: wired down; two climbs, about 1 ft. and 2 ft.

**38**: possibly easier for your dog than for you! It is wired down with climbs of about 6 ins. and 2.5 ft.; but a helpful gap of about 1 ft. below.

**42**: wired down; two climbs, each about 1.5 ft.

The four stiles in **55** should be relatively easy: the first was once wired down, but there are plenty of gaps; the second and third have dog gates; and the gate next to the fourth has a gap of about 1 ft. below it.

**57:** These three stiles are all wired down. The climbs in each of the first two are about 1 ft. and 2 ft., and in the third they are about 1 ft. each. (In the second and third the wire sags helpfully to leave a gap just above the step.)

In **59** the turn-off from the road is by way of a stile with a dog gate.

The remaining stiles (**60, 61 and 62**) all have easy gaps.