

# LOCAL CIRCUIT LH2: LUDDESDOWN

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

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

## ROADS:

==== Significant roads

==== Others - on route

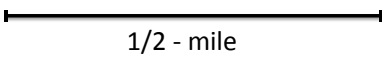
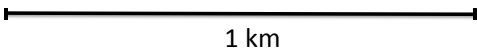
==== Others - adjoining

## PATHS:

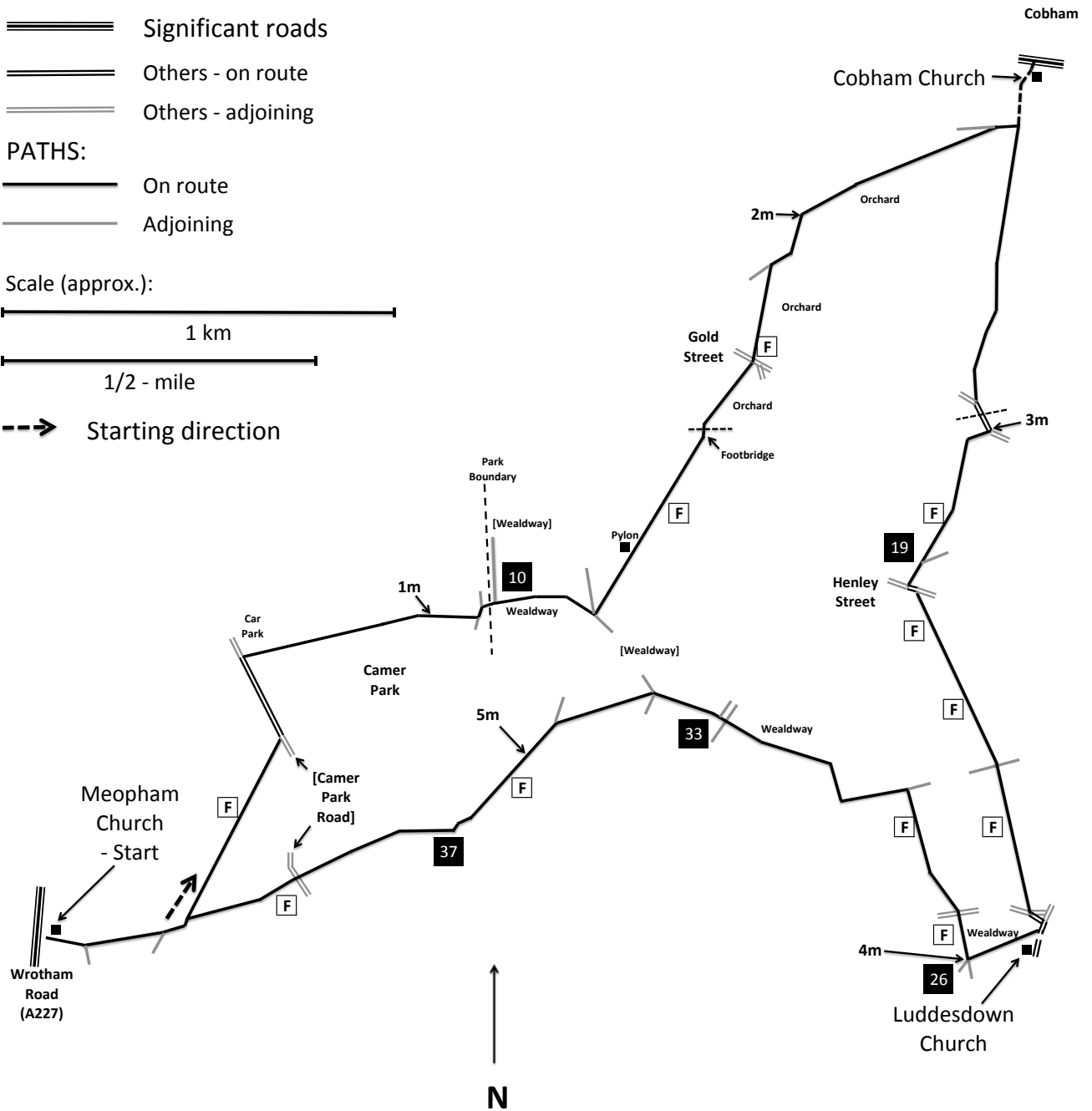
— On route

— Adjoining

Scale (approx.):



---> Starting direction



## LOCAL CIRCUIT LH2: LUDDESDOWN

### Linked churches:

Meopham (start and finish)

Cobham (Direction 15A: Detour 1 - see Appendix)

Luddesdown (Direction 25A: Detour 2 - see Appendix)

### Roads and hindrances:

This walk is virtually free from roads and hindrances: just a handful of minor roads to cross.

Notes taken: January 2012, updated December 2014

The start and finish is at **Meopham Church** (DA13 0AB).

	Mins.*		OS	Miles
1		Approach <b><u>Meopham Church</u></b> from the A227 Wrotham Road, and go around the right-hand (south) side of it through the churchyard.	644 663	
2	<b>1</b>	The exit from the churchyard is at the far-right (south-east) corner, under a curious, almost invisible brick footbridge. Then go on to reach the corner of a field after a few paces. Continue ahead along the long left-hand edge of the field.		
3	<b>5</b>	At the end, in the left-hand corner of the field, go straight ahead into trees, following the waymark.	647 662	
4	<b>6</b>	About 20 yds. after emerging from the trees, turn off left along the less obvious path, then very slightly right (as waymarked). <b>[!!F!!]</b> This takes you diagonally across the field, converging on the road to your right. You meet it at a direction post about 70 yds. to the right of a distinctive tree - the most prominent one by that roadside (pale colour - largely dead?).		0.24
5	<b>12</b>	Turn left on to the road.		
6	<b>15</b>	Turn right into the Camer Park car park. Keep to the right of the compound ahead, with its barrier, then for a couple of minutes go straight ahead - or if anything very slightly to the right - to arrive at the start of the main grassy expanse, which opens out ahead and to the right.	649 670	0.73
7	<b>17</b>	Go ahead over the grass keeping just to right of assorted benches, bins and protected young trees. Then, looking ahead after a distinct dip, you will see more benches. Go to the right of those dedicated to John Harold Raven, Eileen Martin and, finally, to 'our dear son Neil'.		

\* "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
8	22	Continue ahead, keeping to the right of this last bench and the adjacent tree. Carry on into the trees ahead, at first along an identifiable avenue of sorts. This then merges leftwards into a broader track. (If you reach a bench dedicated to 'Donna' you have gone a bit too far to the right.)		
9	23	After about 60 yds. on that broader track, fork right and follow a short winding path to a MKG.		
10	24	[Map point] Go through this MKG, which takes you out of Camer Park, and, going straight ahead on the broad track, briefly on to the Wealdway.	656 670	
11	26	Near the third pole (after the Wealdway swings to the right), <b>[!!F!!]</b> turn left on to a waymarked path across a big field. It is the less sharp of the two left-turns at this point, along a line which goes about 20 yds. to the right of the pylon in the field.		
12	33	Go over the railway on a footbridge.  <i>From here all the way to Cobham you go diagonally through the serried ranks of orchards. You go across - against the grain of - these rows, which have staggered gaps cleverly calculated to create the diagonal path for you.</i>  Start this process, immediately after the railway, by turning about 30 degrees to the right.		
13	36	Cross the road to the track immediately opposite. <b>[!!F!!]</b> Cut off the corner of the field straight away and aim at the first gap nearby on the right, to continue your diagonal progress. The line tends slightly, but never dramatically, to the right: at no point do you use the bigger lanes (easily big enough for trucks) which you cross a couple of times. Your track is just a footpath.		1.84
14	47	At a meeting of paths, at the far right-hand corner of the orchard, go slightly right through a MKG and past a bench to reach another junction a few yards ahead.		
15		<i>[To visit <b>Cobham Church</b>, now divert instead to <b>Detour 1</b> in the Appendix.]</i>  <b>Main route:</b> Turn right at this junction, going down the left-hand side of the graveyard.		
16	48	Go ahead through a small metal gate to a track which leads all the way down the right-hand side of a large field.		
17	56	At the corner at the end, go slightly right to join the road. Turn left on to it, go over the railway bridge, and about 40 yds. after it turn right, along a track which leads through a MKG along the left-hand side 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
18	59	At the end of this stretch, go through a metal gate on the left, then through two MKGs. <b>[!!F!!]</b> After the second of these, go about 30 degrees to the right across the large field, aiming towards a pole - the fourth, and last visible, of a line leading down to houses (and perhaps camouflaged against one of them).		
19	62	<b>[Map point]</b> Go past the pole, and then go ahead down a narrow path between fences.		
20	63	You reach another road. Ignore the waymark directing you to the right along it, but turn left, and after a few yards right, over a stile into the bottom of a field. <b>[!!F!!]</b> Walk up diagonally to the left, to another stile darkly visible in the upper corner.	666 671	3.22
21	65	Cross this stile and continue along the same line, through a wooden kissing gate at the end of some trees, then out into a large field. <b>[!!F!!]</b> The line, still more or less the same, leads upwards across this field, aiming somewhat to the left of the highest point of the hill ahead.		
22	72	Just after the path starts to drop, you see a wooden kissing gate immediately ahead. Go through this, and a few trees, to emerge next to a bench commemorating the silver jubilee of the local rights-of-way group. <b>[!!F!!]</b> From here the route descends directly across the field, just to the right of a pole, towards the right-hand edge of the cricket ground at the bottom. I found (in December) no sign of a track down the field, but the direction is very clear, and waymarked (NS188).		
23	75	When you reach the cricket field, go anti-clockwise briefly, then turn right with the path, and go up towards the brick building ahead.		
24	77	After passing to the right of the building, go through the wooden kissing gate, across the road and half-left, to keep to the right of the grass triangle.		
25	78	<i>[To visit <b>Luddesdown Church</b>, now divert instead to <b>Detour 2</b> in the Appendix.]</i> <b>Main route:</b> After a few yards turn right up some steps opposite the 'Luddesdown' sign, cross a stile at the top, and go ahead along the left-hand edge of a field, with trees to your left. (Wealdway again, but now in the opposite direction.)		
26	81	<b>[Map point]</b> <b>[!!F!!]</b> At the end of these trees turn right and go down towards the stile in the hedge.	668 661	
27	82	Cross the stile, go down steps and cross the road to a path opposite. This leads immediately to another stile, after which you go ahead down the right-hand edge of a field, as waymarked.		
28	86	Go ahead, steeply uphill, among small bushes.		

\* "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
29	87	<b>[!F!]</b> As it becomes slightly less steep, the route goes straight across the field. Again I found no clear track, but there is a waymark on a post clearly visible at the top. Aim for this.		
30	89	Turn left at the waymark, now contouring along the top of the field.		4.23
31	92	Follow the path (and waymark) to the right, up some steps and into trees. Then go through a wooden kissing gate and along the left-hand side of a field, with woods and a fence to the left.		
32	94	In the corner at the end, go through the MKG into trees and out again. Here follow the waymark, going slightly to the right, alongside trees to the right with a scrubby field to the left.		
33	98	<b>[Map point]</b> Straight ahead following the blue NS225 waymark, ignoring paths to right and left.		
34	100	As the Wealdway swings right, part company with it by turning left along the yellow-waymarked path. This is roughly a 60-degree turn, not the sharper one which, as clearly indicated, is not a right of way. The path now leads along the left-hand side of fields.	660 668	
35	104	In the corner at the end, merge leftwards into another path, then go slightly right, virtually regaining the original direction. <b>[!F!]</b> The track then leads across the width of a huge field, going slightly on a leftward diagonal, toward trees.		
36	108	Reaching the trees, follow the path (and waymarks) slightly down and up and left and right.		
37	109	<b>[Map point]</b> Then on ahead along the left-hand side of a field.		
38	110,111	Carry straight on, ignoring a couple of tracks to the left: there is an escape ahead, though not yet visible!		
39	114	It is tucked away slightly to the left - the remnants of a metal gate. Pass this, cross the road to an equally fragmentary gate opposite, <b>[!F!]</b> and continue ahead on to a track which, 150 yds. or so further on, becomes the path along the right-hand edge of a field.		
40**	118	At the end of this stretch, as you approach the corner: <b><u>either, to continue the circuit</u></b> (if not visiting the church) turn sharp right on to a narrower track just as the main one starts to swing left. This is the path at Direction 4: continue the circuit from there;	648 662	5.55
** or 40A	118	<b><u>... or, to detour to, or finish at, Meopham Church,</u></b> follow the path ahead as it swings left and right; then go ahead along the right-hand edge of the large field.	648 662	5.55
40B	123	At the end, as the path swings left, instead turn slightly to the right to go under the brick footbridge towards the churchyard.		5.74
40C	124	Arrive back at the starting point at <b>Meopham Church.</b>	644 663	5.79
40D		If returning to the circuit having visited the church, resume from Direction 1.		

\* **"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.

## APPENDIX to Local Circuit LH2

### Detour to Cobham Church (Detour 1)

15A	To reach Cobham Church, make a detour by turning left at this junction. On returning here go straight on to rejoin the main route. <b>Add 4 minutes to subsequent total times and 0.16 miles to cumulative distances.</b>
-----	--

### Detour to Luddesdown Church (Detour 2)

25A	To reach Luddesdown Church make a very short detour: go ahead and turn right at the gateway where the cobbled roadway begins. Afterwards retrace your steps and turn left up the steps (before the road junction, opposite the 'Luddesdown' sign). <b>Add 2 minutes to subsequent total times and 0.10 miles to cumulative distances.</b>
-----	--

## 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>LOCAL CIRCUIT LH2</b>	<b>Direction numbers</b>	<b>% of walk</b>
Busy road		0
Quiet road \$\$	5, 17a, 24	4
Open field with livestock	18, 20	4
Edge of field with livestock		0
Field (or edge) without livestock **	2, 4, 6-7, 11, 16, 17b, 21b-23, 25-31, 32b-35, 37-40A	68
Path (hedged, or otherwise forced)	1, 10, 12-15, 19, 40B	19
Woods	3, 8-9, 21a, 32a, 36	6

\*\* 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 (5)** - Details noted in May 2015, but **subject to frequent change**:

The stiles in Directions **20** and **21** have easy gaps.

The one in **25** has a dog gate. So did the first one mentioned in **27**, but the stile has now disintegrated anyway. The second one in **27** survives, complete with dog gate.