

Nutley



Fairwarp

Maresfield

The MILLENNIUM WALK

and 8 circular walks
in the



PARISH of MARESFIELD

MARESFIELD

NUTLEY/FAIRWAR



St. Bartholomew's Church



The MILLENNIUM WALK

and 8 circular walks

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PARISH of MARESFIELD

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Acknowledgements

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Cover by Barbara Isitt

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Note: the maps and directions in this booklet were correct at the time of going to press

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In the Footsteps of the Past...

... a guide to the Millennium Walk*

by John Wrake

Nowadays, a mention that one lives in Maresfield usually evokes the response, "Oh yes, I've been through Maresfield – that village with the church on the corner by the mini-roundabout". Today's travellers remember the junction between the A272 and the A22, but mostly, they see it through the windscreen of a car.

Nevertheless, Maresfield parish, which includes Nutley and Fairwarp, has a long association with travellers, though their modes of travel in former times were more slow and less direct than they are today. Some will have crossed the parish by coach or on horseback, but the vast majority made their journey on foot.

Those who set out to walk the footpaths described in this booklet will be following or crossing the trails of thousands of travellers before them. What do we know of those in whose footsteps we tread?



The *Millennium Walk** begins outside The *Chequers Inn* ①. You will be standing where villagers stood to cheer the Empress of Germany, when she came with Count Munster and his family to open the new recreation ground before the First World War. Close by, is the site of the palace where Edward II signed and sealed official documents in 1324 and 1325, when Maresfield was a Royal Manor. Countless travellers to London by

coach have alighted here for refreshment while the horses were changed. In 1621, the Portcullis Inn stood on this site, fulfilling the same function as the Chequers.

The route through Maresfield Park has been trodden by countless pairs of ammunition boots, for this was a camp for soldiers waiting to go to France in World War I and there were sentries at the Lodge. Cross House, home of the Newnham family in the Eighteenth Century, stood at the crossroads with the old London Road, but Sir John Shelley, who inherited, disliked the noise and dust of passing travellers, so he demolished Cross House, built a mansion in its place and moved the roads to the edge of his estate. The top road to Lampool ②, follows the line of the old main road from Lewes, past Cross House, to Tunbridge Wells.

The path through Rock Wood may be peaceful now, but in the Sixteenth and Seventeenth Centuries, this was an industrial area. At ④, you are close to the site of Hendall Forge, marked by a Pond Bay, and the earthshaking thud of the hammer and the creaking of wagon wheels accompanied travellers then. Walking would have been difficult, with the path a mass of ruts from wagons loaded with charcoal or iron sows and broken by the hooves of ox-teams. Iron

* (see pages 4-7)

was worked here from the early iron age to Jacobean times. Saxon and Roman feet have walked here, carrying fuel and ore to the bloomery at Oldlands and iron pigs to the forge. Ralph Hogg, the man who made the first cast-iron cannon in England, walked here, when Maresfield was a centre for gun-founding – guns which helped to defeat the Spanish Armada.



Fairwarp Church ⑥, built in 1880, cost about two thousand pounds to build. What it cost to build the ancient road which you will cross at ⑦ is unknown, but many of the feet which used it wore hobnailed sandals, for this was the Roman road from Lewes to Rochester.

From ⑦ to ⑫ and ⑬ back to ⑦ you follow paths trodden by countless Commoners, tenants of the Manors of Maresfield and Duddleswell, exercising their ancient rights of Housboote, Hayeboote, Heathboote and wood for the fire, with their loads of bracken for animal bedding and wood for cooking. Then, there were more trees, especially oak, known as the Sussex Weed, where they fed their pigs on

acorns. In the days when this was part of Lancaster Great Park, John of Gaunt's hunting preserve, the path was walked by foresters, verderers and woodwardens, by deer and wild boar and by the horses of John and his guests. Then, it was more than a man's life was worth to be caught here walking his dogs.

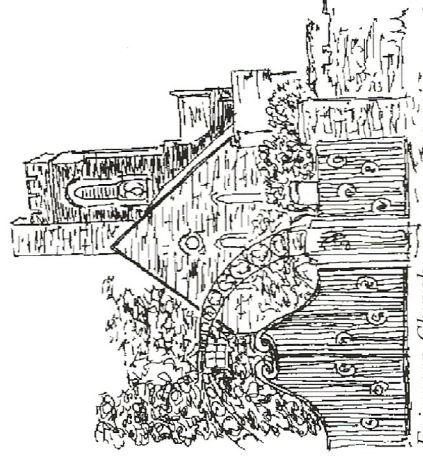
From ⑰ to ⑲ you are back in the Tudor industrial area and you will pass *Hendall Manor Farm*, home of Nicholas Pope, one of the ironmasters in 1571, at ⑲. Descending the hill to ⑳ you cross the small stream which provided the power for Hendall forge.

That same stream and the path you follow was used by other people, long before the iron-workers of Tudor or even Roman times. They were little dark folk, the source of our tales of elves and fairies, for the feet you follow here belonged to the men and women of pre-history. Their feet would have been bare, yet fleet and secretive. In their day, this whole area was forested and there were bear and wolves abroad. Perhaps that is why they used the stream as well as the paths to travel and you can see one of their boats, hollowed from a log, in the precincts of Lewes Castle.

The way back to *The Chequers* ① and the modern world passes along Nursery Lane, called after Wood's Nursery, which bordered it in the Nineteenth Century. At one time, this was the largest nursery in England and some of the plants which escaped have left their

descendants in the hedges.

The final climb to your starting point was then the main access road from Maresfield, but, happily, you will meet no wagons and teams on it today.



Fairwarp Church



The MILLENNIUM WALK

Total distance 11.32 miles or 18.1 Km

Devised and walked by Peter Royall

Look out for the special yellow and green

Millennium Walk waymarker signs. Together with the directions below you should have no difficulty in keeping to the route.

The **Millennium Walk** as described here starts in the centre of Maresfield village, but of course you can start it at any point along its circular route. It can also be used in conjunction with the other circular walks described in this booklet.

Opposite the **Chequers Inn**

①, enter The Drive of

Maresfield Park through the

arch of **The Lodge**. After

about 700 yards, follow the

road round a sharp right-

hand bend. In approximately

300 yards, just past the

house called Silver Trees,

take the left-hand fork to

Lampool Corner ②. Cross

the road in front and walk

along the B2026 road

opposite signed Fairwarp and

Hartfield. About 120 yards

after passing the entrance to

Burrells Lane, turn right into

a narrow access road to

Lampool Edge. Follow the

footpath round the edge of

the private gardens into a

field on the left and finally

into Nursery Lane ③. Turn left, past what was once St. Christopher's School but which is now a private residence.

After about 180 yards, cross over a stile on the right, and go forward through the farmyard into the field beyond. Follow the line of the hedge to a waymarker sign pointing left to the far side of the field where the route enters Rock Wood ④.

After about 150 yards, take the left fork; continue to the top where it crosses a track on to scrubland and then on to an access road and to a sharp bend in Nursery Lane

⑤. At this bend turn right (signed 'bridleway') and follow the track past a house called Keepers on to the road which runs through Fairwarp village. Turn left and almost immediately right past Spinners. After 100 yards bear left onto the footpath to the Fairwarp Church car park ⑥. Turn right, walk through the car park and continue on a short path beyond it to join a main path. Turn left and go past the church; where the path divides, veer right on the main path and keep straight

on to Alma Cottage opposite to Alma Cottage

and an access track on its left. Follow the track to a house called **Brackendale** ⑪; immediately after the house, turn right off the track on to a path and down through a wood into School Lane which you follow to the A22 ⑫.

Turn left down Nutley High Street as far as the **William IV** public house ⑬ with Ford's Green recreation ground opposite. You are now on your way back to Fairwarp. Turn left just past the end of the pub car park on to the Ashdown Forest, following the middle track ('No Horses' sign) down the hill and up past **Chestnut Farm** and a horse barrier to a T-Junction of tracks near a holly hedge ⑭.

Turn left here and follow the track round keeping the holly hedge on your right for 250 yards to an isolated oak tree where you bear left away from the hedge on to an obvious wide track. After 50 yards, veer right over the cross rides and continue on the wide ride up the hill to where it almost meets the farm access road on the right. Turn right over the road, go through the gate ⑮ on the other side and bear right down the ride. Follow this ride down a hill, over a stream and up to a crossing of rides. Keep straight on down to two bridges ⑯.

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bridge fork sharp left up a steep slope and follow the ride to **Spring Garden Farm**. Take the 'Horses' ride to the left; this is parallel to the access road and goes to the four-way rides. Go straight on and then cross over the B2026 ⑦. Follow the ride for about 150 yards and then, at a cross-rides, turn sharp right on to a path leading past the east end of Fairwarp Church. Follow the churchyard boundary round to the right and enter the church car park ⑥. Turn left at the other end of the car park into a path leading to the Fairwarp village road.

Turn right through the farm yard and then sharp right after the end of the farm buildings near a 4-way fingerpost. Follow the track which turns left and later leads into a field, then bear half right (see waymarker arrow for direction) across the field to a bridge at the other side ⑩ leading into another field. Go up slightly to the left and over another stile. Follow the right-hand side of the field up to

Reedings Farm ⑪ and Nursery Lane. Turn left and keep to the lane past an access on to the Straight Half Mile. Continue down the narrow lane and at the bottom, just past a row of terraced cottages, turn right up a steep gradient and back to the centre of Maresfield village – and the **Chequers Inn**.

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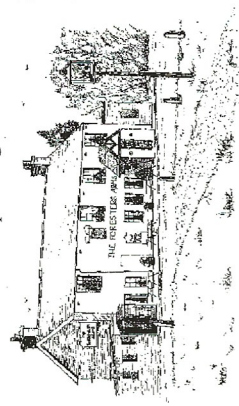
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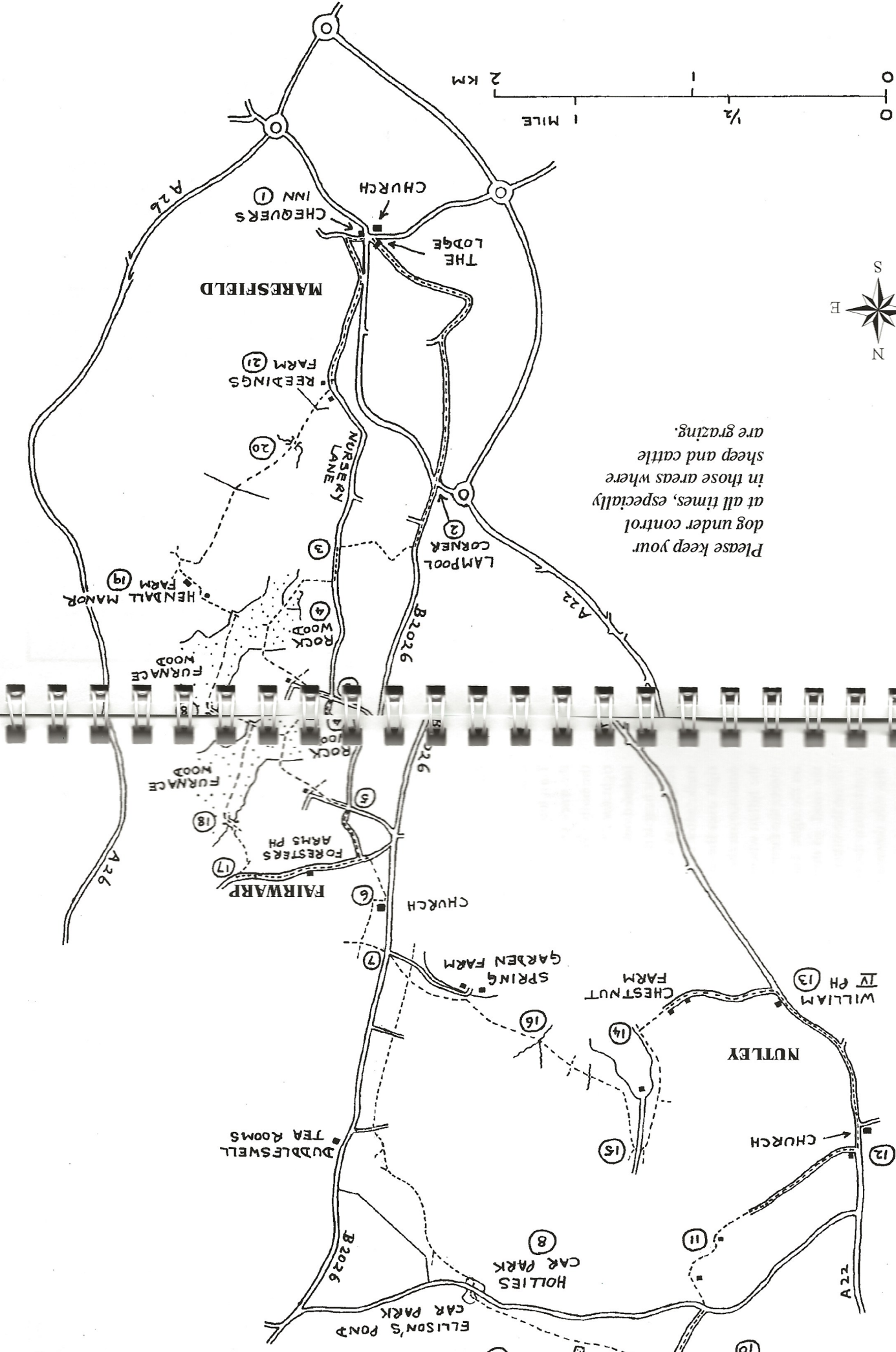
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The Foresters Arms, Fairwarp

The Millennium Walk



Please keep your dog under control at all times, especially in those areas where sheep and cattle are grazing.

WALK

Maresfield Church – Strawberry Hall – Furnace Wood – Toll Lane Total distance 5.4 miles or 8.7 Km Devised & walked by Tony Cottingham

From **Maresfield Church** ① go down the narrow lane to the left of the **Chequers Inn** to Underhill. As you reach the lane at the bottom, the forge used to adjoin the lower side of the first house on the right until it closed in the 1930s and the second house was the farmhouse for **Tanyard Farm**. After past association with the tanning trade it was a small dairy farm into the mid-1940s. The scale of its work buildings about 50 yards further down the road on the left, the small open cow stall facing the road was used for milking and the dairy was the small brick shed to the left of the stall.

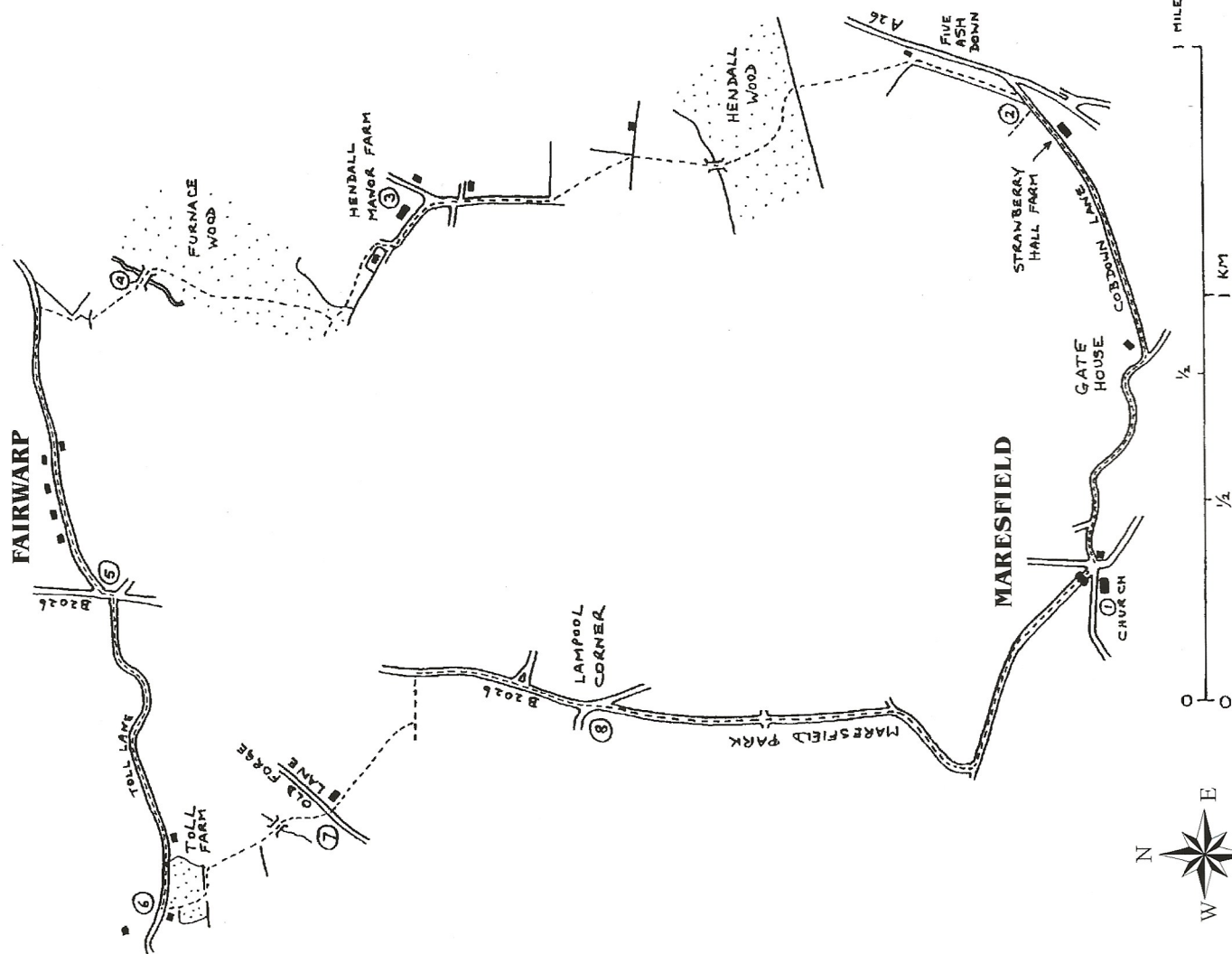
Villagers recall Mrs Brown, the farmer's wife, selling their milk from an open pail around the village. (Contrast the typical scale and hygiene requirements for milk today!) As you walk towards the bridge over the brook about 200 yards from the old farm buildings you may well see geese and duck on the lake. As you cross the bridge, look to the right over the open field and imagine it covered with water. It would have looked like that when it was the pond for the water mill near the modern Budletts Roundabout (the mill was burnt down in 1878). Watch out for any traffic

around the blind double-bend. Just after this take the left turn up Cobdown Lane and immediately on the left notice **Gate House**, said to be the oldest house in Maresfield. About 100 yards past **Strawberry Hall Farm** at the top of the hill, look for the Wealdway markers either side of the lane and take this path to the left ②, into some bushes. Follow through a lightly wooded strip, parallel to the main road for 300 yards until it bears left behind someone's garden and out across an open field. (This field used to be part of Hendall Wood which lies ahead of you. Until around 1950 there were well-

maintained rides all through these woods, often used by the Southdown Hunt, also in Furnace Wood later in the walk.) The Wealdway is clearly marked to **Hendall Manor Farm** (about a mile from Strawberry Hall), coming out on the lane to the large old farm house ③. Follow the road past the house and then zigzag right and left, round the back of the farm cottages. After passing these and before reaching the wood, pause to enjoy a good view of the Downs, weather permitting. Ahead is Furnace Wood. A few yards into the wood the path drops sharply

into a rectangular pit in the sandstone. This is one of several former iron smelting furnaces grouped on the edge of the wood, hence its name. Dark soil on the hillside below also bears witness to this local industry. (The first iron cannon ball was said to have been cast at Buxted). Explore close by to find other furnace pits or follow Wealdway signs through the wood, across a footbridge ④ and an open field to the Fairwarp sports field. Leave Wealdway there, going left up the lane through the village. Cross the B2026 ⑤ into Toll Lane (formerly Cackle Street) and follow it for half a mile to Toll Farm. Continue for another 150 yards down the hill, and just before the next house, go left over a stile ⑥ onto a footpath through a small wood. On leaving the wood the path goes left, along the edge of the field and right at the corner, away from the wood and keeping to the edge of the field. At the bottom its track is clear out to **Old Forge Lane** ⑦. Cross over to the path up the hill opposite which leads on to the B2026. Turn right and follow the road down to Lampool Corner ⑧, straight over into Maresfield Park and back to **Maresfield Church**.

WALK 1



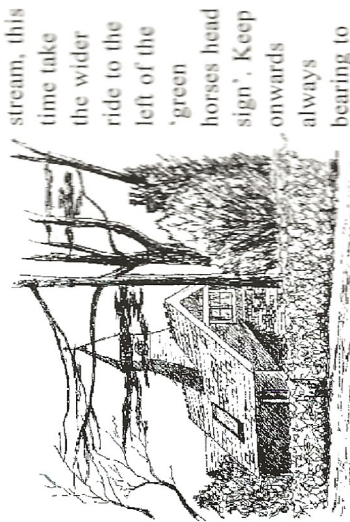
WALK 2

Views of two Churches Walk

**Total distance 2.6 miles or 4.2 Km
Devised & walked by Bruce & Carole Morley**

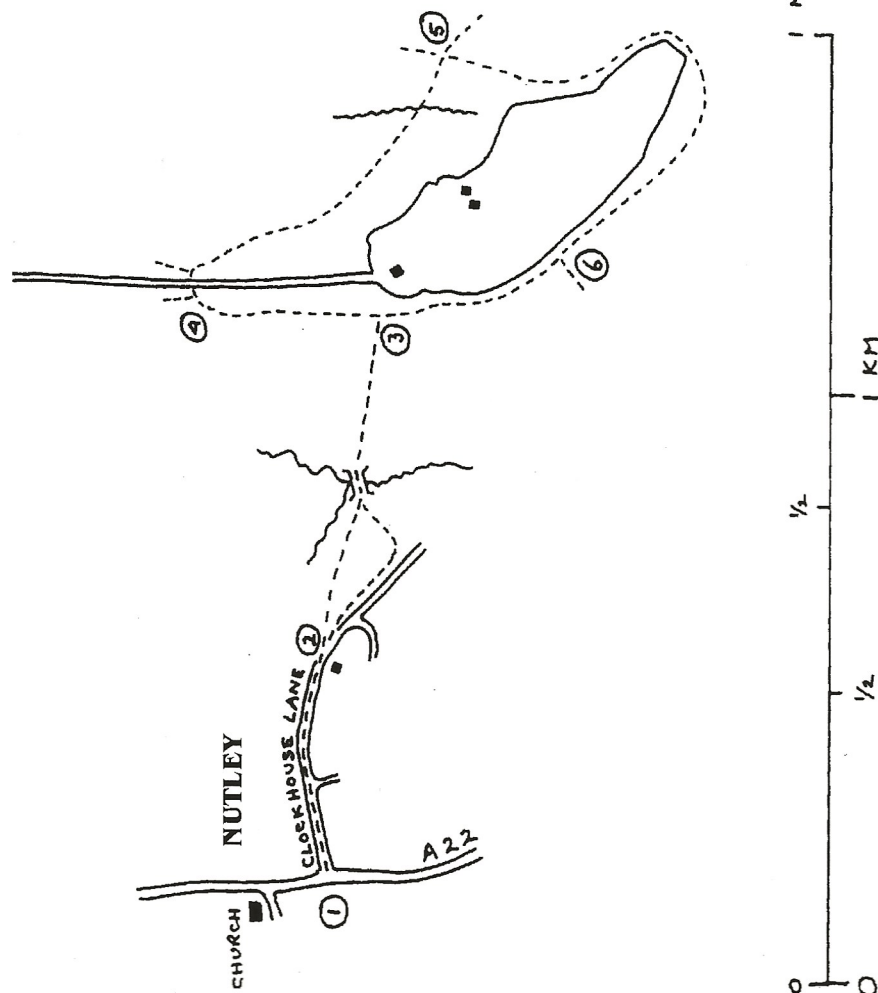
Start this walk in the High Street, Nutley at the junction with Clockhouse Lane ①. Proceed down the lane, past the Nutley Hall on the right, and about 75 yards past *Hillmead*, go straight on where the lane forks passing houses on both sides until you see a house called *Forest Edge* on your right. Just past here, take the narrower path (to the left of the Ashdown Forest green horses head sign) ②. At the bottom of this path, bear half left over the stream and go up the wider ride. This short stretch of hill is, thankfully, the most severe. Carry on until you come to a choice of direction, right or left ③. Bear to the left on the *Millennium Walk*, and after a short while, look to your left and you will have a fine view of many Nutley properties on the skyline. Carry on until the ride bears left a few yards from an access road ④. Go right here across this road and through a gate with a *Millennium Walk* marker nearby. Taking the wide ride to the right, you will be able to see the top of Fairwarp Church tower on the horizon

Continue downhill to the stream at the bottom. Once over the stream, continue up the main ride for a short distance when you will arrive at a wide 'crossroads' ⑤. The *Millennium Walk* goes straight on. Turn right and you will have a view of the Downs to the south. Continue onwards keeping to the right with a field on your right side. Pass the pond and proceed bearing right through the little wooded area with the network of pretty streams. Go over the wooden bridge and continue on through a forest gate. After favouring the right hand ride, you will shortly notice fields again to your right with a farmhouse and buildings. A holly hedge will *Steiner Home and Craft Workshops* be to your right. When you see a field gate on your right, there will be a major 3 path junction here with a *Millennium Walk* signpost



Nutley Hall. The Rudolf Steiner Home and Craft Workshops

on your right ⑥. Continue straight on until you see a large oak tree in the middle of the pathway. Keep to the left of the oak and after about 100 yards ③, turn left into a wide ride and you should see the top of *Nutley Church* on the sky line. You have left the *Millennium Walk* and you should also recognise the same hill that you climbed half an hour ago. This time though, it's downhill to the stream. Just before the stream on the right, there is a tree that has been carved with the initials of friends and lovers over many years. Once over the stream, this time take the wider ride to the left of the 'green horses head sign'. Keep onwards always bearing to the right, until you arrive at the house called *Forest Edge* again. Walking up Clockhouse Lane, you will get back to where you started

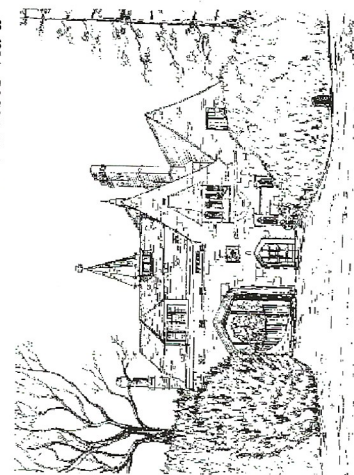


WALK 3

Maresfield Church – Hendall Manor Farm – Reedings Farm

Total distance 3.3 miles or 5.3 Km
Devised & walked by Tony Cottingham

From **Maresfield Church** ① go north to Littlejohn Tyres, right into Nursery Lane to **Reedings Farm** (½ mile from the church) ②. At Reedings enter the main farm gate and go on through the field gate opposite, then turn right and walk down the middle of the field to the bridge with stiles at each side. Over these and across a narrow field to another stile at the foot of the wood. Over this and



The Lodge, Maresfield Park

follow the signs to the top of the wood and on beside the field edge, past farm buildings (good views of the Downs, visibility permitting) onto Cobdown Lane just above **Strawberry Hall Farm** ③. Turn left on the lane and in a few yards look out for the Wealdway sign where the path enters bushes on the left. The Wealdway is well marked by posts and pointers. Follow these for about a mile to **Hendall Manor Farm** ④. (See optional extra). On

reaching the lane into the farm, immediately turn left on a farm track and in 100 yards follow it round a left bend and gently down hill. After about 350 yards the track ends at the edge of a field and the path may be hard to find. Upon entering the field the path bears right about 40 degrees and follows the crown of a slight ridge then straight down to the brook where it crosses via a

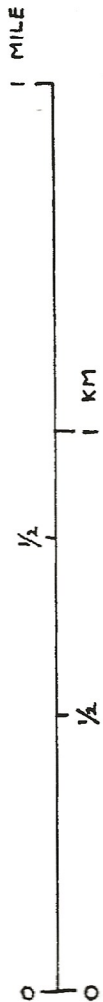
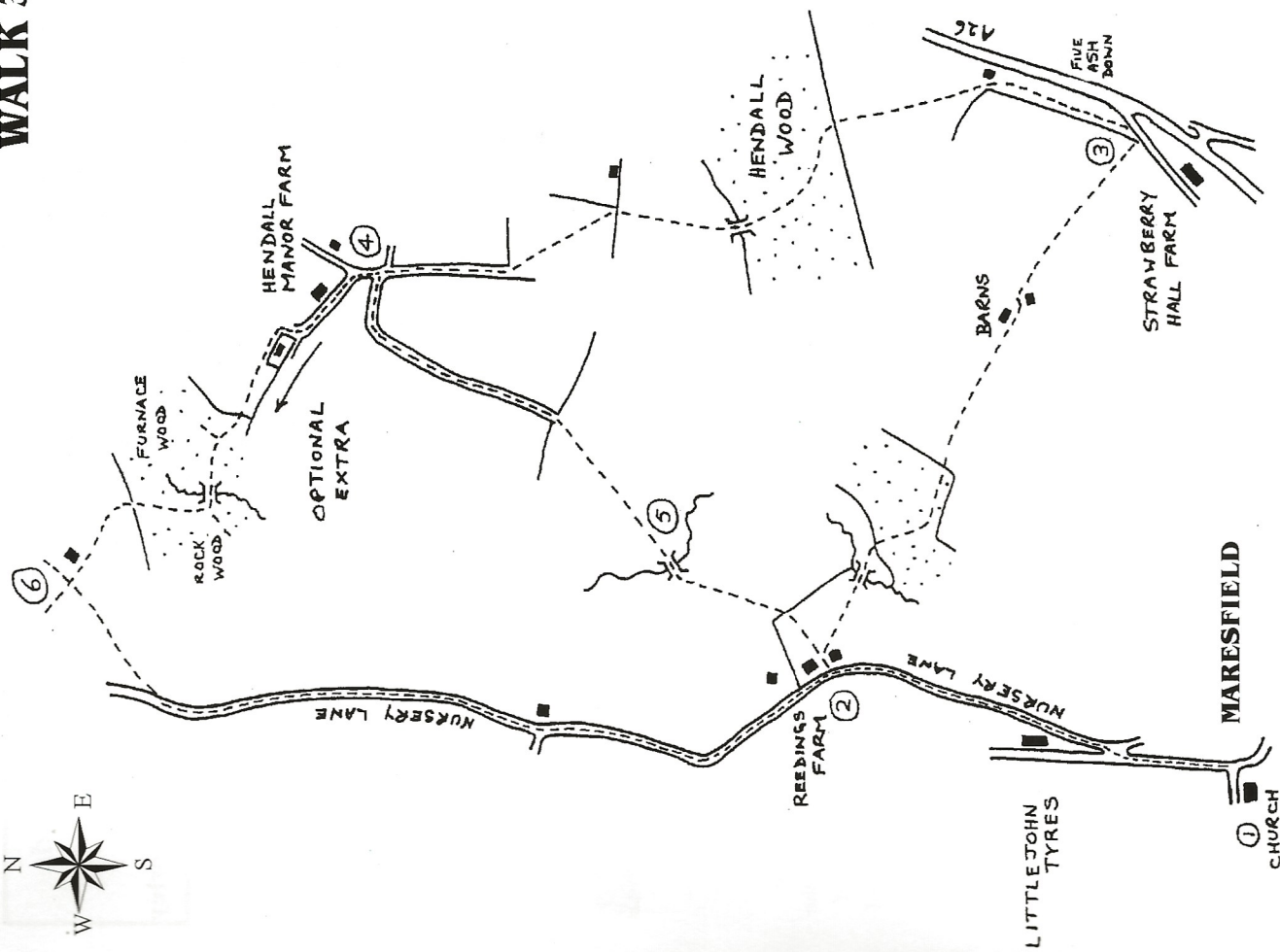
through a gate into the field and across to the gate into Reedings farmyard used on the way out. From here retrace the outbound route along Nursery Lane to Maresfield.

Optional Extra (1mile)

To extend this walk by about a mile, continue on Weald Way beyond **Hendall Manor Farm** a further ¼ mile to where it enters Furnace Wood. After passing through an old iron smelting furnace pit turn left off the Wealdway, down hill and over the footbridge (where the brook shows clear signs of iron deposits by rust-coloured banks) into Rock Wood. At the top of the small bank beyond the bridge, look left to see how the level at the top of this bank used to extend across the brook to retain a pond or lake (OS map denotes 'Pond Bay'). Here take the right turn; follow the well-defined track for about ¼ mile until open woodland where another track crosses at right angles ⑥. Turn left and in a further ¼ mile join and follow Nursery Lane back to Maresfield – about 4¼ miles in total.



WALK 3



WALK 4

Nutley Windmill, Old Lodge and Two Ponds Walk

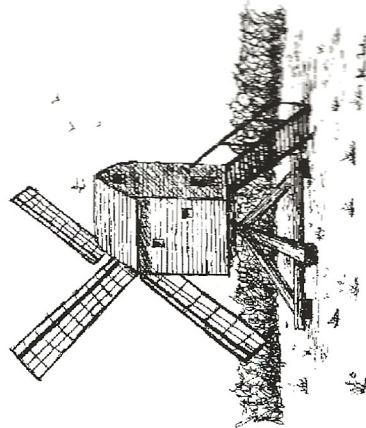
Total distance 3 miles or 4.8 Km
Devised & walked by Bruce & Carole Morley

Start this walk from the **Friends' Park Car Park** ① on the north side of Crowborough Road, the nearest one to Nutley. With the South Downs behind you, walk towards the circle of trees called **Friends' Clump** and turn left along the main ride. You are now on part of the **Millennium Walk**. After walking down a slight incline, where, if you look to the right, you will see Old Lodge Estate, take the left fork (narrow path) signposted 'Windmill'. Go through the five bar gate by Windmill Cottage and the very finely restored **Nutley Windmill** is in front of you ②. To continue, leave the **Millennium Walk** here and go past the green sign on a post and through the ramblers' gate to your right. Walk straight down the short narrow path to rejoin the main ride and go to the left. After 180 yards, bear sharp right along a wide ride until you reach a cross roads of wide rides. Take the left turn passing woodland on your left. After a while, you will see a clear view of Old Lodge to your left. Continue on until you see a **largeish**

pond ③ below and to your left. Cross the narrow bridge and continue on up the slope following the main ride. Ignore the first wide ride on the right after 100 yards. Take the next ride on the right after a further 400 yards. This initially takes you up a stiffish climb, but the views all round are quite wonderful. Behind you is a super view of Old Lodge and ahead of you is the clump of trees called **Camp Hill Clump** ④. On reaching the Clump you will next be turning sharp right towards the South Downs, but before doing so rest, admire the views and take in the points of interest. Although not the highest point on Ashdown Forest, it is the highest point in Maresfield Parish at 649 feet. When rested, take the aforementioned ride towards the south-west until you arrive at **Ellison's Pond** ⑤. Walk between the two ponds and bear right past a horse's head sign. Continue straight on

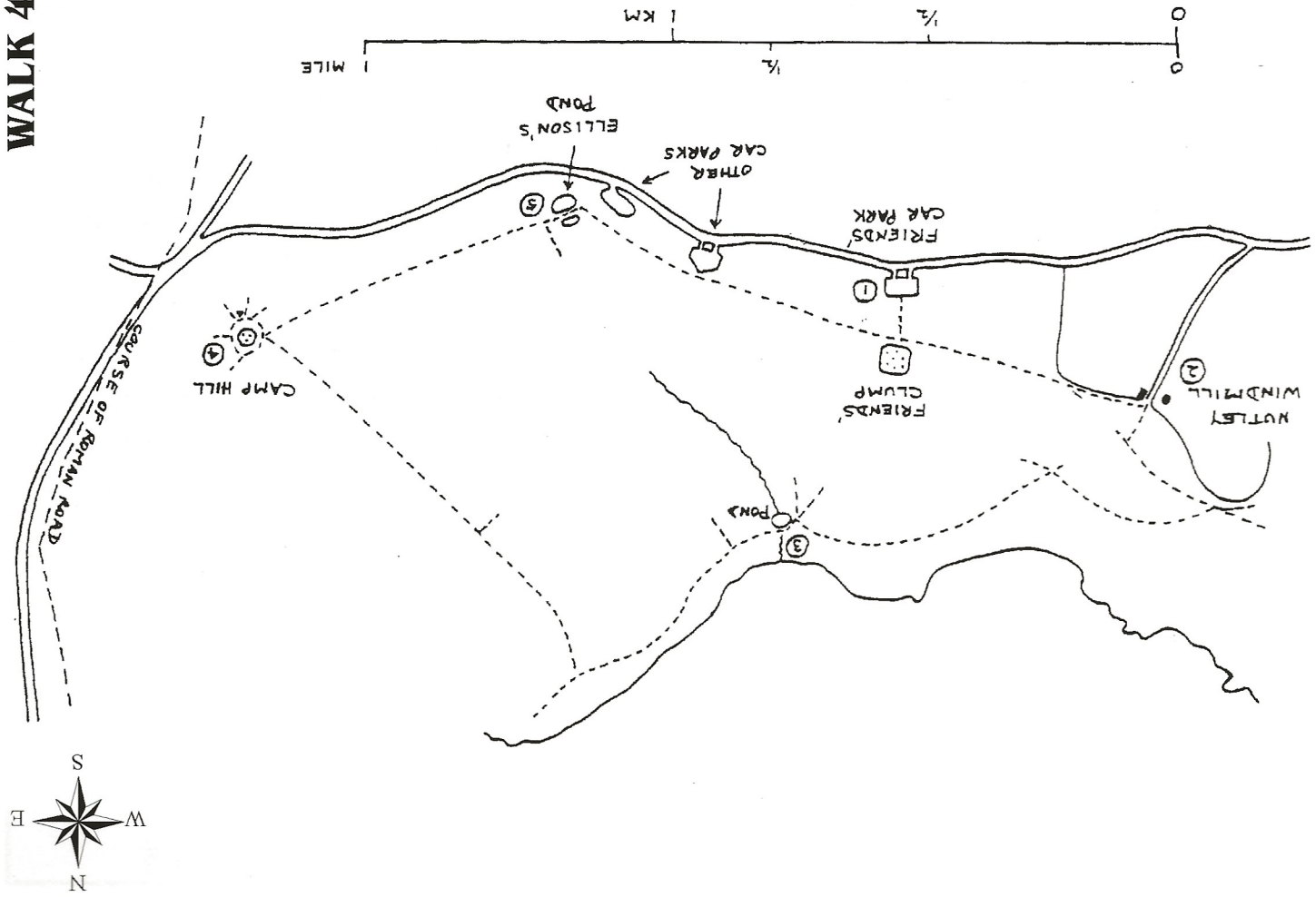
passing first one car park on the left followed by another on the left. You have now rejoined the **Millennium Walk**. When going up the slope, pause and look to the left for wonderful views of the South Downs (unless of course, you have chosen a day with poor visibility). After a short distance, you arrive back at **Friends' Clump** and your starting point.

IMPORTANT NOTE
The **Nutley Windmill** is only open to visitors on the last Sunday of each month from March to September inc., 2.30pm to 5.30pm. However, this should not necessarily deter walkers from this route, as you will still be able to see this beautifully restored Windmill from outside.



Nutley Windmill

WALK 4



WALK 5

Airman's Grave and Fairwarp Church Walk

Total distance 3 miles or 4.8 Km
Devised & walked by Bruce & Carole Morley

Start this walk from *The Hollies* car park ① on the south side of Crowborough Road; the one nearest to Duddleswell Cross Roads. Facing south (towards the Downs), take the narrow, short stretch of path that leads out of the centre of the car park. This short path quickly joins in to the wider, main ride. Continue onwards and downwards until you come to *The Airman's Grave* ②, a popular place of pilgrimage for locals and visitors alike. Then carry on to the bottom of the slope where you will come to a stream. You join the *Millennium Walk* here. Take the left of the two bridges ③ and then proceed up the wider ride that is *immediately* to your left (not half left). After a short period of climbing upwards, you will see some farm buildings to your right and ahead of you the track splits ④. Take the one to the left

of the green sign with the horses head. When you reach a major crossing of tracks with a *Millennium Walk* waymarker post, keep straight on, past the cattle grid to the B2026 road ⑤. Cross straight over and continue until you arrive shortly at a minor cross



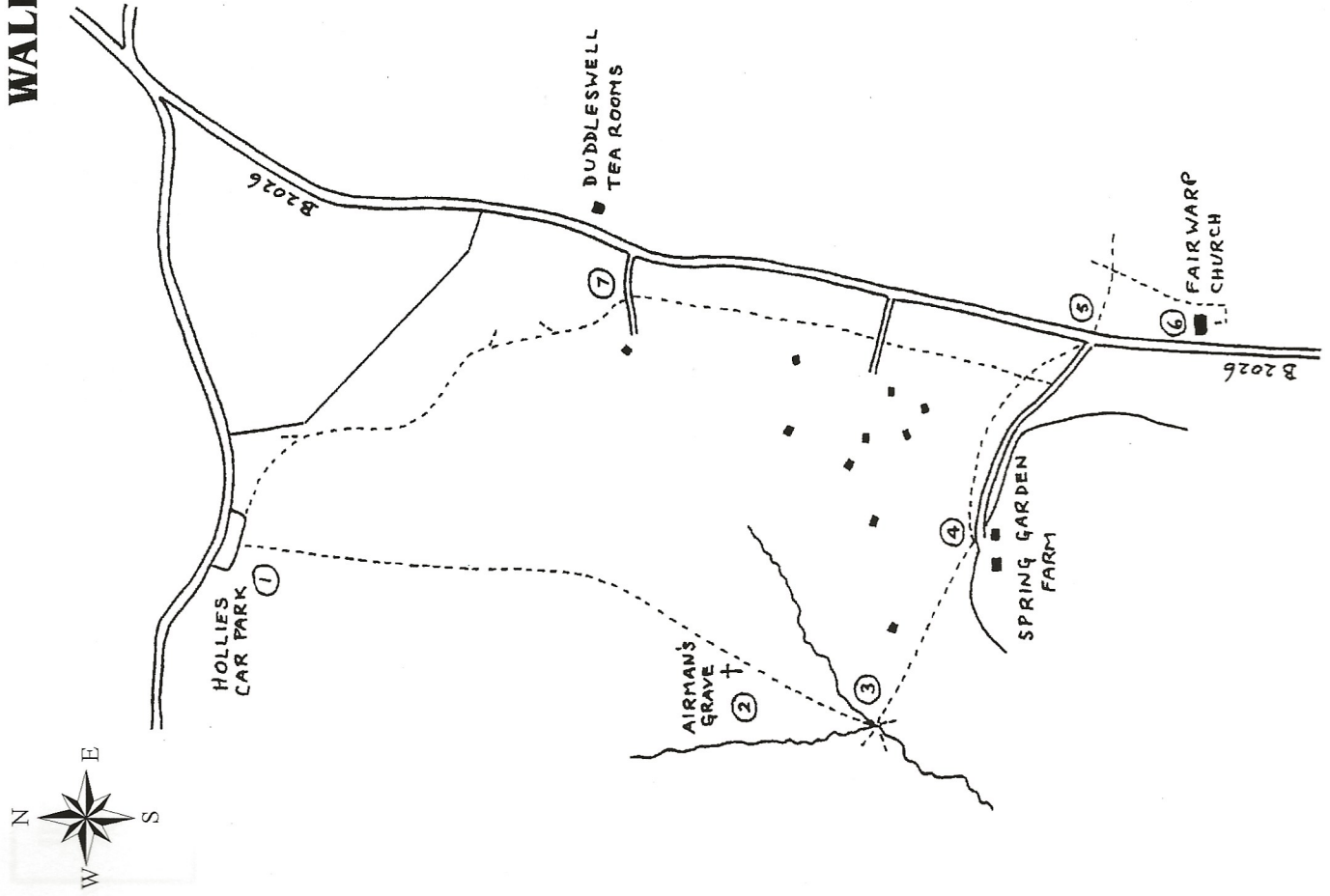
The Airman's Grave, Ashdown Forest

roads of tracks with a *Millennium Walk* waymarker on your right. Turn right here and follow the path till you reach *Fairwarp Church* ⑥ on your right and enter the churchyard via the iron kissing gate. When you have completed your visit, retrace your steps to recross the B2026 road and cattle grid, immediately bearing right and arriving back at the major crossing of rides. Now turn right and proceed up the stone. You will cross directly

over one tarmac access road. When you come to a *second* access road ⑦ and a further waymarker post, there is an opportunity to make a short deviation for refreshments. If you wish to continue *without* a break, you will be crossing directly over this road. (*Instructions continue below at †*). If refreshments are required, turn to the right along the access road until you come to the B2026 again, turn left and you will find the *Duddleswell Tea Rooms* on your right. Suitably refreshed, retrace your steps to the point where you arrived at the tarmac access road and turn right. † Continue downwards along the wide ride and then up again. If you look to your left and back, there should be a lovely view of Nutley on the horizon and the South Downs. Where the ride forks (farm field gate over to your right) keep to the left. You will shortly arrive back at *The Hollies* car park.

Important Note
The *Duddleswell Tea Rooms* are closed every Monday (except Bank Holidays) and have restricted opening in winter months.

WALK 5



1 MILE

WALK

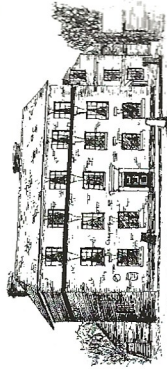
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Chequers Inn – Powdermills – Mill House Farm – Strawberry Hall

Total distance 3.9 miles or 6.3 Km
Devised & walked by Andrew Bailey

Starting at the *Chequers Inn* ①, at the centre of Maresfield village, walk towards Uckfield for 35 yards. At the sharp corner, cross over the road with care and enter the churchyard at the small lych gate. Pass to the left of the church; just beyond the church at the junction of paths, turn left and leave the churchyard at a stile. Follow the path across the field between the wire fence on the left and the electricity sub-station on the right towards farm buildings in the distance. The path joins a tarmac drive where you turn right for *Park Farm*; do not follow the private drive opposite to *Park Farm House*. Proceed through *Park Farm* and on towards the Maresfield bypass. On reaching the bypass walk left and then through the underpass, and join the access drive to *Powdermills* passing three ponds on the left. At the entrance gate to *Powdermills*, take the path on the right between the fence and hedge. There are good views of the lake over to the left. Just after passing the rear of the house there is an excellent view of the

waterfall issuing from the lake ②; this stream eventually joins the River Ouse near Shortbridge. The footpath goes on into Park Wood where a waymarked track leads to Piltown and Down Street; however, all this is in Fletching parish and since the walk is confined to Maresfield you must return from the waterfall the way you came until just before the three ponds noted earlier. Here, turn right off the access drive at a 3-way finger post ③, walk through Furnacebank Wood (ignoring side turnings), cross the bypass with care and proceed on through the wood opposite into a field with *Mill House Farm* ④ on the right. Cross over the road and turn right on the footway to Budlett's Roundabout. Keep to the footway, bearing round to the left and then walk parallel to and above the bypass road to join a lane (Millwood Lane) which crosses the bypass at a bridge ⑤. Turn left and walk down the hill to the junction

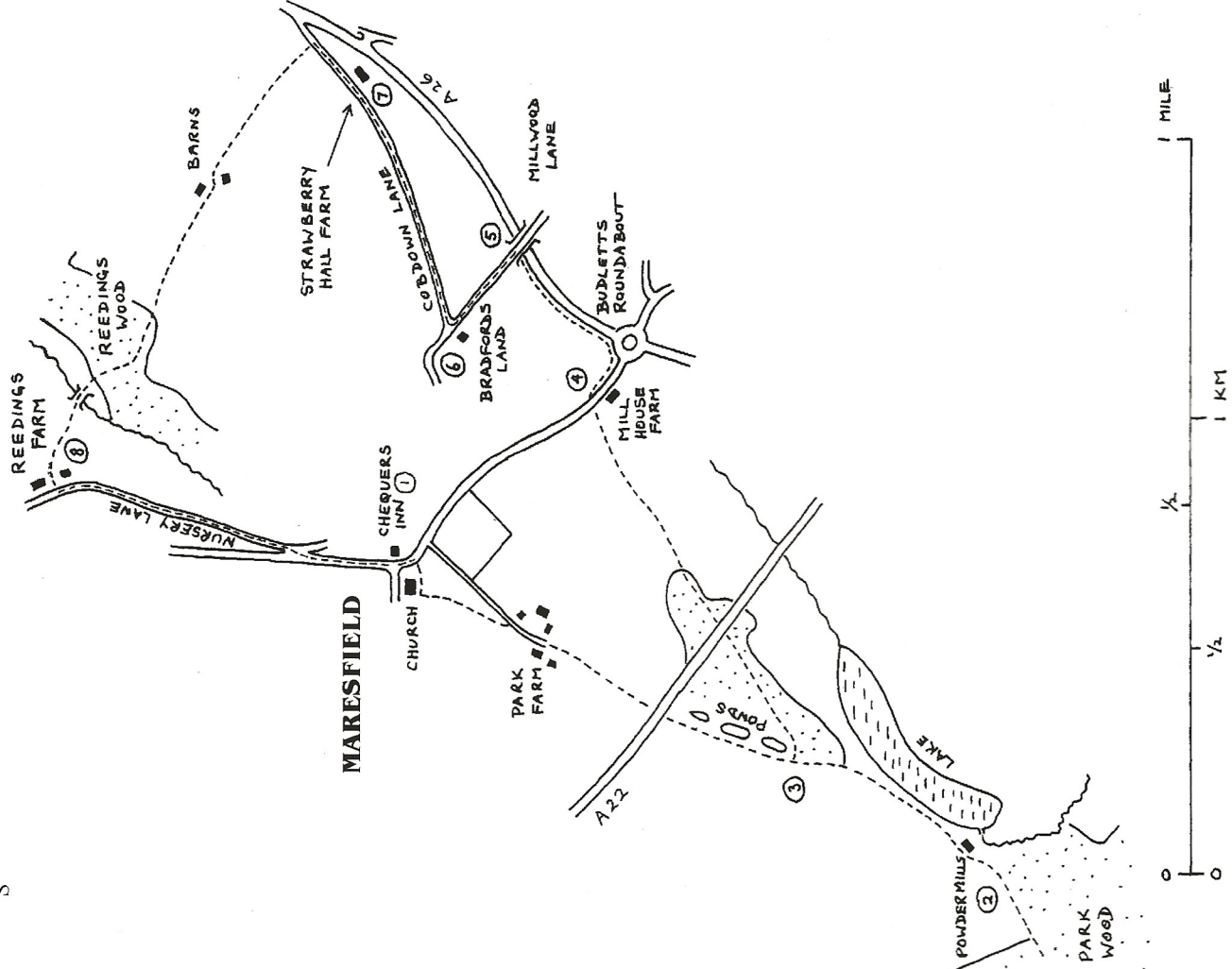
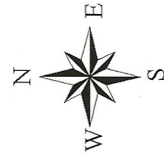


The Chequers Inn, Maresfield

of lanes near a property known as *Bradford's Land* ⑥, then turn sharp right up Cobdown Lane to reach *Strawberry Hall Farm* ⑦. 100 yards past the farm entrance, take the track on the left which passes some large barns. Continue on in the same direction across a field, keeping a hedge on your left, into Reeding's Wood. At the path junction after 80

yards keep straight on downhill. At the division of paths after a further 80 yards keep right (yellow waymark arrow), then walk straight on downhill to a stile leading out of the wood into a field. Cross the short section of field to the two stiles opposite. Cross both these and walk up the field to the top left corner near the buildings of *Reeding's Farm* ⑧. Walk past the buildings onto Nursery lane and turn left; after 600 yards emerge onto the Straight Half Mile Road near Littlejohn Tyres. Bear left to the village centre and the *Chequers Inn*

WALK 6



WALK 7

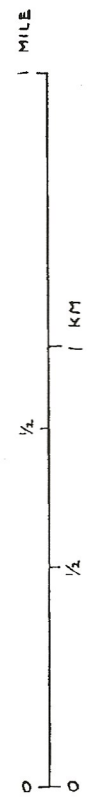
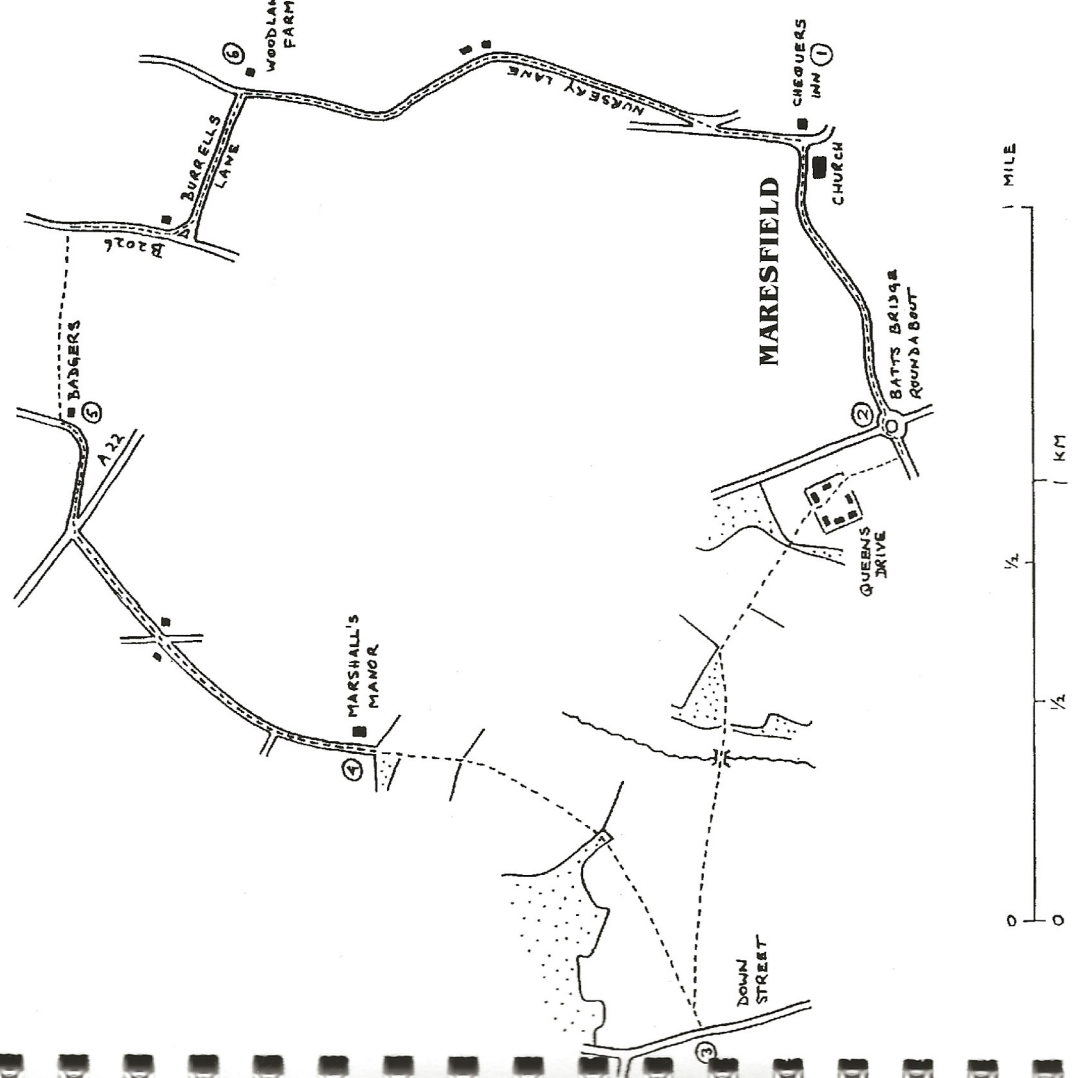
**Chequers Inn - Down Street -
Marshall's Manor - Woodlands Farm**
Total distance 4.3 miles or 6.9 Km
Devised & walked by Andrew Bailey



Starting at the *Chequers Inn*, ① at the centre of Maresfield, walk along Batts Bridge Road towards Haywards Heath, passing the church on your left. After half a mile you will reach the *Batts Bridge Roundabout* ②. Cross over the roundabout with care and take the exit signed Haywards Heath. Just beyond the roundabout turn right at the public footpath sign and follow the footpath into the square of houses at *Queens Drive*. Locate the footpath on the far side of the square (yellow waymark arrow on a gate) and pass between gardens into the field beyond. Following the direction of the finger post cross the field to the stiles opposite. Enter the next field and cross it, following the direction of the finger post, to another stile. Cross this and walk forward keeping the fence on your right. After 120 yards bear half left but still keep the fence on your right; the path gradually descends to a stream. Cross the brick arched bridge over the stream and enter a very large field; the walk now briefly enters the parish of Fletching. The route lies approximately straight

ahead. If the line of the path is unclear make for a point midway between the two houses visible on the skyline. The path gradually ascends; at the top of the rise walk towards the right hand of the two houses noted earlier. Locate a 3-way finger post placed at the corner of a paddock with a pond; the finger post is near a grey metal gate with a PRIVATE notice. 50 yards to the left of the finger post is Down Street ③, a lane that connects with Piltdown to the left and Nutley to the right. However to return to Maresfield retrace your steps to the 3-way finger post at the corner of the paddock. Follow the direction of the left finger across the large field. If the line of the path is unclear make for the right hand end of a belt of trees about 400 yards ahead. Cross a stile and pass through the narrow strip of woodland; go on across the next field to a stile just visible on the far side. Cross another stile, then join a grassy track and follow it downhill through a gate at the bottom onto the access drive to *Marshall's Manor* ④, the large house on the

right. The walk now leaves Fletching and re-enters the parish of Maresfield. Follow the access drive to Horney Common ignoring a side road on the left to a farm after 200 yards. At the crossing of drives continue straight over onto the drive opposite; this becomes rather muddy, but follow it to the A22 road. Cross this road with care and enter Old Forge Lane opposite. Follow the lane downhill; just after a house called *Badgers* ⑤, turn right onto a footpath which crosses a stream and then climbs steadily through a wood; waymark arrows should assist in locating direction where necessary. The path becomes more defined when it passes between a wire fence and a woven panel fence, eventually emerging onto the B2026 road. Turn right here and follow the road for 300 yards to *Burrells Lane* on the left. Walk down this lane to a T-junction with Nursery Lane near *Woodlands Farm* ⑥. Turn right here and follow Nursery lane until it emerges onto the Straight Half Mile Road near Littlejohn Tyres. Bear left to the village centre and the *Chequers Inn*

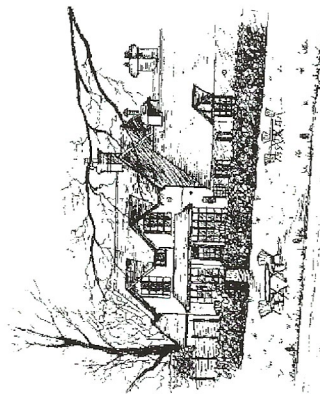


WALK 8

WALK 8

quite distinctive when in leaf.
Follow the track through
varying Forest scrub, passing
some cottages on the right and
on down to the lowest point at
Brown's Brook Cottage ⑥.

Cross the parking area outside the gate and turn left up the steep bank to pass a triangular clearing on your right, where again in June/July there is a notable colony of orchids, this time the heath spotted orchid. As the path enters the edge of oak and birch woodland, a



well Tea Rooms

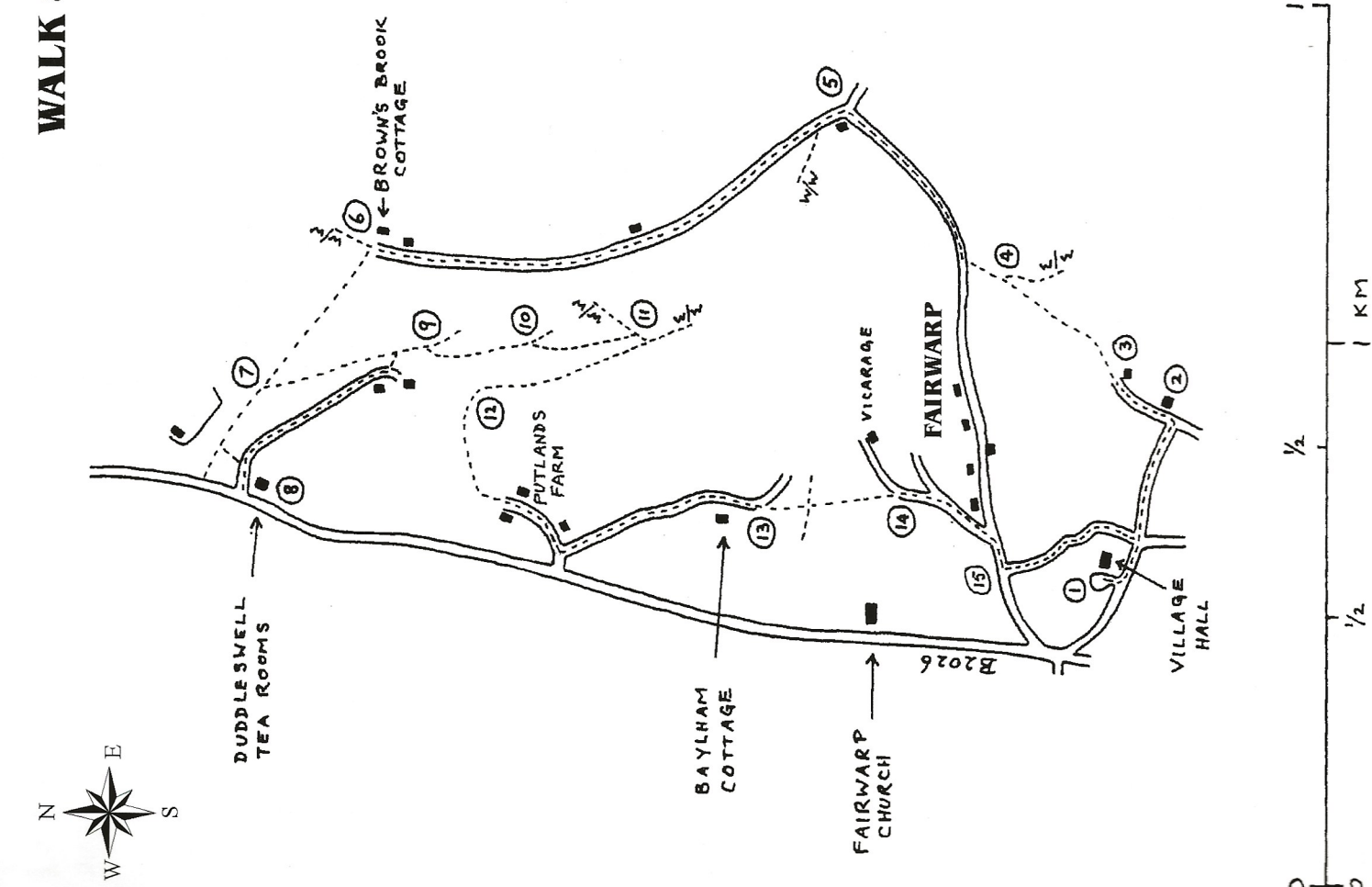
persistently wet area invites a deviation to the left to discover a spring amidst lush sphagnum moss. Return to the path and carry on up through the wood to a wide open ridge where the path ends (7). There is now a choice – to seek refreshment at

Duddleswell Tea Rooms
closed Mondays except Bank

Holidays and on restricted opening times in the winter) or to continue the walk. For the former, turn right and walk up the ride until in sight of the B2026 when a path on the left crosses to an access track behind the Tea Rooms ⑧. The next stage can be made either from ⑦ down the wide ride, or from ⑧ using the access track, the routes converging at two cottages, Hobgoblins and Payns Hill where the track ends. Keep on the ride east of

Payns Hill, look for the HORSES sign, and after about 40 paces ⑨ bear right on to a path through the heather and gorse with a good view to the South Downs. At the next fork ⑩ bear right again and continue down to a WW intersection ⑪ at a marker post, but do not follow it. Turn sharp right around the post and follow the path through scrub along the valley.

watching for a path on the left
 ② within sight of a yellow-
 marked gate on the boundary.
 Through the gate the path
 leads down to a step-over
 crossing at a stony stream with
 colonies of mosses, liverworts
 and ferns. From here you pass
 through another gate to a well-
 defined route up the edge of a



Look out for these on your walks in Maresfield parish...

field bounded by a newly planted shelter belt of mixed trees. Pause at the top to look back at the ponds and stream valley, then on through **Putlands Dairy Sheep Farm**, where the Farm Shop offers a range of its own dairy products. From the farm, the track passes Putlands Cottages and bears left at Putlands Bungalow. Continue to

Baylham Cottage on the right and at about 70 paces beyond, where the track bends left ⑬, bear right on to a path leading to a crossing over a wide ride and on through woodland to another track ⑭ which leads from Fairwarp to **The Vicarage**. Turning right leads into Fairwarp about midway along the Village Green. During opening hours, the

need for further sustenance can be met at The Foresters Arms only a few paces to your left. Otherwise, to complete the walk turn right to the corner of the Village Green and left at the bridleway sign ⑮ to pass Badgers Hollow pond and Keepers. Finally, turn right into Nursery Lane and return to the Village Hall.

On the facing page are a few examples of the wild life which you may see on the walks described in this booklet

In March, you may see the first sign of summer, a **Brimstone butterfly** ②. Birds will now be setting up breeding territories and one of the most conspicuous is the **Yellowhammer** ⑤. It has an easily recognised song, described as a "little bit of bread and no cheese". Like many hedgerow birds, the Yellowhammer is declining in numbers. Spring is the time for **Badger** ⑩ watching. Cubs are brought out of the sett for the first time and are easy to see before the summer vegetation grows up. Also, **Rabbits** ⑫ begin to breed in January and by the spring babies or "starters" can be seen everywhere.

In the summer there are plenty of animals to watch out for. Two nationally scarce butterflies can be seen in our area. **Silver-studded Blues** ③ can be seen flying weakly, low down on heathland. Many colonies thrive on the Ashdown Forest fire-rides. The **White Admiral** ① is a species which loves mature woodlands. A common dragonfly on ponds is the **Broad-bodied Chaser** ⑥; blue ones are male, golden ones are female. **Dartford Warblers** ⑨ are the jewels of the Forest bird fauna. Nationally very rare, this resident warbler is best seen in the summer when it is preoccupied in carrying beakfull of insect food to its young. **Whitethroats** ⑧ are summer visitors and can be heard rather than seen in scrubby woodland. Autumn is the time for seeing **Adders** ⑮,

whether you want to or not! As the days begin to cool, Adders are seen basking in full sun in exposed locations. On the Forest wet heath, you may come across a ferocious looking insect with a huge, scimitar shaped sting. This is the **Bog Bush-cricket** ⑦; it is entirely harmless and the "sting" is a device for laying its eggs in plant stems. **Foxes** ⑪ are at their most common in the autumn. Food is plentiful and the weather is kind. Another top predator is having an easy time now – the **Kestrel** ④. Rodents are abundant on the verges. Come the winter, both species suffer high mortality as their food disappears. Winter causes a decline in your wildlife checklist but there is still plenty to see. No leaves on the trees means that **Grey Squirrels** ⑪ and **Green Woodpeckers** ⑩ are more conspicuous. Both will happily feed on the ground, but retreat to the trees when disturbed. On the heathland you will still see **Stonechats** ⑬ with very distinct plumage and an alarm call which sounds like two pebbles being tapped together. The best prize of all is a good view of a herd of **Fallow Deer** ⑪. Increasingly common in the area, they are still very shy, with phenomenal senses of sight, sound and smell. If you see them before they see you, you can truly say you walk quietly through the countryside with your eyes open!

Chris Marrable (Forest Ranger)

