

Walks of the Jolly Tanners

Walk #1 Overview

Distance: TBC

Time: 1 hour

Description: Our stroll around the outskirts of the village should take no more than an hour or so.

Starting Point: Our stroll starts from the car park of The Jolly Tanners pub. From the car park turn left in front of the pub and walk along the pavement on the left hand side of the road.

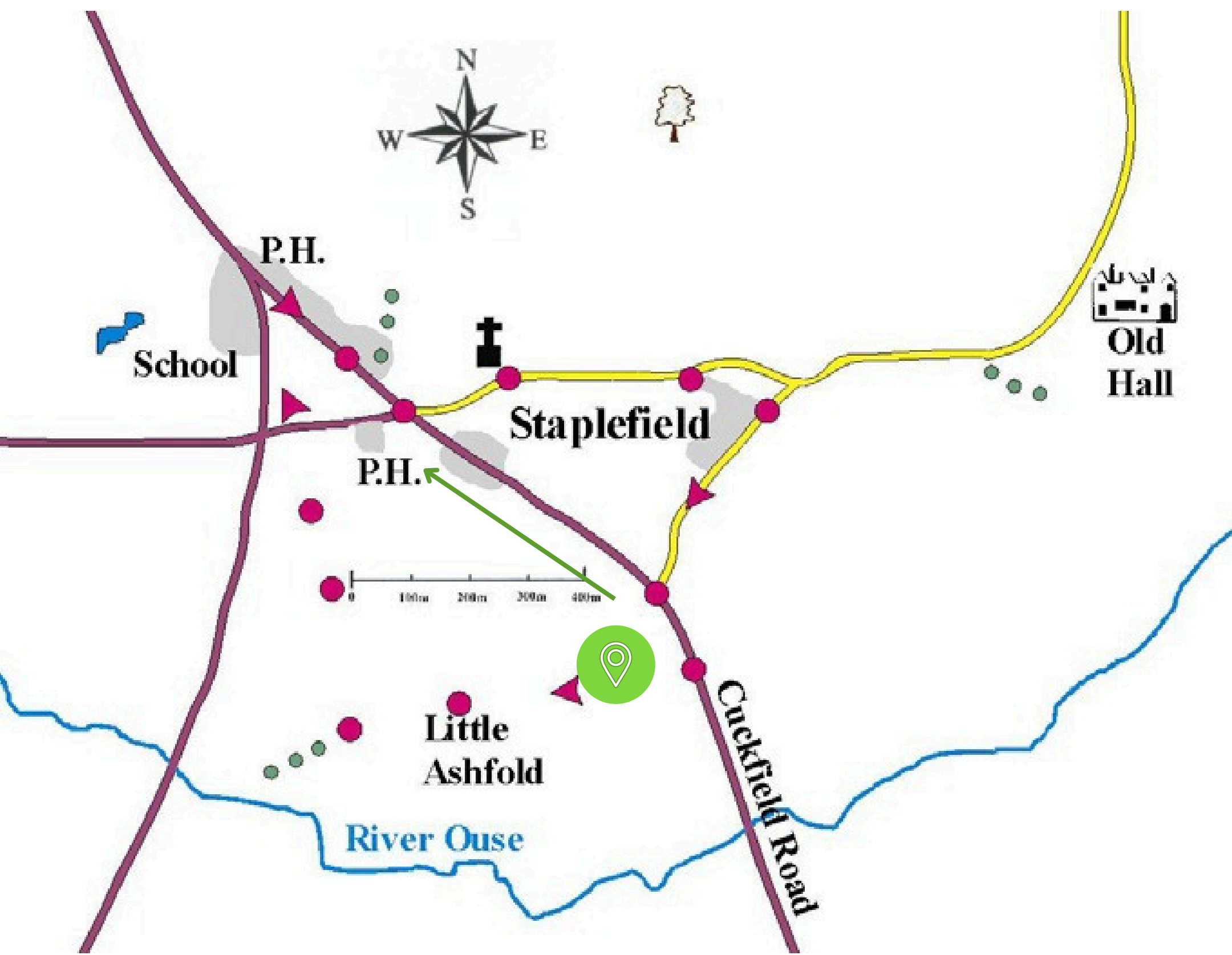
Continue ahead beneath the tall pine trees and pass the telephone kiosk. Just after the village sign turn left into Brantridge Lane and, keeping to the left, pass through the lychgate to enter the churchyard.

Leave the churchyard by the gate besides the village primary school and returning to the lane turn left. At the end of the pavement cross to the right side of the lane and as you approach the Z bend sign look to your right and admire the new 'hedge lane' – the work of the local conservation group. There is also now an attractive lily pond a little way ahead on the left. On reaching Heron & Jasmine Cottages fork right up the broad track to pass in front of the houses onto Rose Cottage Lane. Here turn right and follow the lane down to the main road.

Our stroll, however, continues by crossing the main road carefully and turning left for about 50 metres to a concrete track leading off to the right to Little Ashfold Farm. There is a metal footpath sign confirming the right of way. Walk down the track to pass to the right of the farmhouse.

Where the drive finally swings left continue ahead following the public footpath fingerpost on a broad grassy track between tall trees. After a delightful small pond on your left, pass through the kissing gate to your right and turn right to follow the hedge line. Continue walking uphill back towards the village and at the top of the rise pass besides a stile onto a broad farm track, which leads to the village green.

Turn half left to pass behind the cricket pavilion and then right to return to the welcoming sight of The Jolly Tanners.



Key:



The Jolly Tanners Pub



Start the walk following this arrow