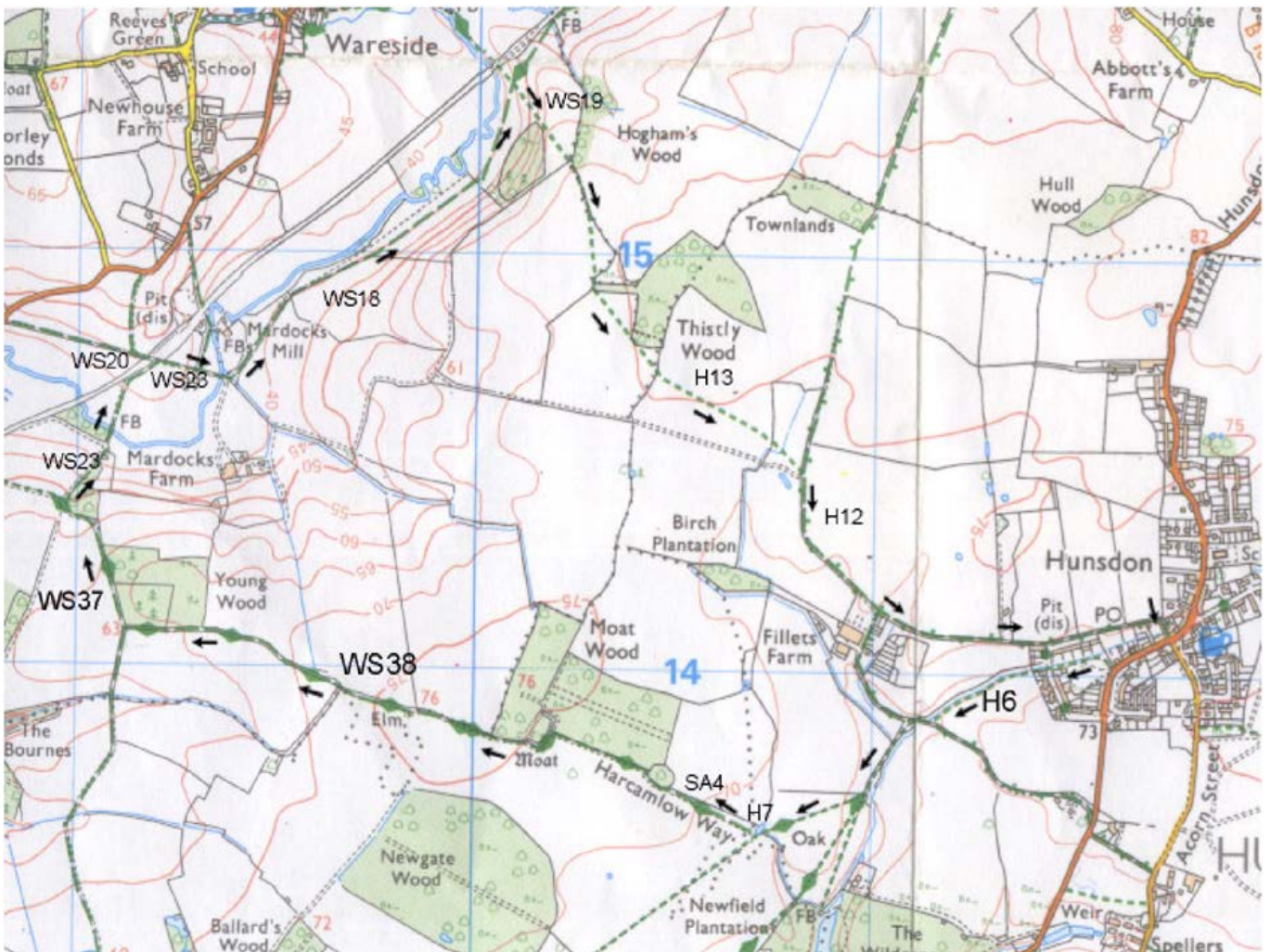


Towards Wareside, Mardocks and the Ash Valley.

The walk is approx 4.7 miles (7.6 km) and at normal walking pace should take 1 hour, 35 minutes. Some parts of the walk involve crossing cultivated fields and may make for heavy going during and after periods of wet weather.



From the Village Hall turn right along the High Street to the entrance to The Dell Play Area adjacent to No.1 High Street. Follow the path (Hunsdon FP 6) diagonally across the play area to the far corner, through the kissing gate and forward ahead across Tanners Way to the path to the left of the bridge and thence alongside the brook. Go ahead along the field edge with the brook on your right. At the end of the field the path meets Hunsdon RB 3. Turn right for a short distance along this and then turn left at the next waymark post and along a farm track, the continuation of FP 6. Where the track ends at a cultivated field the path divides, take the right hand path of the two across the field aiming at a tall willow tree in the hedge line.

On reaching the tree there is a post and a gap in the hedge with a pond on your right.

Follow the blue Bridleway marker on the next waymark post to your right and go round the pond following the hedge line on your right. The path has now become a bridleway and the first few metres round the pond and along the hedge being the shortest section of path in the parish, (Hunsdon BR 7) and from thereon you pass into Stanstead Abbots Parish where it becomes BR 4.

You are now on the Harcamlow Way. Carry on forward with the hedge to your right which subsequently merges into Moat Wood. Look out where the wood juts out into the field and you will see the moat after which the wood is named. It will be easier to see in the winter or early spring when there are no leaves on the bushes to obscure the view.

Passing on from the wood the hedge continues on your right and shortly you descend into Wareside Parish and the bridleway becomes their No. 38. Continue downhill passing Young Wood on the right until meeting Wareside BR 37 at a T junction. Turn right and follow the bridleway which is in the form of a farm track, past Young Wood still on your right, past a short gap and the next relatively small group of trees is Doghouse Wood. At the end of the wood a track leads off right (Wareside BR 23). Follow this and keep going ahead, descending as you go, past the cottage, Doghouse on your right, across a footbridge over the River Ash and finally meeting up with the old railway track bed on the left. Follow the field edge path to the right of this until meeting Wareside BR 20 coming across the bridge over the old railway. Bear right following BR 20, passing over the river again and coming to the entrance drive to Mardocks Farm. At this point turn left through a field gate where the route becomes Wareside BR 18.

On entering the field note Mardocks Mill on your left beside the river. The bridleway is across pasture and is not always clearly defined on the ground but aim for the gateways that connect the fields, keeping the river to your left. Please remember to leave any gates as you find them. Look for Hogham's Wood on the hill to your right, which at one point appears to be straight ahead. Keep the barbed wire fence by the river on your left as you go through the gate. Be careful if there are any cows in the field. As you walk below Hoghams Wood ignore the stile in the fence on your left, as it leads to a dead end by the river. Continue to the waymark post below the wood, turn right up the hill across ill-defined ground keeping Hogham's Wood on your right, until you reach the stile at the top of the field. It is worth pausing here to look back and take in the view of Wareside and the Ash Valley.

On entering the cultivated land the path goes forward, slightly right and in the middle of the field again turns to the right to a gap in the hedge at the corner of Thistly Wood. Go through the gap and forward left to another corner of the wood with a signpost. Thence ahead to a gap in the hedge with a small bridge over a ditch. From here you are back in Hunsdon on Hunsdon FP 13. Go straight ahead across the cultivated field to a waymark post at the far side, then over two small bridges bearing slightly to the right and finally meeting RB 12. Turn right and follow the track taking you back to the starting point at the Village Hall.