

Swan Barn Farm Walk

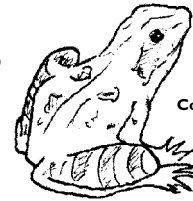
The walk starts from Well Lane, off Haslemere High Street. It will take approximately 30 minutes to 1 hour. The optional extension to the walk is not over a right of way but over farmland. During and/or after wet weather this area can become particularly muddy, so appropriate footwear should be worn. Parts of this walk are over uneven ground and there are a number of narrow gates to go through. It is therefore not recommended for pushchairs, wheelchairs or anyone with walking difficulties.

- 3** Follow main footpath through wood. Cross over the stream in a dell and bear left through Witley Copse and Mariners Rewe (two wooded areas) along footpath. (There is the option to bear right to follow the footpath on a short circular route back to Well Lane. **3a** Turn right at fingerpost See No.6.)



Bluebell

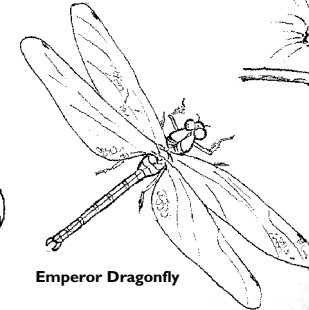
- 4** Continue on footpath through wood until reaching a gate with a bench beyond. At this point there is the option to return along the footpath to No.3, or continue on a "permissive" path, mainly through farmland. Cross over a small footbridge and turn up and right along field's edge with trees on your right.



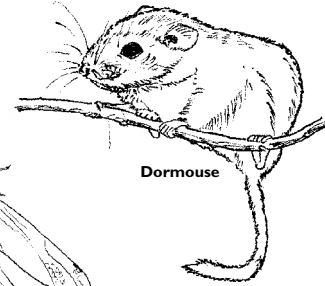
Common Frog



Common Newt



Emperor Dragonfly

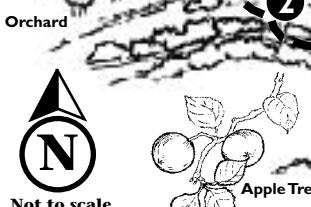


Dormouse

Continuation to Imbham's Walk

--- Main Route
- - - - - Optional Route

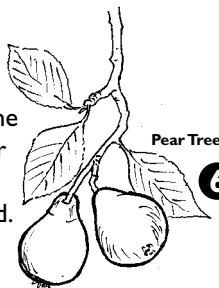
- 1** Go up Well Lane, bearing left of car park to the interesting Town Well. Turn right, passing three benches, and continue until reaching NT information panel. Turn left through the gated entrance, passing the fenced restored orchard on your right.



Not to scale

- 2** Continue downhill, passing a small restored pond to your left. Go through gate and turn left along lane. Pass through a gate on your left, on the edge of a field, marked NT path.

Continue diagonally across field to the far side, pass through a gate and over a small footbridge over the stream. Turn right, ignore path straight ahead.



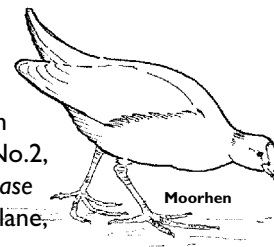
Pear Tree

Follow the Countryside Code

- Please
- Be safe - plan ahead and follow any signs.
 - Leave gates and property as you find them.
 - Protect plants and animals, and take your litter home.
 - Keep dogs under close control.
 - Consider other people.

- 6** Turn and cross footbridge over ditch, and go through gate. Continue ahead on path across field. Pass through gap in fence, bearing right along edge of field.

- 7** Go through gate and pass the black barns. Turn right and immediately left, along lane, back to No.2, passing a restored pond on your left. (Hunter Base Camp can be seen on left uphill) Continue along lane, retracing your steps to No.1.



Moorhen

- 5** At restored bank and ditch turn right through gate. Continue on track through gates and three fields until arriving at a locked gated entrance to Longmoor Wood.

Turn left through gap into field and turn immediately right. Continue along path in fields with fence on your right, through three 5 bar gates. After third gate turn right, through gate, ignoring track ahead and path to left. Continue through wood to fingerpost at No.3a. Turn left.



Great Spotted Woodpecker