



three circular walks from

The Plough Inn



Stalisfield Church & Spuckles Wood

2½ miles: fairly easy

A figure-of-eight route through a wooded valley and nature reserve to our isolated rural church.

The Lady in the Woods

3½ miles: Fairly easy.

Seek out a mysterious wooden figure hidden in our local woods.

North Downs Way & Charing Windmill

7 miles: Moderate.

A hearty walk along a National Trail with good views, passing a historic windmill.



The **Old School House** is a superb example of a 16th-century Kentish half-timbered house.

It is privately owned and was Grade II listed in 1952.

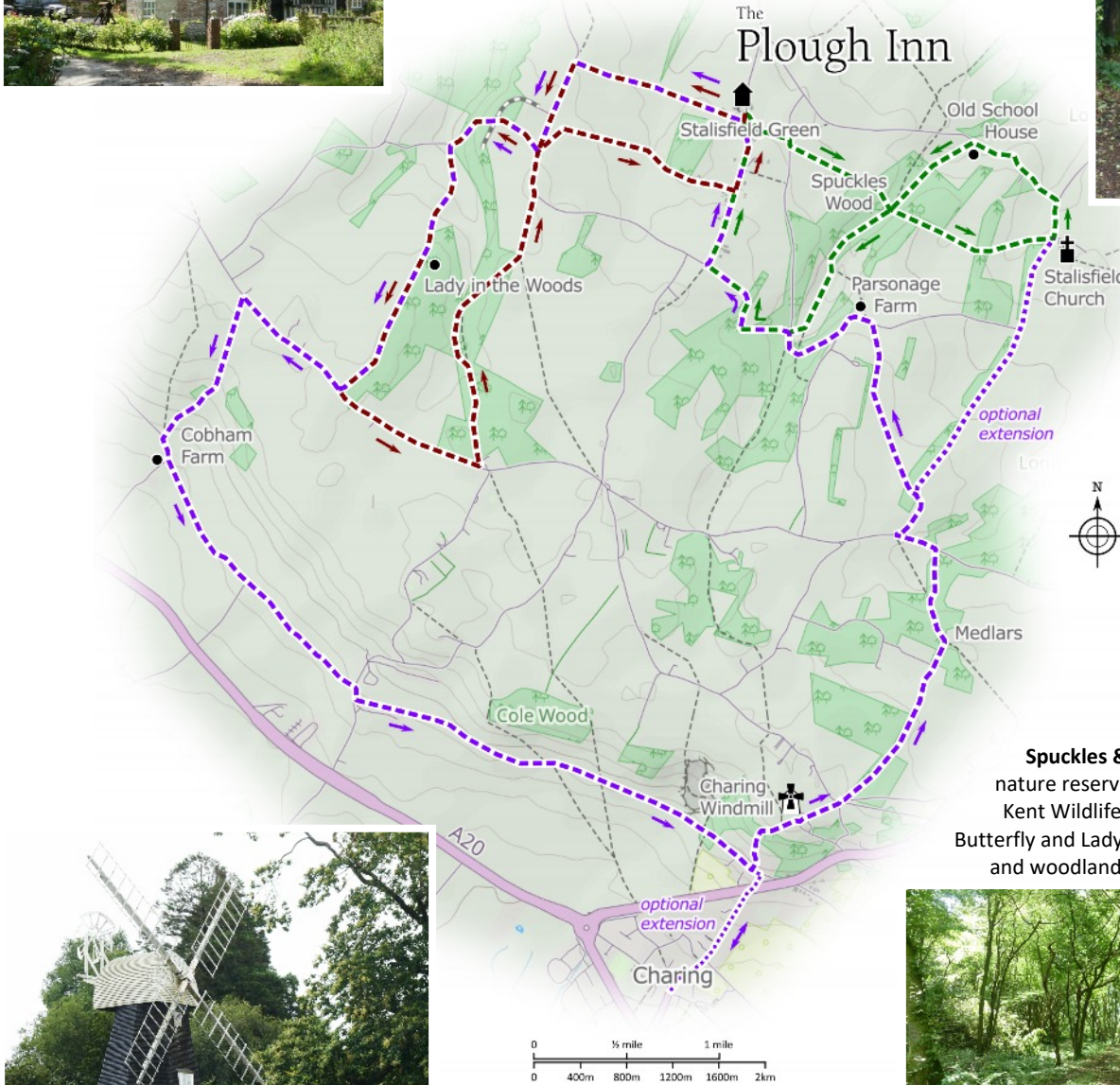
The **Lady in the Woods** is an enigmatic carved oak figure in Kite Hill Wood. Some claim she was carved by a homesick Polish soldier during World War II, but a more plausible explanation is that she was created in the 1970s by a local student with a talent for woodcarving.



Charing Windmill is a smock windmill with a Kentish-style cap. It ceased operation in 1892 and is now a private home.



Spuckles & Kennelling Woods nature reserve is managed by the Kent Wildlife Trust. Rare Greater Butterfly and Lady Orchids grow here, and woodland butterflies abound.



Stalisfield Church & Spuckles Wood

2½ miles: fairly easy

Allow 1½ hours. Paths may be muddy after rain, and overgrown in places. Several moderate ascents and descents. Ask at the bar for details of how to gain entry to the church. For a shorter walk, return from the church via the outward route.

1 From the front of the pub, follow School Lane, to the right of the village hall. **2** At Apple Tree Cottage, keep left. **3** At the T-junction with Thorneycroft Road, take a few steps to the right and then take the signposted footpath across the field on the left. **4** Follow the telegraph wires to a gate into a wood and descend through the trees. **5** At the bottom of the valley, cross the bridleway and pick up the path opposite that climbs the other side. **6** At the top, leave the trees through a metal gate and walk along the side of the wood ahead to another gate. **7** Cross the next field and pass through a further belt of woodland. **8** Follow the path half-left across the next field to the entrance to more woodland. **9** At the top of the wood, you reach a lane opposite St. Mary's Church. Turn left. **10** Follow the lane for 150m to a triangular junction. **11** Turn left into Hillside Road. **12** Follow the lane into a shallow valley and up the hill beyond; passing a house at the end of the wood on your left. **13** Descend to the bottom of the next valley and turn left through a gate just beyond the half-timbered Old School House. **14** Follow the footpath along the valley bottom to a kissing gate into Spuckles Wood. **15** Continue along the path along the valley bottom. **16** Shortly after a bridleway joins from the right, cross the perpendicular footpath that you walked earlier and continue along the valley bottom to a gate into a field at the end of the wood. **17** Continue along the valley bottom to meet a narrow lane at a gate. Turn right, then immediately left into the trees. **18** Take the right-hand footpath. Follow it uphill through the trees, skirting round the end of a field on your right and passing a gate into private woodland on your left. **19** At the top of the wood, exit via a wooden kissing gate. **20** Cross the field to the far right-hand corner and climb a stile next to a gate. **21** Follow the path out to the road. **22** Turn right and follow the road for half a mile back to the Plough.

The Lady in the Woods

3½ miles: fairly easy

Allow 2 hours. Paths may be muddy after rain, and the return through the woods is a little indistinct in places.

1 From the Plough, follow the path across the village green to the right, then turn right into a public footpath at a wooden fingerpost. **2** Follow the path to the right of a house, with views back to the pub on your right. **3** When the enclosed path emerges into a field, follow the path along the left-hand edge, within intermittent fencing. **4** At the end of the field, climb a bank and continue along the left-hand side of the next field, with views north to Whitstable and the Isle of

Sheppey. Towards the end, the path switches to the left-hand side of the field boundary and runs alongside a wood to a gate into a lane. **5** Turn left and follow the lane for quarter of a mile, passing Norton Hall Farmhouse on your left then a brick-built cottage on your right. **6** Turn right into a signposted byway. **7** Follow the hedged green lane then descend through trees to a junction of tracks by an old chalkpit. **8** Continue to the bottom of the valley then turn left along another byway, which gradually climbs the valley side with a fence on your left and a hedge on your right. **9** Follow the path along the edge of a wood. After about 100m, look out for the narrow gap on your left that gives access to the Lady in the Woods, set in a small clearing close to the path. **10** Returning to the path, continue beside the wood until you meet a lane. **11** Turn left and follow the lane for a little under half a mile. **12** By a road junction, turn left by a bungalow and take the path through a waymarked wooden gate on your left. **13** Follow the track round to the right, skirting the property on your right, and keep left at a fork. **14** Take a path on the left then, at a waymark post, bear right along a grassy way. **15** This drops down past another waymark post to rejoin the main track, where you turn left. **16** Very shortly, take a narrow path on the right with a waymark post reading "Keep to marked footpath". **17** This leads up through the trees to a kissing gate into a field. **18** Turn left along the field edge and follow it to a gate into a lane. **19** Turn left along the lane until you meet the end of the byway you followed on the outward journey. **20** This time, turn right through a metal hand-gate into a field. **21** Turn half-left and cross the field to another gate in the left-hand fence, again with wide views. **22** Turn right and walk down the right-hand side of two fields. **23** In the corner at the bottom of a shallow valley, climb a stile and walk through a belt of trees. **24** In the next field, bear right round the end of a wood. **25** Follow the field edge to a gate on the left, which gives access onto a driveway (Shire Lane). **26** Follow the drive out to the road. **27** Turn left to return to the Plough Inn.

North Downs Way & Charing Windmill

7 miles: moderate

Allow 4 hours. The route can be extended to Charing village and/or Stalisfield Church. Paths may be muddy after rain, and overgrown in places. Several moderate ascents and descents.

Follow steps 1–10 of the **Lady in the Woods** walk.

11 Turn right along the road, and follow it for 500 metres. **12** Turn left onto a signposted footpath that passes through a metal kissing gate then heads diagonally across a cultivated field with wide views over the Weald. **13** Beyond a wooden kissing gate at the far side of the field, walk down the right-hand edge of the next field, alongside a wood. **14** As you approach Cobham Farm, go through another wooden kissing gate into a track and walk down to the farm buildings. **15** Turn left along the North Downs Way in front of a pair of barns then, by the farmhouse, turn left. **16** Follow the North Downs Way track for three quarters of a mile to the road at Hart Hill. **17** Turn right

(downhill) for a short distance, then pick up the North Downs Way again, on your left. **18** Follow the track for a further mile, ignoring a couple of crossing paths, until it rises to meet another track. **19** Turn right and follow the track past a covered reservoir to the first few houses of Charing. (*To visit Charing, carry straight on to a junction, where you turn right down to the A252. Cross over and follow the road opposite for ¼ mile, returning the same way.*) **20** To continue with the main walk, take a path on the left, next to the gates of the Old Pump House. **21** Climb steeply through the trees then emerge through bracken to an open area below Charing Windmill. Bear right to meet a grassy track leading to a gate and past the windmill. **22** Follow the driveway ahead, and continue past horse paddocks and a bungalow to a road. **23** Turn left and immediately right, then (ignoring a no-through road on the right) turn left into a track running between a house (left) and a wood (right). **24** Follow the track for 600 metres, ignoring entrances to left and right, then descend to the gates of a house called Medlars. **25** Turn left here onto a fenced footpath through the trees. **26** Ignoring a footpath through a gate on the left, stay on the path to a metal barrier into a narrow lane. **27** Turn left and walk up the hill to a road junction. **28** Turn sharp right and follow the lane to an S-bend. **29** *From here you can continue along the lane for ¾ mile (ignoring a left turn after ½ mile) to the church and pick up the Stalisfield Church & Spuckles Wood walk at step 10.* Otherwise, take a signposted footpath on the left into the trees, which shortly leads out to a field. Cross the field, with distant views to the Thames Estuary to the north. Climb a fence into the field on your left and cross to Parsonage Farm. **30** Turn left and follow the road round a left-hand bend beyond the farm. **31** Take a right turn which leads steeply down through trees to the bottom of the valley.

Look out for a path on the left and pick up the **Stalisfield Church & Spuckles Wood** walk from step 18 onwards to return to the Plough.

The Plough Inn

Stalisfield Road, Faversham, Kent ME13 0HY
tel 01795 890256
website theploughinnstalisfield.co.uk
email info@theploughinnstalisfield.co.uk

We are a dog-friendly pub. Packed lunches may be available if ordered in advance. Booking is advised if you wish to secure a table, especially for large groups. Parking is for patrons only. Please see our website for our opening hours and walkers policy.

We hope you enjoy these carefully chosen walks and look forward to quenching your thirst and satisfying your appetite on your return.