



B6 At end of field turn right. Keep wire fence and woodland on your left and head for the Cottages, passing through gate opposite.

B5 Turn left at next way-marker leading uphill and walk along edge of field uphill keeping right.

B4 At road, turn right then immediately left along signposted bridleway. Keep to bridleway, ignoring footpaths uphill to left. Pass Gillham's Cottage on right and keep straight ahead (ignoring first signed path left).

B3 Go through gate at end, cross road, climb stile and bear left through field. Climb stile in far left hand corner of this field.

B2 On entering the woods ahead turn right. Follow bridleway, ignoring way-markers pointing uphill and walk through coppiced wooded area.

B1 Bear left at white weatherboarded King's Cottages, passing through gate opposite. If you've taken a detour to the pub, retrace your steps and bear right opposite King's Cottages.

A3 Turn right at road and head into Eastling, where you will find The Carpenters Arms (just a little further on from King's Cottages in B1 below) - a great place to try the local food.

A2 Immediately before the last house on right, turn right at footpath sign. Pass next to the gate, entering woodland behind houses. Keep right and follow track uphill, ignoring signs to left and right. Keep going straight on. Pass through the kissing gate and continue straight ahead, keeping the fence line to your right between two wooded areas. Note the coppicing of sweet chestnut trees, a common practice in this area. Where the path splits three ways, take the second path ahead which bears slightly to the left.

A1 Outside The George Inn in Newnham, nestled in the Syndale Valley, facing the handsome flint-built medieval church turn left along The Street.

B1 Bear left at white weatherboarded King's Cottages, passing through gate opposite. If you've taken a detour to the pub, retrace your steps and bear right opposite King's Cottages. Follow path across field to St Mary's Church, turn right at the church and follow wall, passing through gate to right of church. Pass through beech corridor, cross wooden bridge and turn left into arable field. Follow path to right, keeping hedge to your left and field to your right, to woods. Pass through two gates onto Belmont Estate, then cross valley along a corridor of Hawthorn hedges.

Eastling to Stalisfield

A3 Turn right at road and head into Eastling, where you will find The Carpenters Arms (just a little further on from King's Cottages in B1 below) - a great place to try the local food.



Planning your walk
 Feel free to start your walk at any point, as this is a circular walk you'll always return to where you began. Many sections of the walk end at a spot where you'll find a pub, restaurant or tearoom to help fortify you for the next stage of your walk - or perhaps offer a welcome treat once you've finished the whole route. There is also a shortcut highlighted on the map, for those who may prefer a shorter walk. There are several places to leave your vehicle in the villages on your route if you are arriving by car. If not driving, you can take a train to Faversham or Teynham. Although there are no public conveniences along this rural walk, you can use the toilets at the various 'pub stops' en route.



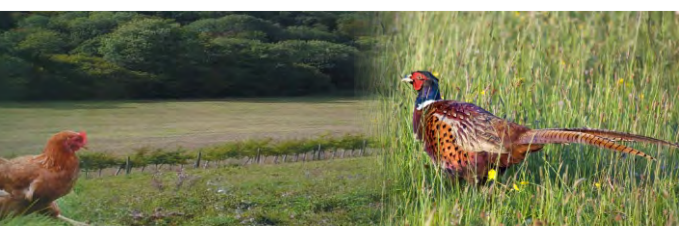
Peace and solitude - a rural way of life

Escape to a land that time forgot, where farming, food and rural traditions remain the cornerstones of community life among the unspoilt and picturesque scenery of the Syndale Valley.

Running through the mid Kent Downs - an Area of Outstanding Natural Beauty - the chalk valley remains one of the few timeless landscapes in this busy corner of Kent.

Not without its own share of historic highlights and notoriety, your walk begins in the ancient settlement of Newnham, nestled in the Syndale Valley since at least the 12th century. Here the Romans grew grapes and James Pimm was born - creator of one of Britain's best-loved summer drinks, the eponymous Pimm's.

Many of the woods on your route are still hunted by wildfowls who sell their game to local butchers and restaurants, while others support the rural craft of coppicing - common in this area. Traditional coppicing of sweet chestnut shoots for fence stakes extends the life of the trees and floods the woodland floor with light in spring and summer, promoting an abundance of flowers and food for wildlife.



The Countryside Code



RESPECT - PROTECT - ENJOY

If you follow the Countryside Code wherever you go, you will enjoy walking in Kent and help protect the countryside now and for future generations.

- 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 and on a lead around livestock
- Consider other people
- Remember to always follow the Highway Code

For more information about how to safely enjoy the countryside, visit the following website or scan the QR code
https://www.nationaltrail.co.uk/en_GB/countrysidecode/



Other Nature Trails in this Series



Faversham Town Council
 12 Market Place, Faversham, Kent ME13 7AE
 T: 01795 503286 www.favershamtowncouncil.gov.uk



Syndale Valley Walk

Escape to a land that time forgot, where farming, food and rural traditions remain the cornerstones of community life



A rural way of life

6-11 miles

EXPERIENCED WALKERS



keep left, following fence line towards houses in the distance. At next gate cross field at an angle, heading for gate and white house opposite.

B7 Pass through gate and turn right on to Hillside Road. At next junction, turn left and head into hamlet of Stalisfield Green where you'll find The Plough Inn - a 15th century Wealden Hall house with an extensive menu of fresh locally produced food.

Stalisfield to Doddington

C1 Just past The Plough, take signposted lane on right hand side before entrance to white cottage on right. Keep to right of path, with fence line on your right.

C2 On reaching road turn right and take bridleway on right past Hall's Place. At end of bridleway turn right onto road and head downhill.

C3 At bottom of hill, at the first grass triangle, take second lane on left uphill (a concrete track) towards Otterden Place: you'll see its white gates ahead. At top of lane, cross road, cattle grid, and enter Otterden Place through gate next to clock tower.

C4 At end of barn, turn right through kissing gate and head across field towards gate. Continue ahead to next gate with thatched cottage in distance. Keep small woodland to your right. Go through gates and pass Snoad Farm on your left. Turn left at road.



C5 At bend in road to right (at Walnut Tree House) take dirt track immediately to your left. At end of outbuildings walk straight on, ignoring track to your left, and continue down a dirt track. On reaching field in front keep close to left edge following hedge line. Keep left, passing gardens of houses until you reach a dirt track. Follow track to end house and turn left on to road.

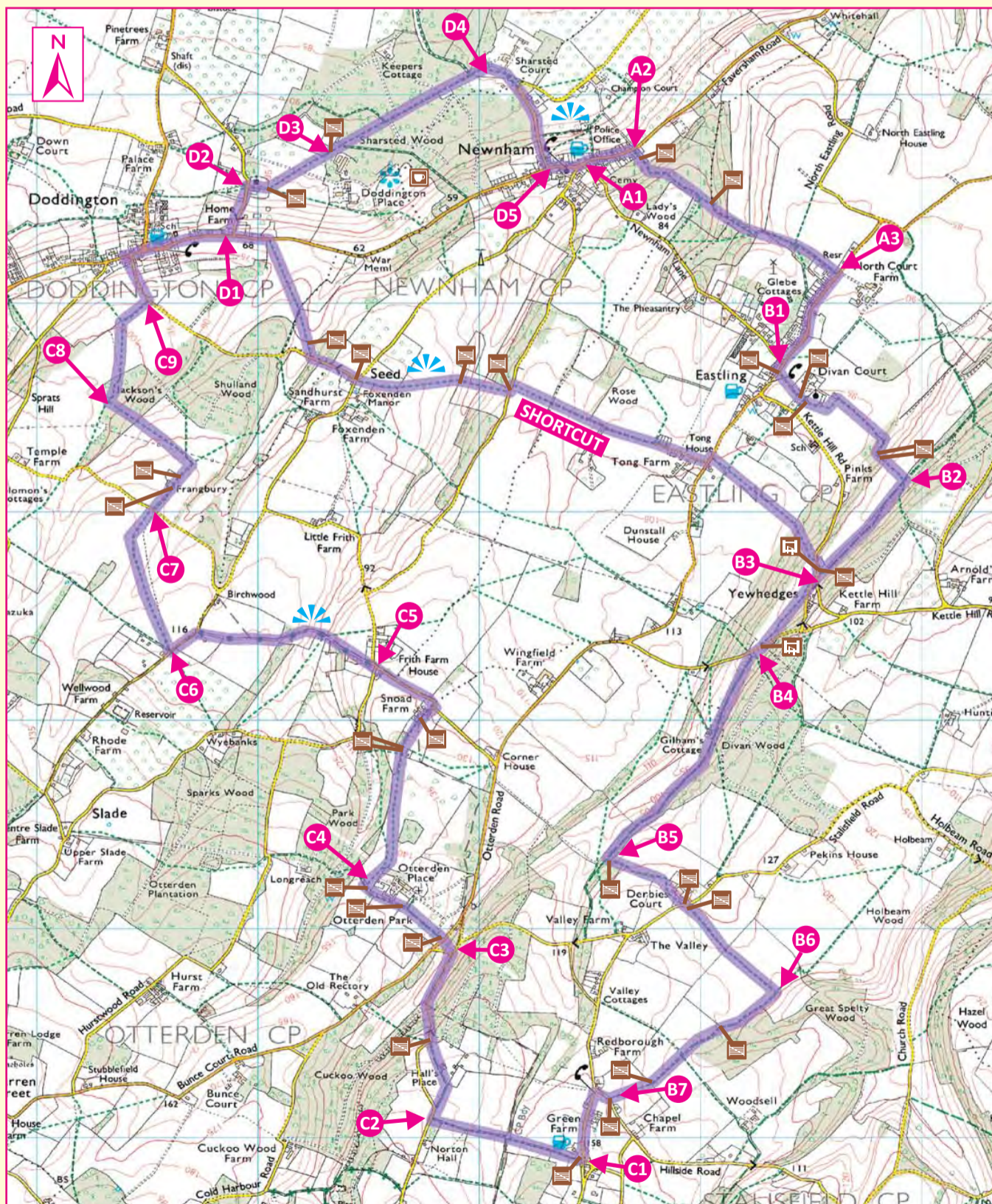
C6 Immediately before first house on right, turn right at footpath sign and take right hand path

diagonally across field. Head for telegraph pole in distance.

C7 At road, cross over and take lane opposite to Frangbury Farmhouse. At farmhouse keep right and pass along boundary, heading forwards into field. Halfway across field, just before pylon on right, turn left and head into Jackson's Wood, keeping the other pylon on left.

C8 At T-junction in wood, turn right through coppiced woodland and at end cross diagonally to right across field. At end of field turn right, with tree line on your left and proceed to lane at end.

C9 Turn left into lane for Doddington, family butchers SW Doughty's is at the end of the lane. Famous for local meat from their own Hole Street Farm, and prizewinning sausages, they even have their own abattoir. Turn right as you enter village along The Street towards The Chequers Inn - an ideal place for a refreshment break; it's over 400 years old, reputed to be haunted, and has won awards for its real ale.



Doddington to Newnham

D1 Continue along The Street then turn left after Home Farm up Church Hill.

D2 Turn right at top of hill keeping Doddington Church on your left and proceed forward. Pass through kissing gate at end and head diagonally across parkland, keeping Doddington Place on your right. The gardens are a colourful break from your walk and the tearoom a welcome place to relax (open Sundays, Wednesdays and Bank Holiday Mondays 11am-5pm).

D3 Pass through small gate in corner of parkland about 200 yards to left of entrance to Doddington Place, entering woodland. Walk through the Forestry Commission woods.

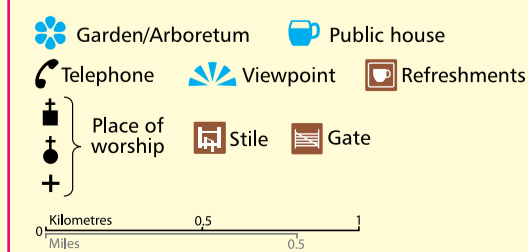
D4 At end, turn right (with impressive Sharsted Court in front of you). Pass through gate, keep right, then take right hand fork in road down hill.

D5 Turn left into The Street, heading back to The George Inn with its garden, welcoming atmosphere and extensive menu for weary walkers.

Shortcut Directions (2.2 miles)

B3 Turn right at road end of bridleway and take footpath to left through woodland and into field. Cross field. At road turn left then right, past Tong Farm House on the left. Continue along the tarmac track and across fields to lane. Turn left then after a few yards right through kissing gate into field. Drop into valley and up the other side, passing through gate. Follow path through fields held to have been home to Roman vineyards. At the orchard, cross diagonally left to the gate in the far left hand corner to the road. Cross road and continue ahead down lane (Hopes Hill) before taking footpath right. Pass through wood and across fields to road. Turn left into Doddington. Rejoin walk at D1.

© Crown copyright reserved. Kent County Council licence number 100019238. October 2007



Walk Overview

Distance: 11 miles (17.5km)
Shortcut: 5 hours (no stops)
Fitness level: Suitable for the more experienced walker
Toilets: No public toilets - pub facilities en route

Transport: Main railway station at Faversham and Teynham
www.thetrainline.com

Pay phones: Newnham, Eastling, Stalisfield Green, Doddington
Map: OS Explorer 149