

Paths of Old

Walk 1 - Faxton from Old

Distance: 3.60 miles

Grade: Easy

Start / Finish: The White Horse, Old (Grid Ref: SP786732)

Map: OS Explorer 223 Northampton & Market Harborough

Things to see: Grey Heron, Common Buzzard, Muntjac Deer, Roe Deer, Brown Hare

Summary: A pleasant circular walk of about 1.5 hours duration passing the site of the mediaeval village of Faxton



Point	Description
1	From outside the White Horse, follow Harrington Road in a north-easterly direction for about 250 yards and turn left into Mill Lane. Continue along the road for approx 1¼ miles as far as Old Lodge (Grid Ref: SP792752 / Running total = 1.37 miles) passing a small copse on your right as you leave the village. This first section is good for spotting Muntjac and Roe Deer.
2	At Old Lodge, turn left onto the Byway and follow the metalled track downhill. At the bottom of the hill, as the track becomes a private drive, go through the smaller of two green metal gates on your right (Grid Ref: SP789752 / Running total = 1.59 miles) and enter the field.
3	Keeping the hedge/fence on your left, climb the hill on a field track. As the hedge turns sharply away to your left continue ahead, veering slightly left to reach a gate at the top left-hand corner of the field (Grid Ref: SP783754 / Running total = 1.97 miles).
4	Go through the gate and follow the track for approx. 50 yards to a signpost at a crossroads of tracks (Grid Ref: SP783753 / Running total = 2.05 miles). This area is the site of the mediaeval village of Faxton, a settlement believed to date back to the 9 th Century with a population at its height of about 60-or-so villagers inhabiting some 25 dwellings. Faxton has an interesting history, not least as a reputed plague village!
5	Turn left and follow the track. At the first of two large gates across the track, go over the stile to the right, cross the small field diagonally and go over a second stile. Bear slightly right and cross the field to a signpost at the right-hand corner of the wood ahead (Grid Ref: SP784751 / Running total = 2.18 miles).
6	Turn left and skirt the wood round to where a track crosses the path (Grid Ref: SP786749 / Running total = 2.42 miles). Carry on straight ahead on the field path eventually meeting the corner of a hedge (Grid Ref: SP784743 / Running total = 2.76 miles). Continue in the same direction with the hedge on your right.
7	As you reach the end of the field, cross the stream via the footbridge (Grid Ref: SP784741 / Running total = 2.90 miles). Walk past a marker post and cross the subsequent large field in the same general direction to reach a gap in the far hedge (Grid Ref: SP783737 / Running total = 3.18 miles). Cross wooden planks and climb fence then bear slightly left to reach a stile on the far side of the field.
8	Cross the stile and go left over a plank bridge into the next field (Grid Ref: SP784735 / Running total = 3.27 miles). Go forward with a hedge on your right to a footbridge (Grid Ref: SP784735 / Running total = 3.30 miles). Cross the bridge and follow the path with the hedge on your right as it rises to a gap in a wooden fence ahead to bring you to the cricket field. Turn right, follow the boundary a short way then cut through the hedge on to a lane. Turn left, follow the lane up to the road, and, keeping in the same general direction, return to the White Horse and the end of the walk (Grid Ref: SP786732 / Running total = 3.65 miles).

Remember: for the benefit of all please keep to the path, close all gates behind you and keep dogs on a lead, especially around livestock.